



BERLIN

THE SOVIET ASSAULT ON THE GERMAN CAPITAL, APRIL-MAY 1945



FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME

NORTHERN EUROPE, 1945



WHY COLLECT A FORCE FROM BERLIN?

By April 1945 the Soviet Red Army had pushed all the way to the Oder River, just on the doorstep of the German Capital, Berlin. On 16 April 1945 the Soviets launched the Berlin Offensive across the Oder with the goal of taking Berlin and bringing the war to a conclusion.

However, the Germans had not been idle and withdrew from the Oder River bank and took up positions on the Seelow Height where they dug-in on the most direct route to Berlin. The German entrenched infantry held off Soviet infantry and tank assaults in a savage four day battle. Eventually the Soviet weight of numbers and firepower told, despite great Soviet losses in men and tanks, and the men of the German Ninth, Third Panzer, and Four Panzer Armies were thrown back from the Oder.

Stalin's two leading Marshals, Zhukov and Koniev, then raced to be first to enter Berlin and to take its symbolic seat of power, the Reichstag. The German defence of the city was improvised, but stubborn. Street battles raged from block to block as regular *Heer*, *Waffen-SS*, and *Luftwaffe* troops, as well as auxiliaries like the *Volkssturm* and *Hitlerjugend*, fought to hold back the red tide.

This book will allow you to field a German Berlin Kampfgruppe. A battle group hastily formed from troops withdrawing into the city from the Oder Front, as well as locally raised militia like the *Volkssturm*, the people's levy, and the teenage boys of the *Hitlerjugend*. You can tailor this force around *Heer*, *Waffen-SS*, *Fallschirmjäger*, *Volkssturm* or *Hitlerjugend*, or any combination of these. They are supported by guns and tanks from the *Heer*, *Luftwaffe* or *Waffen-SS*.

Against these German troops were the Soviets of Zhukov's 1st Byelorussian Front and Koniev's 1st Ukrainian Front. These troops have become experienced and hardened during their continuous onslaught of the Germans through Poland, Prussia and now Germany. These experienced heavy tankers of the Hero Gvardeyskiy Tyazhelyy Tankovy Polk and the heavy assault gunners of the Hero Tyazhelyy Samokhodno-Artilleryyskiy Polk will destroy all before them, whether they fight across the farmland of eastern German or through the streets of Berlin.

You can field the hard-fighting Red Army riflemen of the Hero Strelkovy Polk (Hero Rifle Regiment) with Guards options and Red Army options. Included are options to field customisable specialist street-fighting Shturmoye Groups.

Fight for the streets of Berlin and bring the war to an end!



BERLIN

THE SOVIET ASSAULT ON THE GERMAN CAPITAL, APRIL-MAY 1945

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This is a supplement for *Flames Of War, the World War II miniatures game*.
A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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THE BATTLE FOR BERLIN

Even though he was facing a rapidly deteriorating war situation, Adolf Hitler was still obsessed with regaining the strategic initiative and launched a disastrous series of offensives in late 1944 and early 1945. While some of these offensives enjoyed temporary success, their ultimate effect was to bleed many of Germany's elite units white. Furthermore, Hitler was obsessed with holding every inch of ground Germany had conquered and left many other key divisions deployed to protect Germany's far flung possessions. As a result when the Soviets launched their great Vistula-Oder offensive in early January, 1945, they were rapidly able to overwhelm the minimal German resistance and reached the Oder River by the end of the month. Only the fortress city of Küstrin (Kostrzyn), a mere 70km from Berlin, held out. Though the way to Berlin was essentially open, the Soviets halted their advance until their positions on the western bank of the Oder could be secured.

PREPARATIONS

This unexpected reprieve gave the Germans a chance to rush additional units into the area in a desperate attempt to stem the Soviet tide. The Germans took advantage of a bluff called the Seelow Heights, which overlooked the majority of the Soviet bridgeheads over the Oder River. Field Marshal Heinrici, commanding Army Group Vistula, defended the area with the Ninth Army Group, under Lieutenant General Theodor Busse, consisting of some 200,000 men (though only 110,000 were on the Seelow Heights proper), around 550 tanks, and a little over 2500 guns and anti-aircraft weapons, many of which had been relocated from Berlin. The Ninth Army was therefore assigned the unenviable task of defending against the primary Soviet advance toward Berlin.

The Soviets had not been idle during their pause at the Oder River. For the upcoming Operation Berlin, the Soviets had amassed a force of over 2.5 million men supported by 6300 tanks and assault guns, over 40,000 guns and mortars, over 3000 Katyushas, and over 8000 aircraft. Stalin continued to play on the rivalries between Field Marshal Georgi Zhukov, commanding the 1st Byelorussian Front and Field Marshal Ivan Koniev, commanding the 1st Ukrainian Front,

by assigning them both to the operation. Zhukov was to assault the 'Gates of Berlin' at the Seelow Heights with his roughly 1 million troops, while Koniev was to assault toward Berlin from positions further to the south. This setup what amounted to a race to the German capital between the two Field Marshals. Rokossovsky's 2nd Byelorussian Front would advance on the city from the North, but this was never intended to be the primary axis of attack.

BERLIN OFFENSIVE

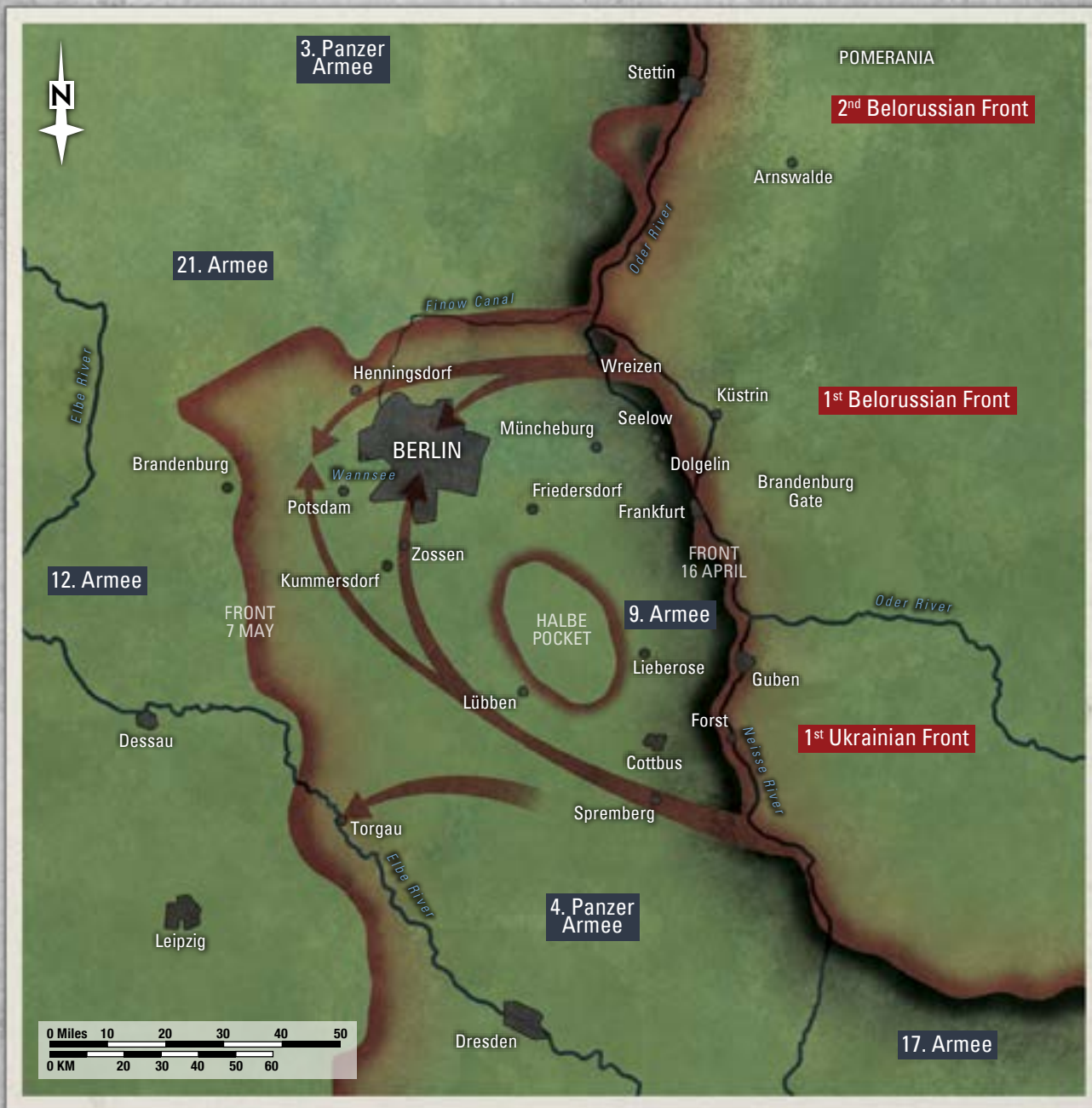
Zhukov began his offensive on 16 April 1945 with a massive artillery barrage which could be heard as far away as Berlin. His goal was to demoralize the Germans and punch a hole through their lines at the Seelow Heights, clearing a path to the German capital. Knowing that the offensive was coming, Field Marshal Heinrici had time to respond to the expected barrage and moved Busse's Ninth Army Group back between one and two miles from their forward positions. Zhukov's barrage therefore ended up falling on largely empty trenches, though those defenders actually caught in the barrage compared it to being caught in an earthquake.

Though Zhukov's forces were able to quickly dispatch the few German defenders in the valley floor, the second defensive line on the Heights themselves held firm, exacting a terrible toll from the Soviets. Against Stavka's orders, Zhukov committed his tanks from both the 1st and 2nd Guards Tank Armies earlier than planned in an attempt to overrun the Heights, but the Seelow Heights proved to be poor tank country. After the first day of the offensive, with its minimal territorial gains and high casualties, it was quickly apparent that this operation would not enjoy the same immediate success of the Vistula-Oder offensive.

Stalin was furious at the lack of progress and considered shifting the main axis of attack away from Zhukov's forces and instead allowing Koniev and Rokossovsky free rein to attack Berlin from the south and north respectively. In an effort to stave off the dictator's displeasure, Zhukov regrouped his forces and continued to pressure the German positions. The strongpoints at Friedersdorf and Dolgelin, which had stopped the Soviets on the first day of the offensive, fell to the combined efforts of the



BERLIN OFFENSIVE, 16 APRIL - 7 MAY 1945



11th Guards Tank Corps and the 8th Guards Mechanized Corps, while the 3rd Shock Army assaulted the town of Seelow itself. The Germans, however, had built their defences in depth in the short time allowed to them and continually counterattacked to break up the Soviet advance.

By 18 April, though they had inflicted severe casualties on the Soviets, the German positions began to waiver under the continuous Soviet pressure. The first breach came at the point where Busse's Ninth Army met Manteuffel's Third Panzer Army near the village of Wreizen. This portion of the line was manned by elements of 5. *Jägerdivision* (5th Light Infantry Division) along with several other fragmentary formations and *Volkssturm* (People's Assault or Militia). By this point the Ninth Army's left flank had failed, and its right flank was being pressured by Koniev's breakthrough further south. Zhukov finally captured the town of Seelow itself as well, which spelled the beginning of the end of the battle.

TO BERLIN!

Lead elements of the advancing Soviet columns, sensing that a breakthrough was imminent, began a race toward Berlin, but waiting for them was the last of the German armoured reserves in the area, including 503. *Schwere SS-Panzer Abteilung* (503rd Heavy SS Tank Battalion). Its *Königtiger* (King Tiger) heavy tanks took a heavy toll on the first Soviet tanks to cross the heights, but ultimately the panzer reserves were too few to repulse the Soviet advance. Though their casualties had been high, losing tens of thousands of men and roughly a quarter of their armour, by 19 April, the Soviets held the heights and had regrouped, and before them lay an open road to Berlin.

On 20 April 1945, Adolf Hitler celebrated his 56th Birthday in his bunker a few miles away in Berlin. In light of the critical war situation, the *Führer* finally assigned the defence of Berlin itself to Army Group Vistula. In an effort to



create some sort of defensive ring around the city, Heinrici ordered Steiner's 'Germanic' 3. *SS-Panzerkorps* supported by 25. *Panzergranadierdivision* and a few other units to cover the southern approaches to the city. By the end of the day he had managed to create a rough defensive line along the *autobahn* using the various cobbled together units available to him including Weidling's 56. *Panzerkorps*.

With the collapse of the primary defensive lines, the Soviets quickly closed in on the German capital itself. Having received permission to turn his armies north, Koniev redirected his armour and other forces toward the city. By this time Zhukov's forces were closing in on the city as well, with the first elements of his 1st Byelorussian Front reaching Berlin's suburbs by 21 April. Meanwhile, Koniev's forces completed an encirclement of the retreating German Ninth Army and assaulted the pocket with the 3rd Guards Tank Army in an effort to destroy the Germans. Despite severe manpower and equipment shortages, the Germans continued to conduct counterattacks against the Soviet forces, slowing their advance.

By this time exercising effective command and control over the fragmentary German army was growing impossible. The Americans and British were closing in from the west at the same time Berlin was under direct threat from the Soviets to the east. False orders and rumours were common in the city. Having received a report indicating that Weidling was away from the front, Hitler ordered his execution for desertion. Upon receiving a communication of his sentence, Weidling personally went to the *Führerbunker* to deny the charges, and was acquitted. Given the city was nearly encircled, Hitler ordered Steiner to conduct a counterattack with all of his forces to break up the Soviet advance, not realizing that all of his forces were already committed to battle along the Finow Canal. The equivalent of a division and a half of infantry was scraped up from *Luftwaffe* personnel and rear echelon troops to support Steiner, but their lack of training and weapons prohibited any offensive forcing Steiner to await additional reinforcements.

While the Soviets continued their costly advance, the Germans were unable to mount any sort of effective strategic counterattack. By the end of the day, Zhukov's 9th Guards Tank Corps and 125th Rifle Corps reached the Henningsdorf Bridge, and Koniev's 3rd Guards Tank Army reached the Telow Canal. As evidence of the severe communication issues, while Busse's Ninth Army was preparing to breakout back toward Berlin, it was ordered to conduct an impossible joint counteroffensive with the Twelfth Army into the Soviet flank. Steiner still lacked the forces to conduct any meaningful counter-offensive, and was unable to provide any relief to the city. Upon hearing that Steiner still hadn't attacked, Hitler flew into a rage, berating his army commanders as traitors and making the fateful decision to remain in Berlin and commit suicide should the Soviet's capture the capital.

ADVANCE INTO BERLIN

By 23 April, the Soviets had reached the city from the south, east, and north, and the combatants prepared plans for the next phase of the battle. The Soviets realized at this point the battle would move from an open country exercise to urban combat, which conferred several advantages on the defender. A mere day after ordering his execution, Hitler appointed Weidling commander of the Berlin Defence Area, Weidling only had about 45,000 *Heer* and *SS* regulars under his command along with another 40,000 *Volkssturm*. Weidling organized the city into eight defensive sectors. However, many of the sector commanders had little to no combat experience.

Meanwhile, the Germans were having some limited success to the south of the city where German forces were wreaking havoc in the rear areas of the 2nd and 52nd Polish Armies near Spremberg. This breakthrough forced Koniev to peel off the 4th Guards Tank Corps and 32nd Guards Rifle Corps to deal with the encroaching Germans. Having already left the 34th Guards Rifle Corps near the Elbe to meet the advancing Americans, Koniev's forces were stretched thin, hampering any further advance.





By 24 April, the Germans had achieved some level of order in Berlin's defences with *20. Panzergrenadierdivision* covering the west on the Wannsee, *9. Fallschirmjägerdivision* covering the north around the Humboldthain Flak Tower, *Panzerdivision Müncheberg* defending Tempelhof Airport, *11. SS Panzergrenadierdivision Nordland* defending Neukölln-Kreuzberg, and *56. Panzerkorps* troops and *18. Panzergrenadierdivision* being moved out of reserve to in support.

The Soviets continued their advance with Zhukov's forces achieving a bridgehead across the Hohenzollern Canal. Of greater significance was the fact that his 8th Guards Army, moving westwards to conduct a southern attack on Berlin, made accidental contact with Koniev's 3rd Guards Tank Army. The fact that Koniev was essentially 'ahead' of Zhukov was a great blow to the latter's pride, which was only worsened by the fact that Stalin made it clear that Koniev would have the first opportunity to assault the Reichstag from the south.

To the north Manteuffel's Third Panzer Army continued to barely hold Rokossovsky's 2nd Byelorussian Front at the Oder, but by 25 April the Soviets broke through near Stettin and

Manteuffel was forced to retreat. The cut off Ninth Army, under Busse, had linked up with other units in the area and started to break out of Koniev's encirclement toward Berlin. As the Soviets advanced relentlessly toward the city centre, they encountered strong resistance at Tempelhof Airport with its numerous Flak guns. Elsewhere British and American troops continued their advance toward the Elbe, with the Americans linking up with the Soviets near Torgau.

Oblivious to the actual war situation, Hitler continued to create armies on paper and issue impossible orders designed to stabilize the situation on the Eastern front. The senior combat officers on the ground, however, had a far more pragmatic view of the situation. Many commanders surreptitiously worked to get as many of their men across the Elbe as possible while at least giving the impression of holding the Soviets at bay. Other formations put up fanatical or fatalistic resistance to the Soviet advance. Despite their best efforts, by 26 April the 1st Guards Tank Army and 8th Guards Army had reached Potsdamer Strasse and Heinrich-von-Kleist Park. This put Zhukov's forces beyond Stavka's inter-front boundary in Berlin and ahead of Koniev's advance.





On 27 April, Busse's Ninth Army continued to try to break out toward Berlin, but was stopped cold by simultaneous attempts by the Soviets to tighten the cordon around the city. In Berlin itself the Soviets continued to advance, slowly forcing the Germans back. 11. *SS-Panzer Grenadierdivision Nordland* was forced back across the Landwehr canal, but the progress came at great cost. 9. *Fallschirmjägerdivision*, supported by the Humboldthain Flak Tower, inflicted severe casualties on the advancing Soviets as did German forces supporting the Friedrichshain Flak Tower near Lowen.

Steiner had still not mounted the expected relief of Berlin by 28 April because of a lack of support. In response Keitel promised him the support of units that, unknown to Keitel, had long since lost any combat effectiveness. In actuality, Steiner had no intention of committing his men to an operation which would amount to little more than a suicidal gesture. Hitler gave up on any relief from Steiner and ordered Holste's 41. *Panzerkorps* to relieve the city instead. In response, Holste asked for time to manoeuvre his forces into position. In the meantime, Keitel discovered that Manteuffel and his Third Panzer Army was in retreat with Heinrici's tacit approval. Furious, Keitel relieved Heinrici of command. In the *Führerbunker*, news reached Hitler that Himmler had initiated peace talks using Sweden as an intermediary, sending him into yet another irrational rage. At last realizing the end was near; Hitler dictated his final personal and political

testaments and named Grand Admiral Dönitz (head of the German *Kriegsmarine*, or Navy) as his political successor.

By the next day Busse's Ninth Army had finally managed to break through the Soviet lines near Zossen. Though General Wenck's Twelfth Army still managed to hold a corridor open for the Ninth Army, Busse informed Wenck that his force was spent. The Twelfth Army was therefore given freedom to conduct independent actions by the OKW (high command).

THE FINAL BATTLES IN BERLIN

The Soviets continued to run into pockets of strong resistance in Berlin, which slowed the advance of the 3rd Shock and 5th Shock Armies. Despite the determined and in some cases fanatical resistance, the Soviets managed to gain a foothold across the Potsdamer Bridge.

As the last day of April dawned, it was clear that the Soviet advance was unstoppable. Wenck's Twelfth Army had reached Potsdam, but was unable to break through the Soviet lines. Hitler conferred with Mohnke who was convinced that the Soviets would begin a major assault on the Reich Chancellery the next day, on May Day. Hitler concluded that suicide was his only option, and having given up all hope authorized the defenders of Berlin to conduct a breakout. By this time Zhukov's 79th Rifle Corps was mere blocks away, having secured the Ministry of the Interior and the western half of the Diplomatic Quarter.





Stalin was determined that the Reichstag would be taken at all costs, but the Germans continued to resist fanatically. The Kroll Opera House had been turned into a strongpoint and fire from the Zoo Flak Tower helped break up two attacks toward the Reichstag. Major General Shatilov, commanding the 150th Rifle Division from Zhukov's 3rd Shock Army, ordered one last attack at 1800 hours that finally breached the Reichstag. Inside the building a vicious hand-to-hand fight erupted, with the Soviets raising the Red Banner over the building at 2250 hours that evening.

Busse's Ninth Army continued its breakout, reaching and pausing briefly at Kummarsdorf before resuming their attempt to reach German lines. Their last remaining Königstiger tank led the unit's last charge against the 5th Guards Mechanized Corps, finally breaking through to Wenck's Twelfth Army lines early the next day. That same day, a little after 1500 hours in the afternoon, Adolf Hitler and his new wife Eva Braun committed suicide in the *Führerbunker*. Their bodies were cremated in a ditch outside the bunker and then buried in a shell crater.

As May dawned, the ferocity of the Battle for Berlin abated as the Soviets realized that the end was near, and as on the Western Front, the frontline infantry didn't want to be the last combat casualty. The Germans used the lull in the

fighting to reorganize and attempt to negotiate a ceasefire with the Soviets. For their part, the Soviets would only accept unconditional surrender. Fighting continued in the Reichstag as the Germans attempted to recapture the building, while elsewhere multiple Soviet Armies attempted to clear the government district. Even Soviet heavy tanks found the going difficult as the German defensive fire was murderous at such close ranges, but by the end of the day Weidling realized that the only option for the forces in the Berlin Defensive Area was surrender.

On 2 May 1945, the Soviets suppressed the last resistance in the Reichstag, and Weidling arranged surrender terms. The ceasefire was scheduled to begin at 1300 hours, but fighting in the city finally ceased around 1700 hours in the afternoon.

The true cost in terms of human lives and material during Operation Berlin is unlikely to ever be known accurately. Soviet sources list their own casualties as over 300,000 men, 2100 tanks, 1200 guns, and 500 aircraft, though those numbers are likely far lower than what was actually suffered. Estimates of German losses also vary, though the Soviets claim upwards of a half a million prisoners being taken. With the fall of Berlin, the Soviet forces not occupying the city turned north and south to complete the consolidation of Eastern Germany, setting the stage for the division of Germany and ultimately all of Europe, which would precipitate the Cold War.





Volkssturm infantry move forward supported by SS Königstiger heavy tanks.



Kleinpanzer Wanze Bedbug tank-hunters ambush a company of Soviet T-34/85 obr 1944 tanks.



Panzerdivision Müncheberg Panther G tanks and armoured infantry seek out the next enemy thrust.



Volkssturm militiamen move into position to hold a street barricade and support a Panther tank turret.

DEFENDERS OF BERLIN

The Battle for Berlin in April and early May of 1945 was at one level a battle between titans. Stalin pitted his two greatest commanders, Field Marshals Zhukov and Koniev, not only against the remnants of a German army which had visited horrors upon the Soviet Union for years, but against each other as both men vied for the honour of raising the Soviet flag atop the German capital. Hitler conducted the last days of the war from inside the thick walls of his *Führerbunker* complex, armed with the conviction that the Soviet advance on Berlin could be shattered like the German assault on Moscow only a few years before. On another level the Battle of Berlin was, like any battle, one fought by individual soldiers, often in very close quarters. The Soviet infantry and tankers faced everything from grizzled panzer commanders to the old men and boys of the *Volkssturm* as Germany fought desperately to save their city and nation from final defeat. Though the outcome of the battle was never in doubt, given the insurmountable odds of some 80,000 Germans facing roughly 1.5 million Soviets, the battle itself and its aftermath represents the history of the war on the Eastern Front in a microcosm.

Though its lifespan could be measured in weeks, if not days, the Nazi apparatus still clung to power in Berlin. The slogan '*Berlin bleibt Deutsch*' or 'Berlin remains German' appeared as graffiti around the city, likely through the efforts of the propaganda ministry.

FOREIGN VOLUNTEERS

For some groups, like the Scandinavian volunteers of *11. SS-Panzer Grenadierdivision Nordland*, the message served as a panacea, bolstering their spirits for the fight ahead. Many of the volunteers believed that they could hold the Soviets at bay. Their battle was in many ways typical of the fighting in and around Berlin. Initially ordered to support regular *Wehrmacht* forces in keeping the Soviet forces away from the suburbs, they gradually fell back to the city itself – dodging the groups of Polish and Russian civilians escaping from impressed work camps along the way.

By 21 April, the Scandinavian volunteers were involved in desperate close-in fighting against the Soviets. Waves of Soviet infantry, sometimes without adequate artillery or tank support, would be sent against the defenders only to have their assaults broken up by mortar and small arms fire.

Tanks encountered their own difficulties as infantrymen with Panzerfausts would await the tanks and fire at point-blank range. Though their position would be reinforced through a chance encounter with a group of *Fallschirmjäger*, ultimately the Soviet weight of numbers and material would tell. Eventually their flanks began to give way and heavy Soviet Stalin tanks would destroy their anti-tank guns and the combined force was pushed further back into the city to avoid encirclement by Soviet forces.

Not everyone in Berlin, however, was so enthusiastic about the war situation. Some Danish volunteers attempted to petition the Danish Embassy for access to their bunker to sit out the remainder of the fighting, feeling they had been 'exploited' by the Nazi regime.

ARMY TROOPS

Beyond the foreign volunteers in the German military, many average citizens had completely lost their faith in the *Führer* and his government. While they were unable to undertake an overthrow of the regime, many ordinary Germans were already trying to distance themselves from the Nazi Party and were burning flags and discarding party badges. In some cases grocers would even demand payment from the military for food, though such demands were typically retracted in short order.

Also among the defenders of Berlin was *Panzerdivision Müncheberg*. Formed on 5 March, and was one of the last new Panzer Divisions formed by the *Heer* (Army). Constructed from a mixture of depleted *Heer* units and at least one *Waffen-SS* replacement battalion, it was initially deployed in the perhaps unfortunately named *Unternehmen Bumerang* (Operation 'Boomerang'), which sought to break through the Soviet encirclement of Küstrin. After the failure of this operation, it was reinforced as it was one of the few armoured formations standing between the Soviets and Berlin, and by 16 April the unit had nearly 50 operational tanks at its disposal including 31 Panthers and 10 Tigers. As with the other units in the area, the unit was gradually forced back into the Berlin pocket and was surrounded with the rest of the city's defenders by 25 April. On 2 May a few elements of the division managed to break out toward Beelitz and eventually surrendered to the Americans.



FORTRESS TROOPS

While some reasonably intact (though depleted) units were involved in the defence of Berlin, most of the regular units were cobbled together at best. When the city was declared a *Festung* (Fortress) in February 1945, some efforts were made to defend the city from ground attack. *Panzer-Kompanie (Bodenständig) Berlin* was one of the new units created, made up of ten Panzerkampfwagen IV and twelve Panther tanks that were considered to be beyond repair. The vast majority of these tanks were used to create turret bunkers in Berlin, though one rolling hull was towed into a shallow ditch and served as a bunker with its chassis still attached. These fortifications created anti-tank strongpoints at key points in the city.

LUFTWAFFE TROOPS

As Germany had been under near constant aerial bombardment for years, Berlin was home to many larger air-raid shelters and flak towers. The initial Flak towers were ordered in September 1940 by Hitler who, furious with the fact that the RAF had bombed Berlin, personally sketched the massive structures himself. The actual design of the towers was handled by a subordinate of Albert Speer, Professor Friedrich Tamms. The Flak towers were designed to work in pairs of one *Gefechtssturm* and one *Leitturm* mounting the

gun batteries and fire-control radar respectively. Berlin was initially slated to house six pairs, but only three were completed: the first at the Tiergarten near the Berlin Zoo (also known as the "Zoo-Bunker," one in Friedrichshain, and one in Humboldthain. In addition to their substantial defensive capacity, which was used to great effect against the Red Army, the towers held national treasures and during the final days of the assault served as a shelter for tens of thousands of German civilians.

VOLKSTURM

Perhaps there is no better evidence of the desperate nature of Germany's war situation is the fact that fully half of the defenders of Berlin were members of the *Volkssturm*, or 'People's Militia.' Poorly equipped, with little to no training, the *Volkssturm* was made up of the older men and young boys who had previously been considered unfit or unready for normal military service. What weapons they had were frequently a mix of German and foreign designs, with no standardization. Simply supplying the correct calibres of ammunition was a constant problem. While some *Volkssturm* units fought as well as could be expected, many others simply tried their best not to die and avoided contact with the enemy where possible. Many units simply dissolved through desertion while others surrendered to the advancing Soviets without firing a shot.

FEATURES OF BERLIN





CITY MORALE

While desertion may have been common among the Volksturm, failure to 'do one's duty' was a dangerous proposition in Germany at best. Berlin was teeming with SS and Gestapo patrols which still exercised the will of the dying Nazi regime. Suspected deserters were generally executed on the spot and then hung from lampposts or trees, with signs indicating that they were traitors to the Reich, as warnings to others. Against such charges there was never any defence. The practice had been common during the disastrous battles of 1945, especially on the Eastern Front, as the Soviets advanced through East Prussia as well.

Once the siege itself started, the people were technically afforded additional rations and the police and other civil authorities worked to ensure what food was available in the city was distributed to the people. However, as the Soviets began to tighten the noose around the city, civilians were forced to scrounge for whatever stores were available. What bread was available frequently included sawdust, sand, and even more questionable 'ingredients' by the end. Utilities became unreliable or non-existent and even basic hygiene became a problem.

For the Soviet soldier, emotions were mixed. They knew the end was near and the final assault would begin soon, but they also knew they were facing the prospect of brutal hand to hand combat in a dense urban area. General Chuikov remembered the Battle of Stalingrad all too well, and the general consensus among the Soviet leadership was that Germany had heavily fortified the city of Berlin. It is clear that they were unaware that the physical defences of the city itself were minimal. When Field Marshal Zhukov's assault against the Seelow Heights began on 16 April, the spectacle of the overwhelming artillery fire and massive tank columns awed and elated the foot soldier, but they soon realized that the Germans were heavily entrenched and the way forward was, at least in the short term, blocked.

With Zhukov's forces delayed by strong resistance at the Seelow heights, Stalin gave his approval for Koniev to seized

the initiative and strike for the heart of Berlin. Many of Zhukov's inexperienced troops were forced to battle through the streets of Berlin dying in large numbers to reach the heart of Nazi power ahead of his rival. As with the Germans, discipline among the Soviet ranks could be brutal. Any dereliction of duty could be punishable by death from a commissar or assignment to a shtraf or 'penal' battalion.

THE FINAL BATTLES

Eventually Zhukov's forces would close in on the Tiergarten first, ahead of Koniev's forces. Heavily defended by SS, Gestapo, and the Zoo Flak towers, casualties among the Soviets were once again high. Stalin had hoped to publish news of the capture of the Reichstag and Germany's surrender to coincide with the Mayday holiday, but the determined German resistance meant that the iconic staged photograph of the Soviet flag over the building wouldn't be taken until the next day.

Though the Berlin garrison officially surrendered on 2 May, several units attempted to break out of the Soviet encirclement rather than surrender to the Red Army. Berlin itself was now an occupied city. Hitler himself had committed suicide on 30 April, and many others followed suit fearing what the Soviet occupation would bring. Though Stalin and Zhukov had issued strict orders in response to widespread incidences of violence and rape against Germans by Soviet soldiers, in practice 'Stalin's order' as it was known, was not generally followed in the aftermath with reports of over 100,000 women being raped.

On 8 May the war formally ended and, like Germany itself, Berlin was divided into four occupation zones: one each for the United States, the United Kingdom, France, and the Soviet Union. As relations between former Allies soured, the world found itself embroiled in a new Cold War which would dominate not only European, but World politics for decades to come, with Germany and Berlin itself on the front lines of that conflict. Berlin would remain an occupied and divided city until 1990 with the formal reunification of Germany.



GERMAN SPECIAL RULES

A Berlin Kampfgruppe (page 14) uses all of the normal German special rules on pages 249 to 252 of the rulebook (except for Kampfgruppe). In addition they also use the Battlegroup Berlin and Enjoy the War special rules.

BATTLGROUP BERLIN

The forces in Berlin were made up of troops from all branches of the German armed forces. These were organised into mixed groups and assigned to the various zones of the city. However, troops were moved about as needed to fend off the continuous Soviet attacks. These troops were already organised into *Kampfgruppen*, or Battle Groups, for this role and often fought alongside troops from all branches of the German armed forces.

A Berlin Kampfgruppe (page 14) does not use the German Kampfgruppe special rule on page 242 of the rulebook.

Heer, Luftwaffe, and SS platoons fight as one army, ignoring the Reich Divided special rule (see page 242 of the rulebook).

ENJOY THE WAR...

In early 1945, the Allies were pushing in on all sides of Germany, exacting revenge where they could and demanding nothing less than total and unconditional surrender. But still the German soldiers fought on with grim humour, saying: 'Enjoy the war, because the peace will be terrible.'

When you need to take a Platoon Morale Check, instead of rolling a Motivation Test for the entire platoon, roll a die for each team in the platoon and any teams that have Joined the platoon.

- *On a result of 3+ a team with Motivation rated Confident continues to fight on.*
- *On a result of 2+ a team with Motivation rated Fearless continues to fight on.*
- *On any other roll the team is Destroyed and is removed from the table.*

If the platoon is required to take a sole survivor Motivation Test (see page 176 of the rulebook) it automatically fails the test and the platoon is Destroyed.

Company and Higher Command teams cannot re-roll a result for other teams using Enjoy the War, however they may re-roll their own result.

Teams with Motivation rated Reluctant do not use the Enjoy the War Special rule.



BERLIN KAMPFGRUPPE

BERLIN INFANTRY BATTLEGROUP
INFANTRY COMPANY

HEADQUARTERS

HEADQUARTERS



Berlin Kampfgruppe
HQ

15

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey (regardless of symbol).

COMBAT PLATOONS

INFANTRY



Panzergrenadier
Platoon

15

Fresh Panzergrenadier
Platoon

16

Fallschirmjäger
Platoon

17

Volkssturm Platoon

17

Hitlerjugend Platoon

16

INFANTRY



Panzergrenadier
Platoon

15

Fresh Panzergrenadier
Platoon

16

Fallschirmjäger
Platoon

17

Volkssturm Platoon

17

Hitlerjugend Platoon

16

INFANTRY



Panzergrenadier
Platoon

15

Fresh Panzergrenadier
Platoon

16

Fallschirmjäger
Platoon

17

Volkssturm Platoon

17

Hitlerjugend Platoon

16

WEAPONS PLATOONS

MACHINE-GUNS



Panzergrenadier
Machine-gun Platoon

18

Volkssturm
Machine-gun Platoon

18

ARTILLERY



Panzergrenadier
Mortar Platoon

19

Volkssturm Mortar
Platoon

19

ARTILLERY



Panzergrenadier
Infantry Gun Platoon

20

Volkssturm Infantry
Gun Platoon

21

ANTI-TANK



Panzergrenadier
Anti-tank Gun Platoon

20

FORTIFICATIONS

FORTIFICATIONS



Street Barricade

21

SUPPORT PLATOONS

ARMOUR



Panzer Platoon

22

Schwere SS-Panzer
Platoon

22

ARMOUR



Tank-hunter Platoon

25

Panzer Platoon

22

Schwere SS-Panzer
Platoon

22

Assault Gun Platoon

23

Heavy Panzerspäh
Platoon

24

ANTI-TANK



Bedbug Platoon

24

Anti-tank Gun Platoon

26

Luftwaffe Heavy
Anti-aircraft Gun Platoon

30

ARTILLERY



Artillery Battery

28

Heavy Artillery Battery

28

Rocket Launcher
Battery

29

Heavy Mortar Platoon

27

ANTI-AIRCRAFT



Luftwaffe Heavy
Anti-aircraft Gun
Platoon

30

Luftwaffe Light
Anti-aircraft Gun
Platoon

30

ANTI-AIRCRAFT



Luftwaffe Heavy
Anti-aircraft Gun
Platoon

30

Luftwaffe Light
Anti-aircraft Gun
Platoon

30

ANTI-AIRCRAFT



Panzer Anti-aircraft
Gun Platoon

23

Luftwaffe Heavy
Anti-aircraft Gun
Platoon

30

Luftwaffe Light
Anti-aircraft Gun
Platoon

30

INFANTRY



Panzerpionier Platoon

21

Fallschirmjäger
Platoon

17

Panzergrenadier
Platoon

15

Fresh Panzergrenadier
Platoon

16

Volkssturm Platoon

17

Hitlerjugend Platoon

16

Infanterie Platoon

26

MOTIVATION AND SKILL



The defenders of Berlin were made up of a mix of Panzergrenadiers from the Waffen-SS (Armed SS) and the Heer (Army), Luftwaffe (Air Force), as well as Volkssturm (people's militia), and other para-military organisations like the Hitlerjugend (Hitler Youth). Each Kampfgruppe (battle group) was led by hardened veterans from the Heer, Waffen-SS or even Fallschirmjäger.

A Berlin Kampfgruppe is made up of platoons of different ratings as listed under each platoon.

HEADQUARTERS

BERLIN KAMPFGRUPPE HQ

HEADQUARTERS

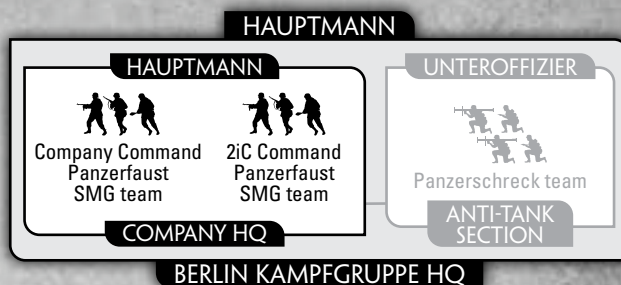
Company HQ	 60 points	 75 points
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ADD:

Anti-tank Section	+30 points	+35 points
-------------------	------------	------------

OPTION

- Add up to three Sniper teams for +50 points per team.



A Heer (marked ) Berlin Kampfgruppe HQ is rated **Confident Veteran**.

CONFIDENT VETERAN

A Waffen-SS or Fallschirmjäger (marked ) Berlin Kampfgruppe HQ is rated **Fearless Veteran**.

FEARLESS VETERAN



The battle groups that fought to defend Berlin were made up of troops from all branches of the German military and auxiliary corps. However, despite the mixed make-up of these fighting groups, leadership usually fell to those who were experienced and knew what they were doing. It was up to the professionals to lead their soldiers, old men, and young boys into battle. Each Kampfgruppe (Battle Group) drew from the available troops in the sector.

COMBAT PLATOONS

PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

3 Grenadier Squads	 245 points	 295 points
2 Grenadier Squads	175 points	210 points

OPTIONS

- Replace any or all Panzerfaust MG teams with Panzerfaust Assault Rifle teams for +5 points per team.
- Add Sd Kfz 251/1 half-tracks for +10 points per half-track.

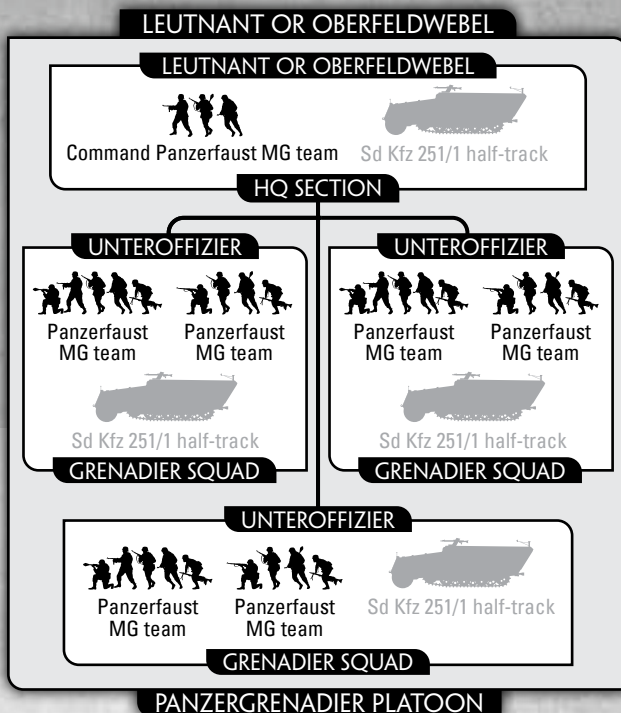
A Heer (marked ) Panzergrenadier Platoon is rated **Confident Veteran**.

CONFIDENT VETERAN

A Waffen-SS (marked ) Panzergrenadier Platoon is rated **Fearless Veteran**.

FEARLESS VETERAN

A Panzergrenadier Platoon equipped with Sd Kfz 251/1 half-tracks may use the Mounted Assault special rule on page 243 of the rulebook.



The defence of Berlin was built around a core of veteran soldiers from both Heer (Army) and Waffen-SS (Armed SS) troops in the city. These hardened veterans have just come from the hard fighting outside the city.

FRESH PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

3 Grenadier Squads	190 points	225 points
2 Grenadier Squads	135 points	160 points

OPTION

- Replace any or all Panzerfaust MG teams with Panzerfaust Assault Rifle teams for +5 points per team.

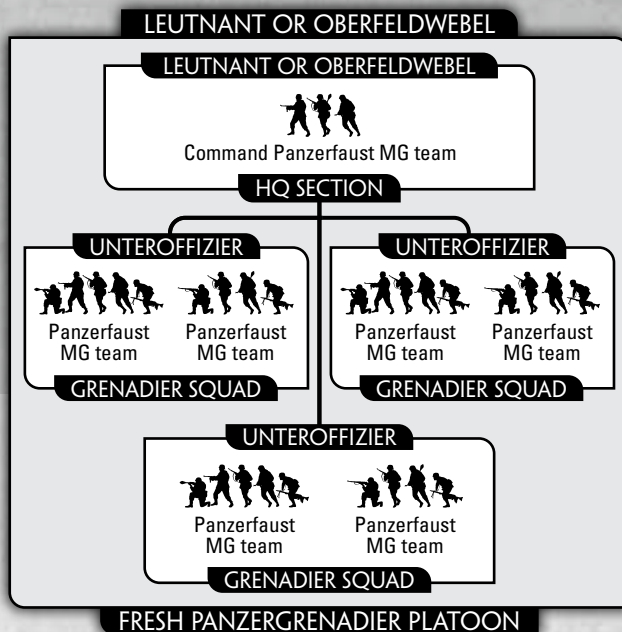
A Heer (marked ) Fresh Panzergrenadier Platoon is rated **Confident Trained**.

CONFIDENT **TRAINED**

A Waffen-SS (marked ) Fresh Panzergrenadier Platoon is rated **Fearless Trained**.

FEARLESS **TRAINED**

Not all the Heer and Waffen-SS Panzergrenadiers fighting in Berlin were veterans; many had just finished training and joined units like *11. Panzergrenadierdivision Nordland* just in time to face the Soviet Berlin Offensive. These fresh units



fought under the leadership of veterans, but had only experienced their first taste of battle during the battles for the Seelow Heights and the approaches to Berlin.

HITLERJUGEND PLATOON

PLATOON

HQ Section with:

3 Hitlerjugend Squads	85 points
2 Hitlerjugend Squads	60 points

OPTION

- Replace any or all Panzerfaust teams with Panzerfaust Rifle teams for +5 points per team.

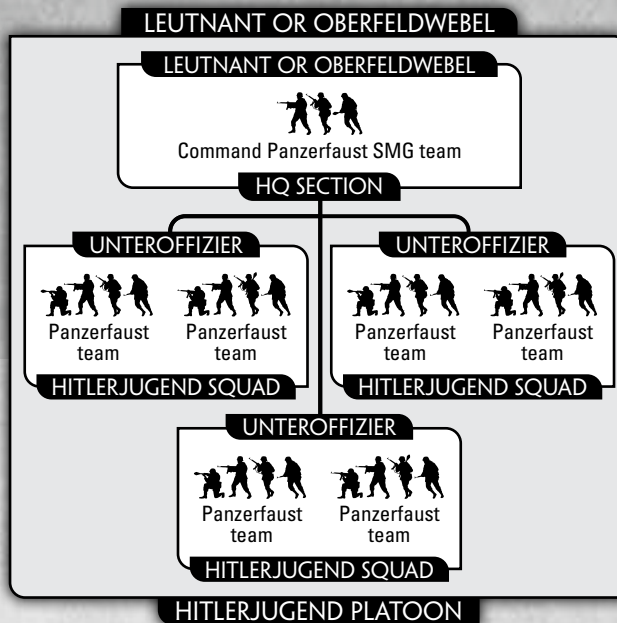
Young and enthusiastic, the Hitlerjugend fought with great courage. A Hitlerjugend Platoon is rated **Fearless Conscript**.

FEARLESS **CONSCRIPT**

TANK TERRORS

The boys of the *Hitlerjugend* (Hitler Youth) were often armed with little more than a Panzerfaust anti-tank grenade launcher. However, they proved themselves ferocious defenders of the Fatherland, knocking out Red Army tanks from short range with the fearlessness and disregard for danger that can only be found in the young.

Panzerfaust teams from a Hitlerjugend Platoon that moved in the Movement Step can shoot in the Shooting Step, unlike other Panzerfaust teams.



Before the Soviets even began the final approach to Berlin *Hitlerjugend* were organised into fighting units. A Brigade of Panzerfaust armed *Hitlerjugend* was even sent out from the city to take part in the Battle for the Seelow heights. They were stationed behind the lines in tank-hunter teams to intercept Soviet tank breakthroughs.

In Berlin they also fought as tank-hunters, often armed with no more than a Panzerfaust and the enthusiasm of youth. *Hitlerjugend* tank-hunting teams proved very effective, destroying large numbers of Red Army tanks.

Similar tank-hunting patrols of volunteers from the *Lufwaffe* (Air Force), RAD (*Reichsarbeitsdienst*, Imperial Labour Service), and *Volkssturm* were also very effective.

FALLSCHIRMJÄGER PLATOON

PLATOON

HQ Section with:

3 Fallschirmjäger Squads	225 points
2 Fallschirmjäger Squads	160 points

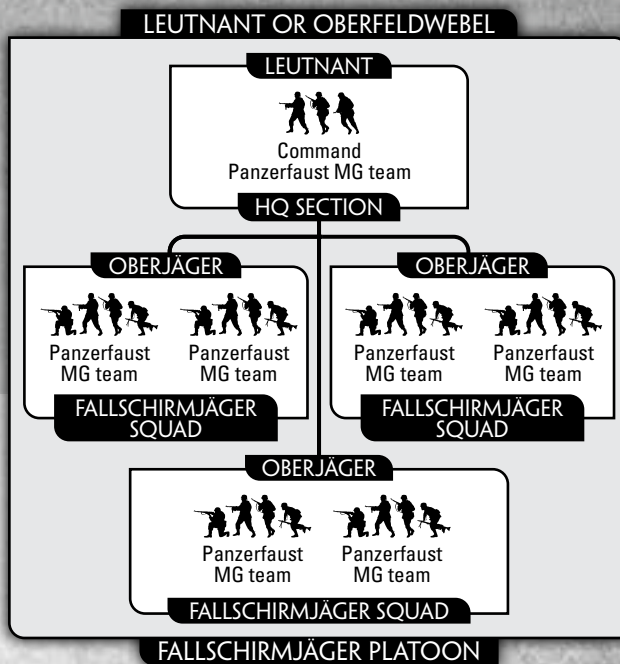
OPTION

- Replace any or all Panzerfaust MG teams with Panzerfaust Assault Rifle teams for +5 points per team.

A Fallschirmjäger Platoon is rated **Fearless Trained**.

FEARLESS | **TRAINED**

The paratroopers of 9. Fallschirmjagerdivision were the last of the *Luftwaffe* ground force's elite. Though they had a core of veteran officers, the bulk of the men had been transferred from *Luftwaffe* air and ground crew.



VOLKSSTURM PLATOON

PLATOON

HQ Section with:

4 Volkssturm Squads	105 points
3 Volkssturm Squads	85 points

OPTION

- Replace up to one Panzerfaust Rifle team with an MG08/15 LMG team for -5 points.

LOCAL MILITIA

Volkssturm Platoons do not use the German Stormtroopers, Mission Tactics, or Enjoy the War special rules. Instead, a *Volkssturm* Platoon always begins the game on the table. Ignore all *Volkssturm* Platoons in your force when determining how many platoons to be held in Reserve.

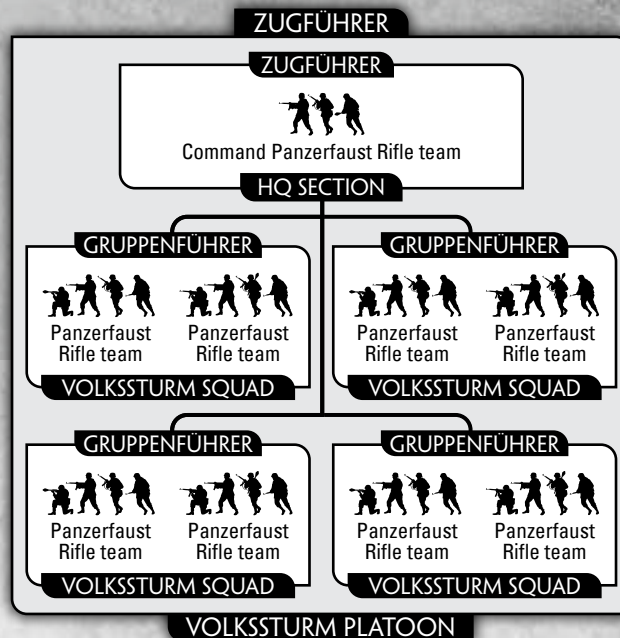
In addition, a *Volkssturm* Platoon always begins the game in Prepared Positions.

World War I veterans, civilian conscripts, old men, young boys; they have all answered the call of the Fatherland.

A *Volkssturm* Platoon is rated **Reluctant Conscript**.

RELUCTANT | **CONSCRIPT**

With the tide of war now against Germany, the *Volkssturm* (People's Assault, the last line Militia) represent its last line of defence. The *Volkssturm* was drawn from ranks of the population previously considered unfit for military service, including younger boys (aged 13-18) and older men (many



of whom were veterans of World War I). After being called up, the units received only rudimentary military training, and their equipment was a motley collection of standard issue German equipment and simplified weapons designed for militia use.

Twelve *Volkssturm* Battalions and two *Volkssturm* Regiments fought in the defence of Berlin. Their performance was mixed, with some troops fighting until the end, while others melted away back into the city.

Most of the *Volkssturm* fought alongside the regular Panzergrenadier troops and volunteers such as the *Hitlerjugend*.

WEAPONS PLATOONS

PANZERGRENADIER MACHINE-GUN PLATOON

PLATOON

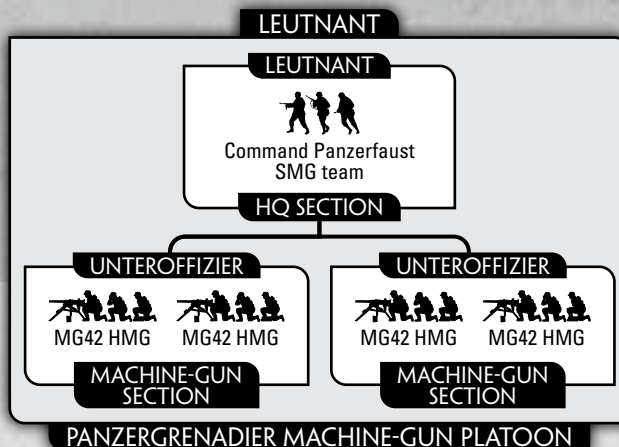
HQ Section with:

4 MG42 HMG	140 points	170 points
2 MG42 HMG	80 points	95 points

A Heer (marked ) Panzergrenadier Machine-gun Platoon is rated **Confident Veteran**.

A Waffen-SS (marked ) Panzergrenadier Machine-gun Platoon is rated **Fearless Veteran**.

Panzergrenadier Machine-gun Platoons may make Combat Attachments to Panzergrenadier Platoons.



A well placed heavy machine-gun can cover a street, square, or park from even the most determined Soviet infantry attack. The MG42 machine-gun is particularly good in this role with its high rate-of-fire and light weight, making it easy to relocate.

VOLKSTURM MACHINE-GUN PLATOON

PLATOON

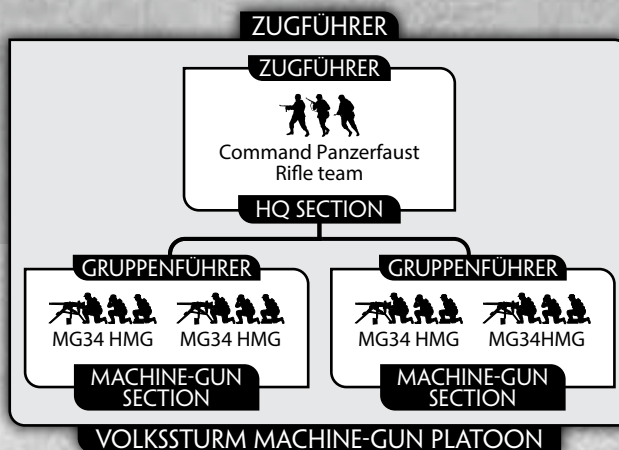
HQ Section with:

4 MG34 HMG	65 points
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A Volksturm Machine-gun Platoon is rated **Reluctant Conscript**.

Volksturm Machine-gun Platoons may make Combat Attachments to Volksturm Platoons.

Volksturm Machine-gun Platoons use the Local Militia special rule on page 17.



The Siemens Company in Berlin formed the best trained and most well-equipped Volksturm battalion to take part in the battle. This battalion was led by WWI veteran officers and equipped with a good selection of weapons, including machine-guns from its own Weapons Company.





PANZERGRENADIER MORTAR PLATOON

PLATOON

HQ Section and:

3 Mortar Sections with: 6 8cm GW34	190 points	220 points
2 Mortar Sections with: 4 8cm GW34	135 points	160 points
1 Mortar Section with: 2 8cm GW34	75 points	90 points

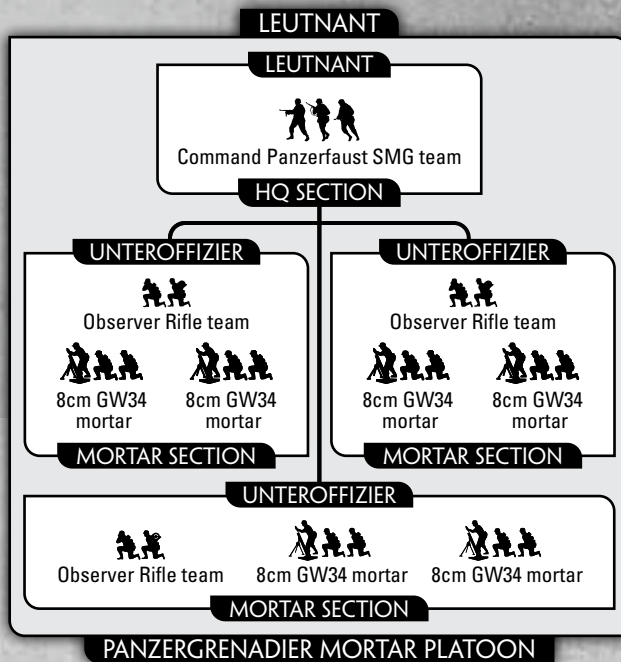
A Heer (marked) Panzergrenadier Mortar Platoon is rated **Confident Veteran**.

CONFIDENT VETERAN

A Waffen-SS (marked) Panzergrenadier Mortar Platoon is rated **Fearless Veteran**.

FEARLESS VETERAN

The Panzergrenadiers' 8cm GW34 mortars are ideal for street fighting. They can be moved with ease to a location where they are needed and can quickly change target.



VOLKSSTURM MORTAR PLATOON

PLATOON

HQ Section and:

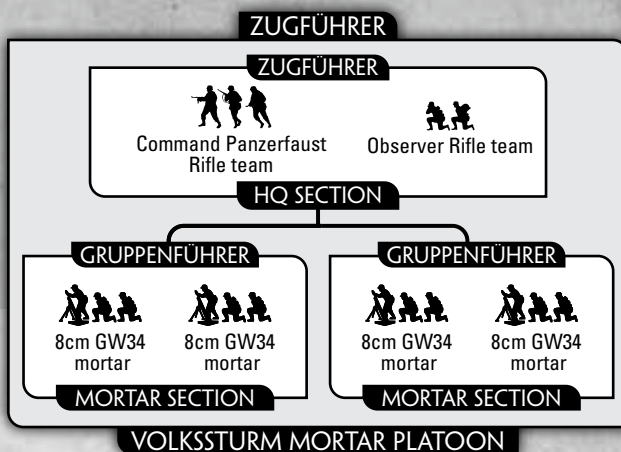
2 Mortar Sections with: 4 8cm GW34	70 points
1 Mortar Section with: 2 8cm GW34	40 points

A Volkssturm Mortar Platoon is rated **Reluctant Conscript**.

RELUCTANT CONSCRIPT

Volkssturm Mortar Platoons may make *Combat Attachments to Volkssturm Platoons*.

Volkssturm Mortar Platoons use the *Local Militia special rule* on page 17.





The Seimensstadt (Seimens City) Volkssturm battalion also had mortars as part of its weapons company.

PANZERGRENADIER INFANTRY GUN PLATOON


PLATOON

HQ Section with:

		
2 7.5cm leIG18	75 points	85 points
1 7.5cm leIG18	50 points	55 points
2 7.5cm IG37	75 points	85 points
1 7.5cm IG37	50 points	55 points
2 7.5cm PaK50	85 points	95 points
1 7.5cm PaK50	55 points	60 points
2 15cm sIG33	155 points	175 points
1 15cm sIG33	85 points	95 points

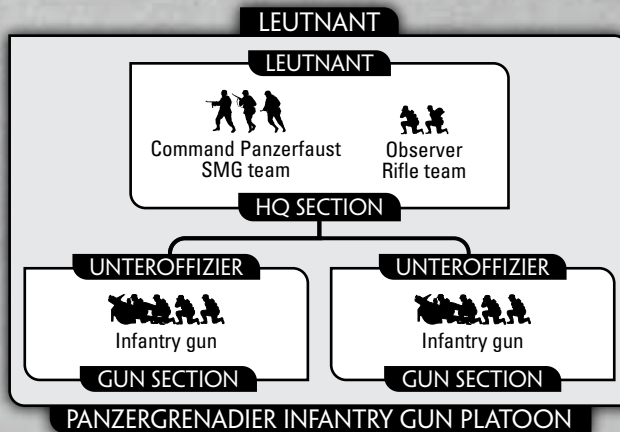
A Heer (marked ) Infantry Gun Platoon is rated **Confident Veteran**.

CONFIDENT VETERAN

A Waffen-SS (marked ) Infantry Gun Platoon is rated **Fearless Veteran**.

FEARLESS VETERAN

Panzergrenadier Infantry Gun Platoons may make Combat Attachments to Panzergrenadier Platoons.





The lightweight infantry gun is another weapon the Panzergrenadiers bring to the Battle of Berlin that is suited to the challenges of street fighting. These guns can be man-handled by the crew to key locations in the defence to help hold barricades or clear the enemy from a building.

The 15cm sIG33 heavy infantry guns are very good if used against enemy held buildings, where its massive round clears rooms a single shot at a time.

PANZERGRENADIER ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

		
3 5cm PaK38	100 points	110 points
2 5cm PaK38	70 points	80 points
1 5cm PaK38	40 points	45 points
3 7.5cm PaK40	165 points	190 points
2 7.5cm PaK40	115 points	130 points
1 7.5cm PaK40	65 points	70 points

OPTION

- Additionally arm any or all 5cm PaK38 or 7.5cm PaK40 anti-tank guns with a Panzerfaust for +5 points per gun team.

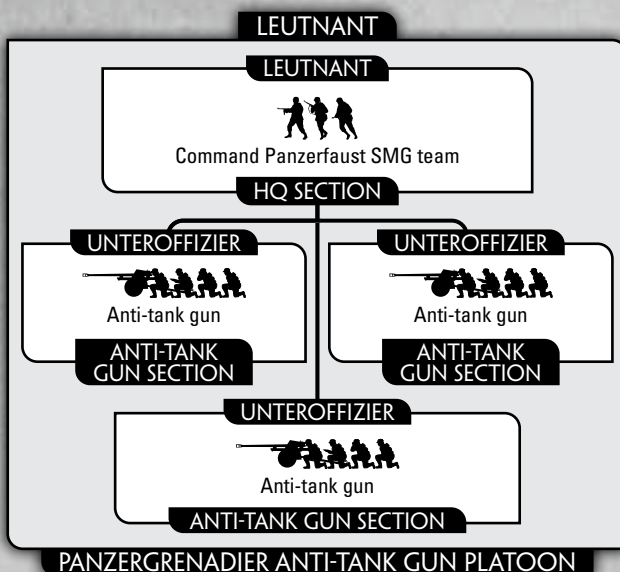
A Heer (marked ) Panzergrenadier Anti-tank Gun Platoon is rated **Confident Veteran**.

CONFIDENT VETERAN

A Waffen-SS (marked ) Panzergrenadier Anti-tank Gun Platoon is rated **Fearless Veteran**.

FEARLESS VETERAN

Panzergrenadier Anti-tank Gun Platoons may make Combat Attachments to Panzergrenadier Platoons.



With so many Red Army tanks swarming into Berlin the anti-tank guns of the Panzergrenadiers are ideal for forming the core of a blocking group. Concealed in a building, behind a wall, or amongst the debris that litters Berlin's streets, they wait for the enemy to appear.

Often it is not the anti-tank gun that does the most damage, but it is often the catalyst for what comes next. The anti-tank gun will knock out the lead tank, bringing the enemy column to a halt, which then allows the Panzerfaust armed infantry swarming into the buildings and rubble on either side of the street to then knock out the rest of the tanks before they can reverse out of the ambush.

VOLKSTURM INFANTRY GUN PLATOON

PLATOON

HQ Section with:

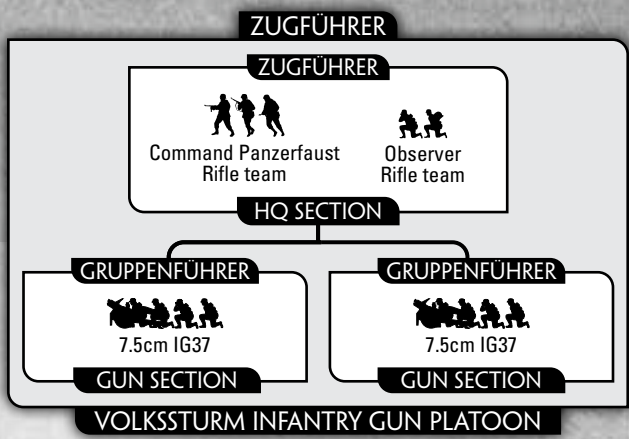
2 7.5cm IG37	40 points
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A *Volkssturm* Infantry Gun Platoon is rated **Reluctant Conscript**.

RELUCTANT | **CONSCRIPT**

Volkssturm Infantry Gun Platoons may make **Combat Attachments to Volkssturm** Platoons.

Volkssturm Infantry Gun Platoons use the **Local Militia** special rule on page 17.



The *Siemensstadt Volkssturm* battalion had prepared well and were even able to provide a company of infantry guns to help defend Berlin from the coming Red Army assault.

FORTIFICATIONS

STREET BARRICADE

FORTIFICATION

2 Street Barricades, 2 Minefields, and 1 Panzer IV turret	250 points
---	------------

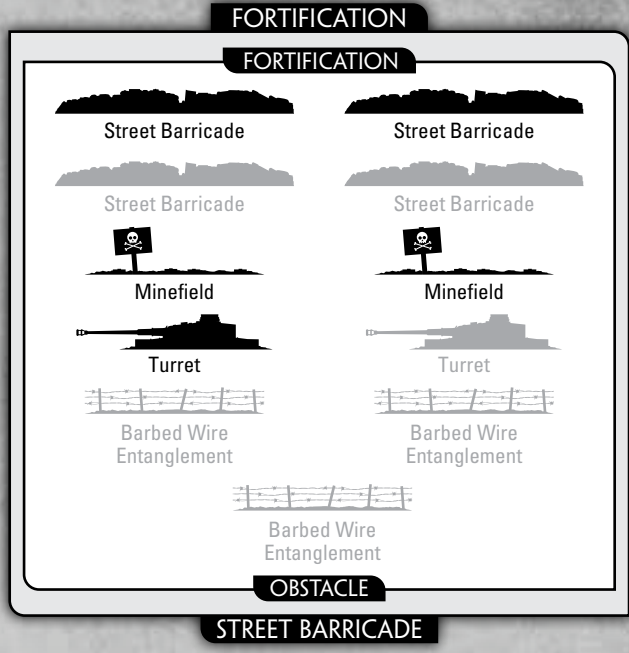
2 Street Barricades, 2 Minefields, and 1 Panther turret	340 points
---	------------

Add:

3 Barbed Wire Entanglements	+30 points
2 Barbed Wire Entanglements	+20 points
1 Barbed Wire Entanglements	+10 points

OPTIONS

- Add up to two additional Street Barricades for +30 points per obstacle.
- Add a Panzer IV turret for +90 points or a Panther turret for +180 points.



A *Berlin Kampfgruppe* with a Street Barricade is a **Fortified Company**.

Street Barricades (see page 228 of the rulebook), *Minefields* (see page 229 of the rulebook), *Barbed Wire Entanglements* (see page 227 of the rulebook), *Panzer IV turrets*, and *Panther turrets* are **Area Defences** (see page 262 of the rulebook).


Street Barricades were prepared in Berlin well in advance of the Soviet assault. Sturdy metal rails were driven into the ground in many key locations at intersections and bridges.


Around the firmly anchored rails barricades were built from concrete, masonry and other stonework. Even destroyed vehicles and trams were incorporated. Some side streets were completely blocked to vehicles, while main street barricades were built with gaps for traffic that could be blocked at the last minute.

Around Berlin a number of *Panzerturm* (tank turrets) were installed on key street corners and covering approaches to important locations. A number of Panther and Panzer IV turrets were installed on purpose built underground concrete shelters, while others were simply whole tanks dug in to the ground.

SUPPORT PLATOONS

MOTIVATION AND SKILL

Heer (marked ) *Support Platoons* are rated **Confident Veteran**.

Waffen-SS (marked ) *Support Platoon* are rated **Fearless Veteran**.

HEER		WAFFEN-SS	
RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

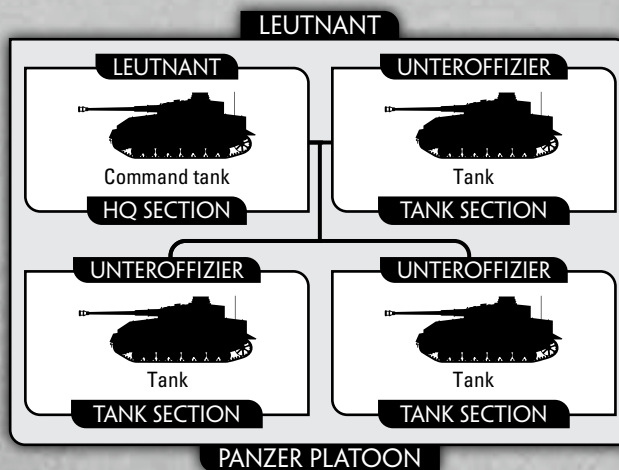
PANZER PLATOON

PLATOON

4 Panzer IV J	350 points
3 Panzer IV J	260 points
2 Panzer IV J	170 points
4 Panther G	750 points
3 Panther G	560 points
2 Panther G	370 points
3 Tiger I E	600 points
2 Tiger I E	400 points
1 Tiger I E	200 points

OPTION

- Mount Assault Rifle Tank Escorts on all tanks for +15 points per tank.



A Panzer Platoon with Tiger I E tanks **does not** use the Tiger Aces special rules.

A reasonable number of Panzer IV and Panther tanks arrived in Berlin with the *Heer* divisions in late April 1945.

With *Panzer-Abteilung 8* of 20. *Panzergrenadierdivision* was a company of Panzer IV J tanks (13 on 13 April). 18. *Panzergrenadierdivision* was a little better equipped with a battalion of Panzer IV J tanks (27 on 13 April).

The Panther tanks in the city came exclusively from *Panzerdivision Müncheberg*, which had two companies of

Panther G tanks (31 on 16 April). By the time *Müncheberg* arrived in Berlin they had only a handful of Panzer IV J tanks left from the 3rd Company of *Panzer-Abteilung Müncheberg*.

Panzerdivision Müncheberg also had a company of Tiger I E heavy tanks. This older design was still effective against Soviets tanks, and the added protection of its thick side armour made it suitable for urban warfare.

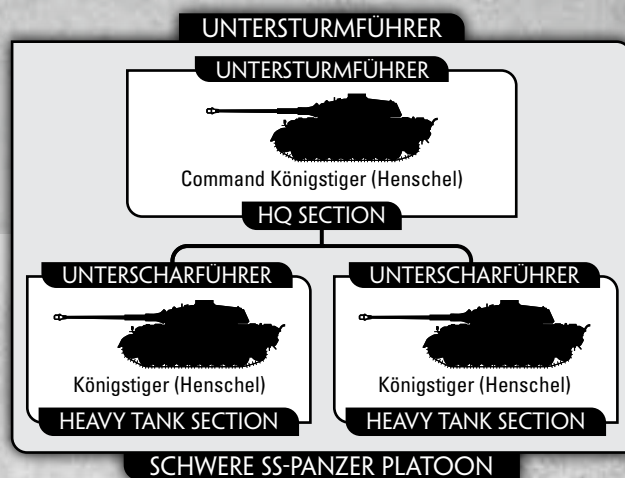
SCHWERE SS-PANZER PLATOON

PLATOON



3 Königstiger (Henschel)	1155 points
2 Königstiger (Henschel)	770 points
1 Königstiger (Henschel)	385 points

A *Schwere SS-Panzer Platoon* uses the Tiger Aces special rules on page 244 of the rulebook.

When 11. *SS-Panzergrenadierdivision Nordland* arrived in Berlin it brought with it 503. *SS-Schwere-Panzer-Abteilung* (503rd SS Heavy Tank Battalion). 503. *SS-Schwere-Panzer-Abteilung* arrived in Berlin with 12 Königstiger (*Panzer VI ausf B*) heavy tanks.

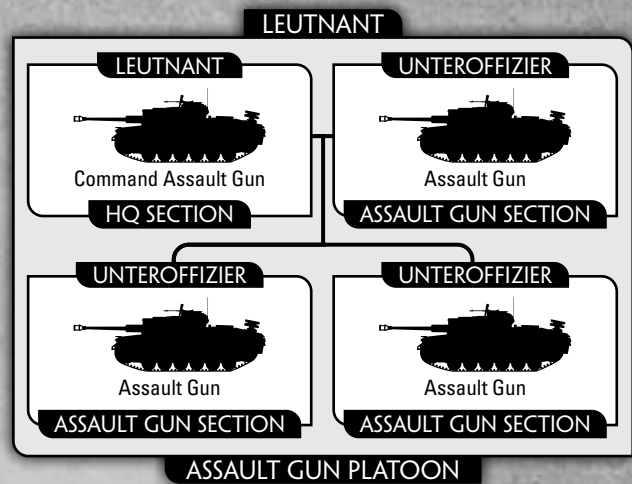


ASSAULT GUN PLATOON

PLATOON		
4 StuG G or StuG IV	380 points	435 points
3 StuG G or StuG IV	285 points	325 points
2 StuG G or StuG IV	190 points	215 points
4 StuG G (late)	395 points	440 points
3 StuG G (late)	295 points	330 points
2 StuG G (late)	195 points	220 points
3 StuH42 (late)	295 points	-
2 StuH42 (late)	195 points	-

OPTION

- Mount Assault Rifle Tank Escorts on all assault guns for +15 points per assault gun.





A number of *Sturmgeschütz* (StuG or assault gun) units also fought in Berlin. Some of these arrived with the divisions, while others were in independent army battalions.

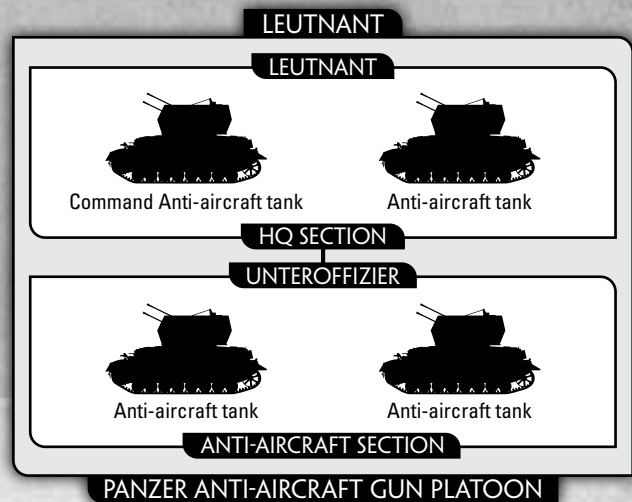
A *Sturmgeschütz* Brigade made it from the training grounds near Potsdam to the west of Berlin to fight in the street battles. *Heeres-Sturmartillerie-Brigade 249* (Army Assault

Gun Brigade 249) was equipped with 28 StuG G and 6 StuH42 assault guns.

11. SS-Panzer Grenadierdivision Nordland had two companies of StuG G assault guns (22 on 13 April) as part of *11. SS-Panzer-Abteilung Hermann von Salza*.

PANZER ANTI-AIRCRAFT GUN PLATOON

PLATOON		
4 Wirbelwind (Quad 2cm)	-	240 points
3 Wirbelwind (Quad 2cm)	165 points	180 points
2 Wirbelwind (Quad 2cm)	110 points	120 points
3 Ostwind (3.7cm)	180 points	-
2 Ostwind (3.7cm)	120 points	-



Some of the armoured troops were accompanied by their own anti-aircraft tanks. These gave them protection from fighter-bombers while they concentrated on destroying enemy tanks.

503. SS-Scw here-Panzer-Abteilung entered Berlin with the battalion's full allocation of eight Wirbelwind anti-aircraft tanks. *20. Panzer Grenadierdivision* and *Panzerdivision Müncheberg* each had three Panzer IV anti-aircraft tanks that could have been either Wirbelwind or Ostwind types.



HEAVY PANZERSPÄH PLATOON

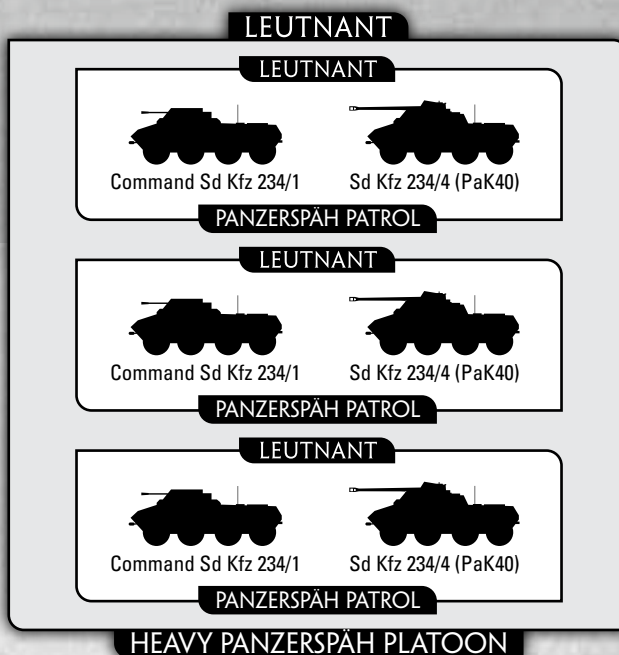
PLATOON

3 Panzerspäh Patrols	375 points	-
2 Panzerspäh Patrols	250 points	-
1 Panzerspäh Patrol	125 points	-

Panzerspäh Patrols operate as separate platoons, each with their own command teams.

Panzerspäh Patrols are Reconnaissance Platoons.

Panzerdivision Müncheberg was armed with Sd Kfz 234 eight-wheeled armoured cars to provide the eyes and ears of the division. Once the fighting in Berlin got underway these were used like tanks or were set-up as part of roadblocks covering street corners.



BEDBUG PLATOON

PLATOON

3 Kleinpanzer Wanze	65 points
2 Kleinpanzer Wanze	45 points

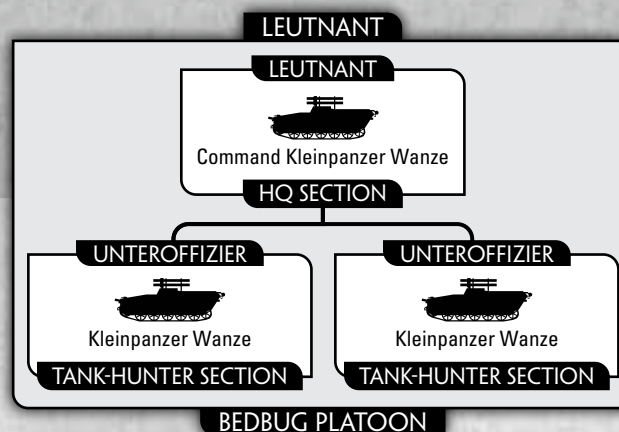
*The Kleinpanzer Wanze is a experimental vehicle with a crew of volunteers. A Bedbug Platoon is rated **Fearless Trained**.*

FEARLESS **TRAINED**

Panzerjäger-Versuchs Abteilung 1 was armed with Kleinpanzer Wanze (Bed Bugs) and attached to 11. SS-Panzergrenadierdivision Nordland during the defence of Berlin.

KLEINPANZER WANZE

In early 1945 some *Sd Kfz 301 Borgward B IV* demolition carriers were rebuilt as tank destroyers. They were armed with six Panzerschreck rocket launcher tubes in a pod on a swivel mount. The *Kleinpanzer Wanze* (Small-tank Bedbug) tank-hunters were designed for street fighting where they could quickly move from cover to fire their rockets, before slipping back behind cover to reload.



MULTIPLE PANZERSCHRECK

The Kleinpanzer Wanze was armed with a pod of six Panzerschreck anti-tank rocket launchers.



At the start of the game, place a Full Salvo marker with each Kleinpanzer Wanze tank-hunter in a Bed Bug Platoon. Remove this marker from each tank-hunter after firing.

If a Kleinpanzer Wanze tank-hunter does not have a Full Salvo marker when it fires, roll a Skill Test. Only those that pass the Skill Test can fire their Panzerschrecks.

Place a Full Salvo marker on a Kleinpanzer Wanze tank-hunter that is not Bailed Out or Bugged Down at the end of any Shooting Step in which it was able to fire, but did not.

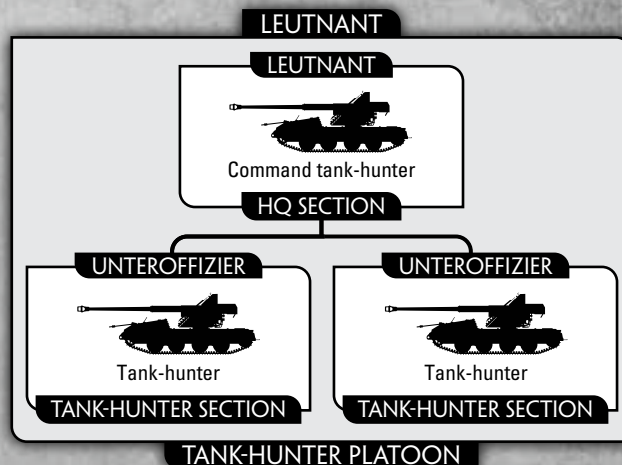


TANK-HUNTER PLATOON

PLATOON		
2 Elefant	600 points	-
1 Elefant	300 points	-
3 Panzer IV/70 (V)	450 points	510 points
2 Panzer IV/70 (V)	300 points	340 points
3 Panzer IV/70 (A)	405 points	-
2 Panzer IV/70 (A)	270 points	-
3 Hetzer	255 points	285 points
2 Hetzer	170 points	190 points
3 Waffenträger (8.8cm)	315 points	-
2 Waffenträger (8.8cm)	210 points	-
1 Waffenträger (8.8cm)	105 points	-

OPTION

- Mount Assault Rifle Tank Escorts on all tank-hunters for +15 points per tank-hunter.



By 1945 increasing numbers of Panzer and *Panzerjäger* (Tank-Hunter) units were equipped with Panzer IV/70 tanks. These self-propelled guns combined low profile, good armour, and a powerful gun in exchange for less manoeuvrability.

Almost all the armoured units in Berlin had a complement of Panzer IV/70 tanks, be they a *Panzer-Abteilung* or a *Sturmgeschütz-Brigade*.

Hetzer tank-hunters were also used in the dual role of tank-hunter and assault gun. They saw action with *9. Fallschirmjägerdivision* and *18. Panzergrenadierdivision*.

Two massive Elefant heavy tank-hunters from *Schwere-Panzerjäger-Kompanie 614* (Heavy Tank-hunter Company 614) also fought in Berlin, after being cut-off and retiring into the city.

WAFFENTRÄGER (8.8CM)

The *8.8cm PaK43 auf Waffenträger* (88mm PaK43 Weapons Carrier) was part of a German program to design light self-propelled mounts for a variety of artillery and anti-tank guns. A design by Ardetwerke in Eberwalde was settled on in 1944 to carry the 8.8 cm PaK43. Parts to complete 21 were expected in December to be ready by 15 January 1945. No records confirm how many saw action, but at least two were destroyed in and around Berlin in April and May 1945.







ANTI-TANK GUN PLATOON

PLATOON

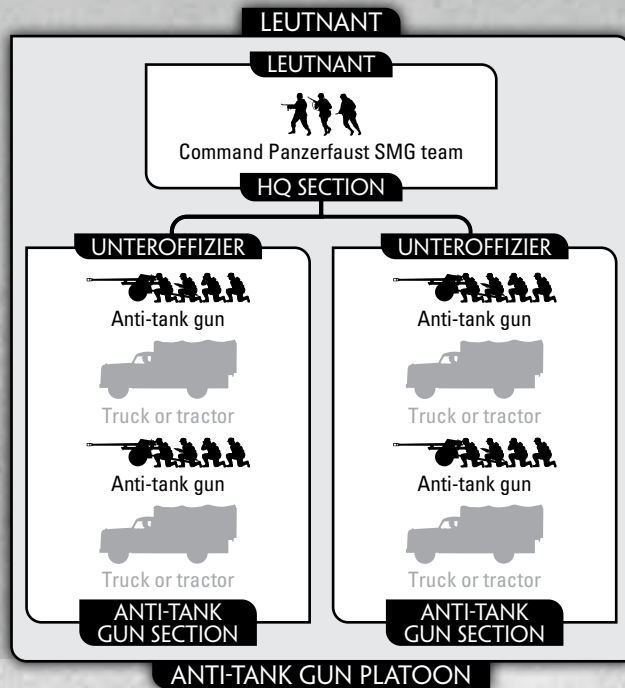
HQ Section with:

		
4 7.5cm PaK40	215 points	250 points
3 7.5cm PaK40	165 points	190 points
2 7.5cm PaK40	115 points	130 points
4 8.8cm PaK43	430 points	-
3 8.8cm PaK43	325 points	-
2 8.8cm PaK43	220 points	-
1 8.8cm PaK43	115 points	-

OPTIONS

- Additionally arm any or all 7.5cm PaK40 or 8.8cm PaK43 anti-tank guns with a Panzerfaust for +5 points per gun team.
- Add 3-ton trucks, RSO tractors, Sd Kfz 11, or Sd Kfz 7 half-tracks for +5 points for the platoon.

The anti-tank battalions of the Panzergrenadiers were used in Berlin to anchor defensive strong points. When combined with infantry armed with panzerfausts and machine-guns they proved a difficult obstacle for the attacking Soviets.



INFANTERIE PLATOON

PLATOON

HQ Section with:

3 Infanterie Squads	170 points
2 Infanterie Squads	120 points

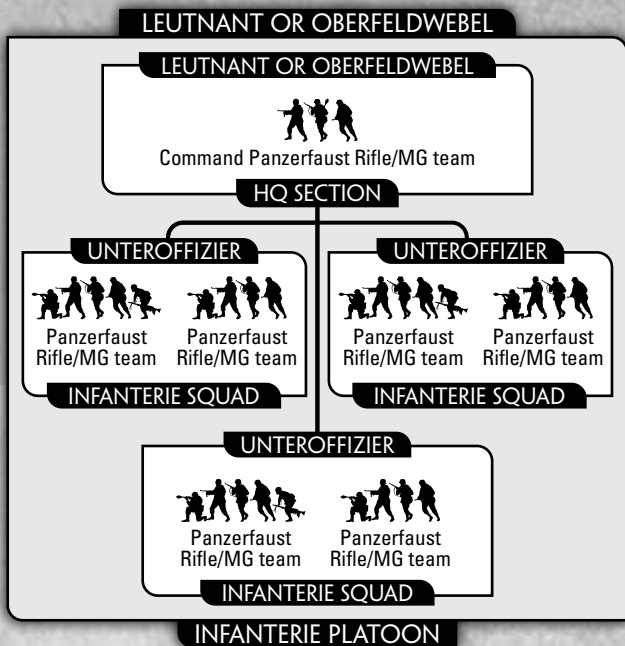
OPTION

- Replace any or all Panzerfaust Rifle/MG teams with Panzerfaust Assault Rifle teams for +10 points per team.

An Infanterie Platoon is rated **Confident Trained**.

CONFIDENT | **TRAINED**

Not all of the troops fighting in Berlin were Panzergrenadiers or Fallschirmjäger, or even hastily raised Volksturm or Hitlerjugend. Many came from secondary branches with some level of training. Among these troops in Berlin are Luftwaffe volunteer detachments from the Flak towers, RAD labour troops, Polizei troops from the police force, and various battle groups from the training grounds near Berlin.



PANZERPIONIER PLATOON

PLATOON

HQ Section with:

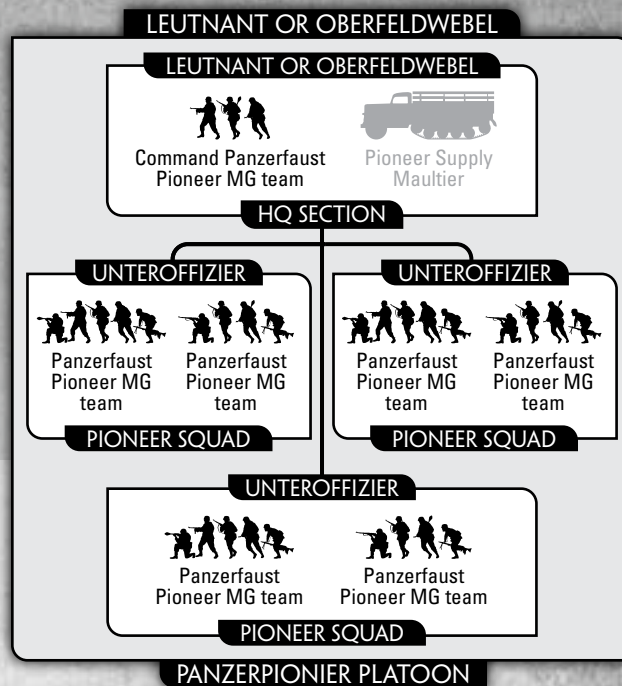
3 Pioneer Squads	255 points	305 points
2 Pioneer Squads	180 points	220 points

OPTIONS

- Replace any or all Panzerfaust Pioneer MG teams with Panzerfaust Pioneer Assault Rifle teams for +5 points per team.
- Add a Pioneer Supply Maultier half-track for +30 points.

You may replace up to one Panzerfaust Pioneer MG team or Panzerfaust Pioneer Assault Rifle team per Pioneer Squad with a Flame-thrower team at the start of the game before deployment.

The pioneers of the divisions defending Berlin worked alongside the various battle groups as normal infantry. However, they could be called upon to repair and build defences, as well as to join counterattacks to clear buildings. It was during attacks on buildings that their flame-throwers proved very effective, often trapping the occupants by flaming exits until the enemy was killed or surrendered.



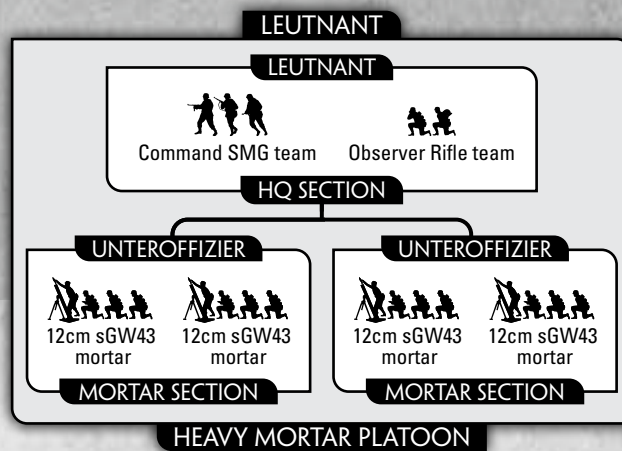
HEAVY MORTAR PLATOON

PLATOON

HQ Section and:

2 Mortar Sections with: 4 12cm sGW43	155 points	175 points
1 Mortar Section with: 2 12cm sGW43	85 points	95 points



Many of the Panzergrenadier Regiments were also be equipped with heavy mortars. In a city fighting environment the 12cm sGW43 mortar gives a little more punch when trying to knock out enemy infantry seeking cover among the debris.



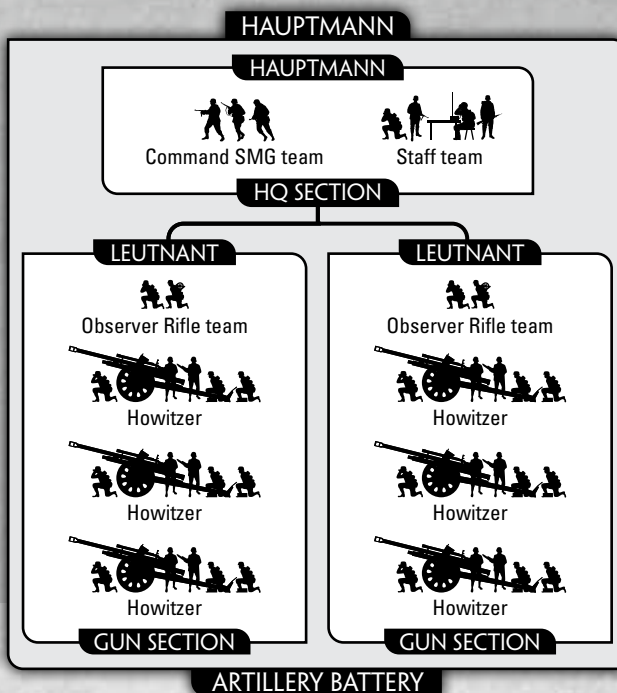
ARTILLERY BATTERY

PLATOON

HQ Section and

		
Two Gun Sections with: 6 10.5cm leFH18/40	295 points	335 points
4 10.5cm leFH18/40	215 points	245 points
One Gun Section with: 3 10.5cm leFH18/40	160 points	185 points
2 10.5cm leFH18/40	120 points	135 points
Two Gun Sections with: 6 12.2cm FH396(r)	290 points	-
4 12.2cm FH396(r)	210 points	-
One Gun Section with: 3 12.2cm FH396(r)	155 points	-
2 12.2cm FH396(r)	115 points	-

The artillery regiments of 408. *Volksartillerie-Korps* and the Panzergrenadier and Panzer divisions, provided the artillery for the Berlin defence. A great many of these guns were positioned in the *Tiergarten* (Animal Garden), a large public park in the middle of Berlin. Other batteries were scattered around in other open areas where they could be set-up to support troops in any of the defensive sectors.





The light artillery batteries were armed with towed guns. These were a mix of German 10.5cm leFH18/40 howitzers and captured Soviet 12.2cm FH396(r) (122mm obr 1938) howitzers.

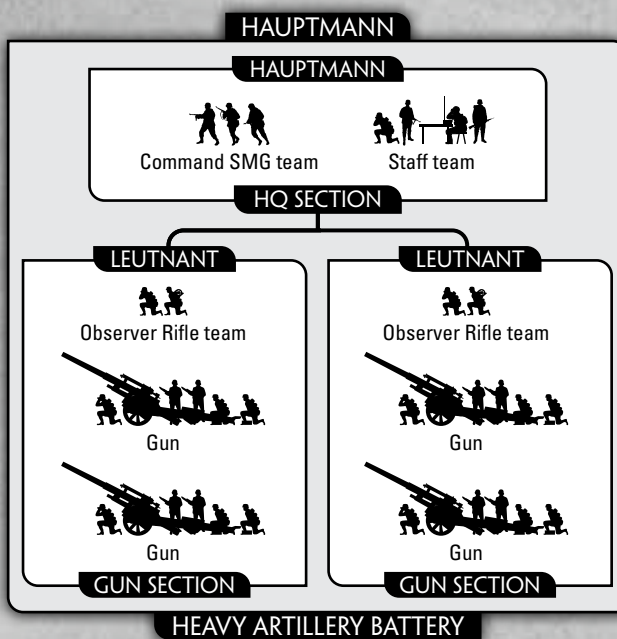
HEAVY ARTILLERY BATTERY

PLATOON

HQ Section and

		
Two Gun Sections with: 4 15cm sFH18	310 points	360 points
One Gun Section with: 2 15cm sFH18	160 points	185 points
Two Gun Sections with: 4 s10cm K18	335 points	375 points
One Gun Section with: 2 s10cm K18	175 points	195 points
Two Gun Sections with: 4 12.8cm K81	435 points	-
One Gun Section with: 2 12.8cm K81	225 points	-

The divisional artillery and corps artillery were also equipped with heavier guns and howitzers. The s10cm K18 and 12.8cm K81 guns are powerful long range weapons designed for counter battery fire, knocking out enemy artillery. However, their long range also gives them a high muzzle velocity, making them powerful anti-tank weapons in the right situation.



The heavy 15cm sFH18 howitzer provided heavier artillery support. This heavy hitting weapon can smash through the roofs of buildings and knock out any enemy who may be lurking inside.



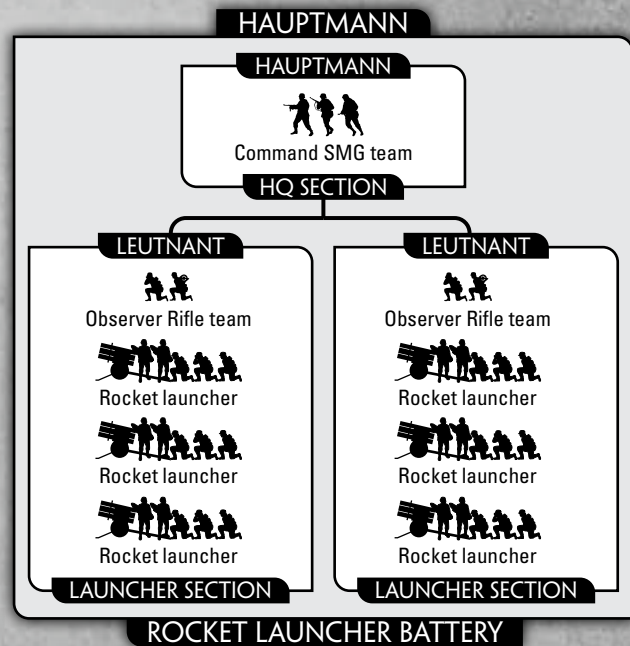
ROCKET LAUNCHER BATTERY

PLATOON

HQ Section and



Two Launcher Sections with: 6 15cm NW41 4 15cm NW41	200 points 145 points
One Launcher Section with: 3 15cm NW41 2 15cm NW41	105 points 75 points
Two Launcher Sections with: 6 21cm NW42 4 21cm NW42	240 points 175 points
One Launcher Section with: 3 21cm NW42 2 21cm NW42	125 points 90 points
Two Launcher Sections with: 6 30cm NW42 4 30cm NW42	285 points 205 points
One Launcher Section with: 3 30cm NW42 2 30cm NW42	150 points 105 points



SUPER-HEAVY ROCKETS

The massive 30cm rockets used by the NW42 rocket launchers are slow to load and therefore the full battery is not always available to fire on command. A Rocket Launcher Battery equipped with 30cm NW42 rocket launchers uses the Super-heavy Rockets special rule.

At the start of the game, place a Full Salvo marker with a platoon equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a platoon with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a platoon with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.

Each *Werfer-Brigade* consisted of two regiments with six batteries of 15cm NW41 rocket launchers and three heavy batteries of either 21cm NW42 or 30cm NW42 rocket launchers, depending on if it was the first or second battalion.

The biggest advantage of *Nebelwerfer* rocket launchers is their ability to saturate a wide area quickly with high-explosive rounds. They are ideal for pinning down an enemy position while attacking forces approach for the assault.

LUFTWAFFE SUPPORT PLATOONS

MOTIVATION AND SKILL

The Luftwaffe Flak Korps are trained in anti-aircraft work, but have little or no expertise in ground combat. They are normally kept behind the German front line, but as the Soviets rapidly advance they keep finding themselves in the thick of the battle.

Luftwaffe support platoons are rated as **Reluctant Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

LUFTWAFFE HEAVY ANTI-AIRCRAFT GUN PLATOON

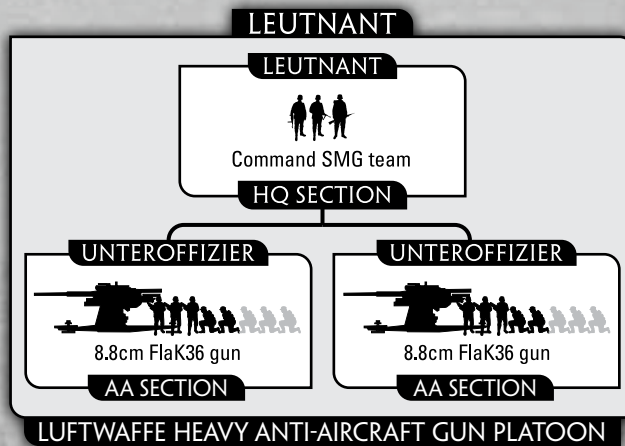
PLATOON

HQ Section with:

2 8.8cm FlaK36	95 points
1 8.8cm FlaK36	50 points
2 8.8cm FlaK41	150 points
1 8.8cm FlaK41	75 points
2 10.5cm FlaK39	220 points
1 10.5cm FlaK39	110 points

OPTION

- Model all 8.8cm FlaK36 or 8.8cm FlaK41 guns with eight or more crew and increase their ROF to 3 for +10 points per gun, or 10.5cm FlaK39 guns with eight or more crew and increase their ROF to 2 for +10 points per gun.



A Luftwaffe Heavy Anti-aircraft Gun Platoon may choose to begin the game in Prepared Positions.

LUFTWAFFE LIGHT ANTI-AIRCRAFT GUN PLATOON

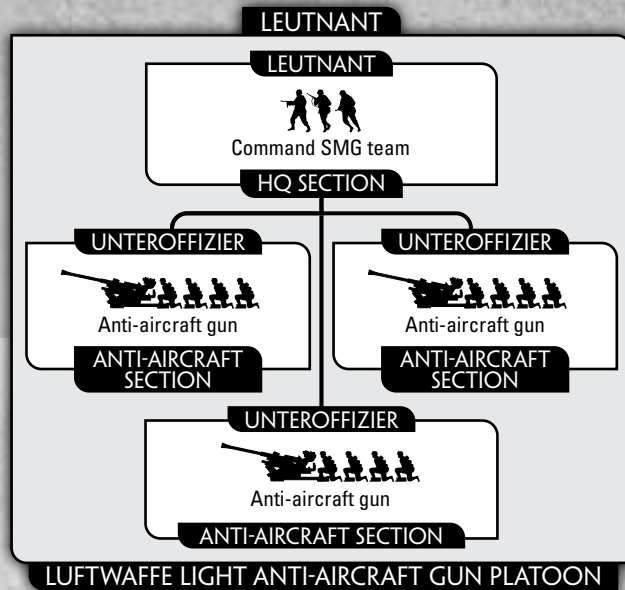
PLATOON

HQ Section with:

3 3.7cm FlaK43	65 points
3 3.7cm Flakzwilling 43	70 points
3 2cm Flakvierling 38	60 points

A Luftwaffe Light Anti-aircraft Gun Platoon may choose to begin the game in Prepared Positions.

The Luftwaffe is responsible for defending our troops from enemy aircraft. To do this, they have stationed anti-aircraft batteries all along the front line and created flak strongpoints covering the most vital areas. Protecting the defenders of Berlin from airborne threats is the utmost priority of the anti-aircraft platoons.



GERMAN ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
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MEDIUM TANKS

Panzer IV J 7.5cm KwK40 gun	Standard Tank 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen. Slow traverse.
Panther G 7.5cm KwK42 gun	Standard Tank 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.

HEAVY TANKS

Tiger I E 8.8cm KwK36 gun	Slow Tank 40"/100cm	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Wide tracks. Slow traverse.
Königstiger (Henschel) 8.8cm KwK43 gun	Slow Tank 40"/100cm	15 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded. Slow traverse.

ASSAULT GUNS

StuG G or StuG IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
StuG G (late) 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen. Hull mounted.
StuH42 (late) 10.5cm StuH42 gun	Standard Tank 32"/80cm	7 2	3 10	1 2+	Co-ax MG, Hull MG, Protected ammo, Schürzen. Hull mounted, Breakthrough gun.

TANK-HUNTERS

Kleinpanzer Wanze Panzerschreck rockets	Half-tracked 8"/20cm	0 3	0 11	0 5+	Hull mounted, Full ROF when moving, Multiple Panzerschreck.
Hetzer 7.5cm PaK39 gun	Standard Tank 32"/80cm	7 2	2 11	1 3+	Hull MG, Overloaded. Hull mounted.
Panzer IV/70 (A) 7.5cm PaK42 gun	Slow Tank 32"/80cm	8 2	3 14	1 3+	Hull MG, Overloaded, Schürzen. Hull mounted.
Panzer IV/70 (V) 7.5cm PaK42 gun	Slow Tank 32"/80cm	9 2	3 14	1 3+	Hull MG, Overloaded, Schürzen. Hull mounted.
Waffenträger (8.8cm) 8.8cm PaK43 gun	Slow Tank 40"/100cm	1 2	0 16	0 3+	AA MG, Awkward layout.
Elefant 8.8cm PaK43 gun	Slow Tank 40"/100cm	15 2	8 16	2 3+	Hull MG, Overloaded, Unreliable. Hull-mounted.

ANTI-AIRCRAFT TANKS

Wirbelwind (Quad 2cm) 2cm FlaK38 (V) gun	Standard Tank 16"/40cm	3 6	1 5	0 5+	Hull MG. Anti-aircraft.
Ostwind (3.7cm) 3.7cm FlaK43 gun	Standard Tank 24"/60cm	3 4	1 6	0 4+	Hull MG. Anti-aircraft.

ARMoured CARS

Sd Kfz 234/1(2cm) 2cm KwK38 gun	Jeep 16"/40cm	3 3	0 5	0 5+	Co-ex MG, Recce. Self-defence anti-aircraft.
Sd Kfz 234/4 (PaK40) 7.5cm PaK40 gun	Jeep 32"/80cm	3 2	0 12	0 3+	AA MG, Recce. Hull mounted.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
MG34 or MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
MG08/15 LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down or moving.
MORTARS						
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
INFANTRY GUNS						
7.5cm leG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
7.5cm IG37 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		56"/140cm	-	3	6	
7.5cm PaK50 gun	Medium	24"/60cm	2	10	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
ANTI-AIRCRAFT GUNS						
2cm Flakvierling 38 gun	Immobile	16"/40cm	6	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
3.7cm Flakzwillig 43 gun	Immobile	24"/60cm	5	6	4+	Anti-aircraft, Gun shield, Turntable.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8.8cm FlaK41 gun	Immobile	40"/100cm	2	16	3+	Gun shield, Heavy anti-aircraft, Turntable.
10.5cm FlaK39 gun	Immobile	48"/120cm	1	17	2+	Heavy anti-aircraft, Turntable.
ANTI-TANK GUNS						
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	Gun shield, Turntable.
ARTILLERY						
10.5cm leFH18/40 howitzer	Heavy	24"/60cm	1	10	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
12.2cm FH396(r) howitzer	Immobile	24"/60cm	1	7	2+	Gun shield, Breakthrough gun.
Firing bombardments		80"/200cm	-	4	3+	
s10cm K18 gun	Immobile	32"/80cm	1	15	2+	
Firing bombardments		96"/240cm	-	4	4+	
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
12.8cm K81 gun	Immobile	48"/120cm	1	17	2+	Breakthrough gun.
Firing bombardments		104"/260cm	-	4	3+	
ROCKET LAUNCHERS						
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.
21cm NW42 rocket launcher	Light	72"/180cm	-	3	3+	Rocket launcher.
30cm NW42 rocket launcher	Light	56"/140cm	-	3	1+	Rocket launcher, Super-heavy rockets.





INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Pioneer teams are rated as Tank Assault 4.

TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Front ROF	Side Anti-tank	Armour Top Firepower	Equipment and Notes
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TRUCKS

Kübelwagen jeep	Jeep	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-	-	-	

TRACTORS

Sd Kfz 11 or Sd Kfz 7 half-track	Half-tracked	-	-	-	
RSO	Slow Tank	-	-	-	

ARMoured PERSONNEL CARRIERS

Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
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FORTIFICATIONS

Name Weapon	Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
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TURRETS

Panzer IV turret 7.5cm KwK40 gun	32"/80cm	6 2	3 11	1 3+	Turret bunker MG.
Panther turret 7.5cm KwK42 gun	32"/80cm	10 2	5 14	1 3+	Turret bunker MG.

TURRET BUNKER MACHINE-GUNS

Turret Bunker MG	16"/40cm	4	2	6	ROF 2 when pinned down, Cannot shoot if main gun fires.
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KAMPFGRUPPEN OF BERLIN

The defence of Berlin officially relied on the *Volkssturm* battalions recruited from the population of the city and the surrounding areas. Many of these battalions were supplemented by *Hitlerjugend* (Hitler Youth) volunteer tank-hunter units made up of boys between the ages of 12 and 18, organised by *Reichsjugendführer* (National Youth Leader) Artur Axmann. These troops were initially deployed around the outer perimeter of Berlin.

One major *Hitlerjugend* unit organised for the defence was a *Hitlerjugend* Regiment commanded by *Obergebietsführer* Dr. Schlunder with about 5000 members of the Berlin Hitler Youth. Many of these boys were armed with no more than a Panzerfaust.

The regular troops that fought in the defence of Berlin arrived there as a consequence of withdrawing from the Seelow Heights (90 km east of Berlin). These included:

- 11. SS-Panzer Grenadierdivision Nordland
- 9. Fallschirmjägerdivision
- Panzerdivision Müncheberg
- 18. Panzer Grenadierdivision
- 20. Panzer Grenadierdivision

The intentions of the individual division commanders was mixed, with both 11. SS-Panzer Grenadierdivision Nordland and 20. Panzer Grenadierdivision commanders desiring to get their troops to the west to surrender to the Americans, while the others busied themselves with the defence of the city. 20. Panzer Grenadierdivision did manage to withdraw from Berlin, leaving only a few remnant units in the city, but became trapped with Army Detachment Spree around Potsdam, while 11. SS-Panzer Grenadierdivision Nordland quickly became embroiled in the fighting before it had a chance to withdraw.

Inside Berlin there was also an assortment of guard, body-guard, and independent regiments, battalions, and companies. A large proportion of them were SS units of various types, including foreign volunteers (in addition to the Danes, Norwegians, and Swedes of Nordland).

- SS-Sturm Bataillon Charlemagne (French)
- SS-Fusilier-Bataillon 15 (Latvian)
- SS-Bataillon Fantasma (Spanish)
- Lestandarte SS Adolf Hitler (LSSAH) Wachregiment
- SS-Wachbataillon Reichführer-SS
- SS-Regiment 'Anhalt'
- Führer-Begleit-Kompanie
- SS-Panzer Grenadier-Regiment 7 'Solar'

Smaller *Heer* (Army) units also made up the garrison.

- Wachregiment Grossdeutschland
- Kampfgruppe Müller (Döberitz training ground)
- Pionier-Abteilung 968
- Maschinengewehr-Abteilung 116

Wachregiment Grossdeutschland and the two *Waffen-SS* Wach units (Lebandarte SS Adolf Hitler (LSSAH) Wachregiment and SS-Wachbataillon Reichführer-SS) (Watch or Guard) were regular troops tasked with guarding Berlin, representing the city's regular garrison. The *SS-Wach* troops alone numbered some 2,600 men.

A fair number of armoured units became involved in the defence of Berlin. The Panzer and Panzer Grenadier divisions had their own armoured battalions, which included a mix of Panzer IV, Panther, and Panzer IV/70 tanks, as well as StuG and Hetzer assault guns. In addition to these there were some independent units.

503. SS-Schwere-Panzer-Abteilung (503rd SS Heavy Tank Battalion) arrived with 11. SS-Panzer Grenadierdivision Nordland, to which it was attached at the time. This unit entered in the city with 12 powerful Königstiger heavy tanks and a number of Wirbelwind anti-aircraft tanks.

Heeres-Sturmartillerie-Brigade 249 (Army Assault Gun Brigade 249) also made its way to Berlin. It received new vehicles between 19 and 25 April and was equipped with 28 StuG G and 6 StuH42 assault guns before arriving in Berlin.

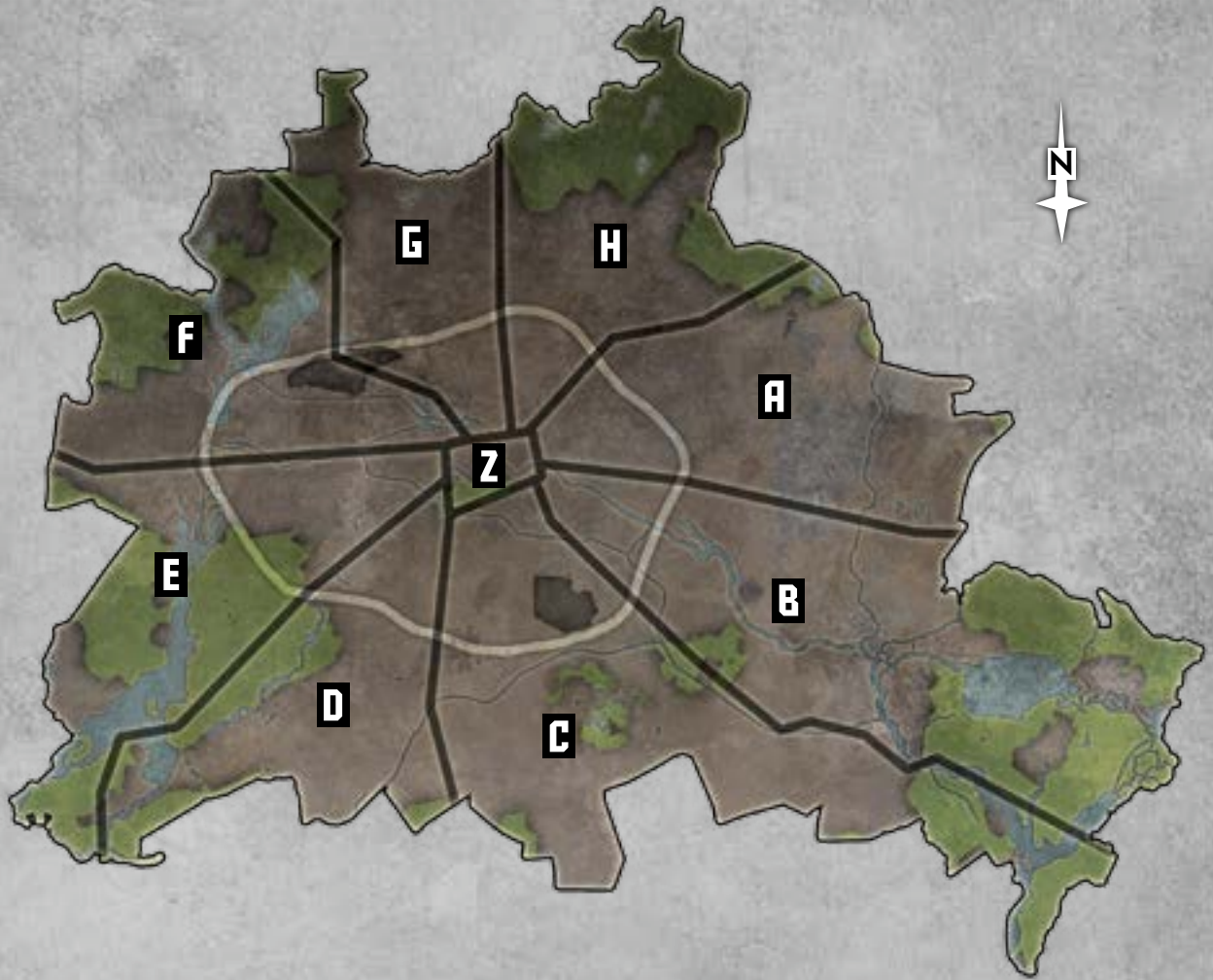
Before the Soviets' closed their encirclement of Berlin the remaining two Elephant heavy tank-hunters from Schwere-Panzerjäger-Kompanie 614 (Heavy Tank-hunter Company 614) arrived in the city.

Additional auxiliary troops include *Polizei* (Police) from the local force and the training schools, as well as RAD (*Reichsarbeitsdienst*, National Labour Service) troops. The RAD troops were 18 year old men who were doing 6-months labour service before joining the military. By 1945 many of these young men had been allocated to aid *Luftwaffe* anti-aircraft gun crews, while others had been formed into fighting units. A number of these companies fought in Berlin alongside the *Volkssturm* and *Hitlerjugend*.

The *Luftwaffe* 1. Flakdivision manned the three FlaK towers and all the city's other anti-aircraft weapons. These guns played an important role in the anti-tank, as well as anti-aircraft, defence of the city. The FlaK towers' twin 12.8cm guns cut great swaths through the Soviet tanks as they began to drive into the city. However, at close range they couldn't depress their guns far enough to engage enemy targets.

Artillery support came from the artillery regiments of the Panzer and Panzer Grenadier divisions and 408. *Volksartillerie-Korps*. They were armed with a mix of German and captured Soviet towed guns.

BERLIN DEFENSIVE SECTORS



Berlin was divided into nine defensive sectors that radiated out from the city centre like slices of a pie, with a small central sector based around the government district (see map above).

The defence of the sectors was allocated as follows on 23 April 1945:

Sector **A** : 9. Fallschirmjägerdivision

Sector **B** : Panzerdivision Müncheberg

Sector **C** : 18. Panzergrenadierdivision

Sector **D** : 11. SS-Panzergrenadierdivision Nordland

Sector **E** : 20. Panzergrenadierdivision

Sector **F** : Volksturm, RAD, Polizei, and Hitlerjugend.

Sector **G** : Volksturm

Sector **H** : Volksturm

Sector **Z** : Volksturm, Wach truppen and SS

Of course, as the battle developed units moved about through the sectors. Each sector had a sizable number of auxiliary troops such as *Volksturm* and *Hitlerjugend*.



EXAMPLE KAMPFGRUPPEN

KAMPFGRUPPE FUNK (57. FESTUNGS-REGIMENT)



3/115. Siemenstadt Volkssturm Bataillon



Hauptmann Schweickart's 1. Fallschirm-offizier-schule



II. Bataillon, 57. Festungs-Regiment



3/121. Volkssturm Bataillon



Warnholz Polizei Abteilung

57. *Festungs-Regiment* (57th Fortress Regiment) commanded by Major Funk. Under Funk's command were the *Warnholz Polizei Abteilung*, 3/115. *Siemensstadt Volkssturm Bataillon* (approx 770 men), 3/121. *Volkssturm Bataillon*, and a battalion of *Heer* troops.

This group of various auxiliary troops defended a section of the Berlin outer defensive perimeter. After conducting a counterattack the 3/115. *Siemensstadt Volkssturm Bataillon* was forced to withdraw to the Friedrichsfelde-Ost S-Bahn station 22 April 1945 where they took up positions with the troops of the 1. *Fallschirm-offizier-schule*.

The remnants of the *Siemensstadt Volkssturm Bataillon* was finally forced to surrender on 27 April after defending the Schönhauser Allee S-Bahn station on the southern edge of the suburb of Pankow.

SKORNING KAMPFGRUPPE



II. Bataillon/ 60. Festungs-Regiment



Volkssturm Kompanie



Artillerie-Batterie



Various auxiliary units

This Kampfgruppe under the command Oberstleutnant Wolfgang Skorning fought in the southern area of Berlin between Marienfelde and Buckow (Defence Sector D, Buckow/Britz).

KAMPFGRUPPE HERMANN

Remnants of 9. *Fallschirmjägerdivision* under the command of *Oberst* Harry Hermann were split between defence sector Z around the government district and the area around the Humboldthain FlaK tower (Sector G, in the northwest of the city).

SECTOR Z



Kompanie Blumenthal (80 men)



Elements of Fallschirm-Artillerie-Regiment 9 (fighting as infantry)

SECTOR G



Fallschirmjäger-Regiment 27



Elements of Fallschirm-Artillerie-Regiment 9 (fighting as infantry)



Fallschirm-Flak-Abteilung 9 (8.8cm FlaK36, 2cm Flakvierling, and 3.7cm FlaK43 guns)







SECTOR Z (GOVERNMENT DISTRICT)


II Bataillon/SS-Regiment Anhalt


I Bataillon/SS-Regiment Anhalt


SS-Panzer-Abteilung 11
Hermann von Salza
StuG and Panzer IV/70


503. Schwere SS-Panzer-Abteilung
2x Königstiger

II Bataillon/SS-Regiment Anhalt was deployed between Belle-Alliance-Platz along the Landwehr Canal, then across the Tiergarten to the Spree River which their defensive position followed along through the diplomatic Quarter to the Kronprinzen Bridge.


I Bataillon/SS-Regiment Anhalt continued the defence from the Kronprinzen Bridge east through Königsplatz, the Reichstag, and along the south bank of the Spree into the southern area of the Government district.

Also situated in Sector Z were the panzers of *SS-Panzer-Abteilung 11 Hermann von Salza* (from *11. SS-Panzer Grenadierdivision Nordland*) in reserve. This battalion was armed with a mix of StuG G assault guns and Panzer IV/70 tank-hunters.

As the Soviets closed in on the Reichstag towards the end of the battle, two *Königstiger* heavy tanks of *503. Schwere-Panzer-Abteilung* joined the defence.

SS-KAMPFGRUPPE HEISSMEYER


Hitlerjugend Gruppe Heissmeyer


Luftwaffe Gruppe
(Galician boy volunteers)


Heer Ersatz troops


Assorted Volkssturm units


Local Polizei

SS-Kampfgruppe Heissmeyer was made up of *Hitlerjugend* and *Volkssturm* men, as well as some *SS*, *Luftwaffe*, and *Heer* school units. They defended the suburb of Spandau in Sector F, including the Olympic Stadium.



GERMAN PAINTING GUIDE

1945 TANK SCHEMES





Late 1944 - May 1945

PRIMER & BASE COLOUR	CAMO COLOUR	CAMO COLOUR
		
OXIDE RED (382)	PANTHER YELLOW (365)	ARMY GREEN (342)

Due to a shortage of paint, the camouflage process was simplified in October 1944 by applying a camouflage pattern using *Olivgrün* (Army Green) and/or *Dunkelgelb* (Panther Yellow) directly over the dark red primer (Oxide Red). Some vehicles did not even receive any camouflage at all and went into battle in only their primer.



After January 1945

PRIMER	BASE COLOUR	CAMO COLOUR	CAMO COLOUR
			
OXIDE RED (382)	TANKOVY GREEN (341)	PANTHER YELLOW (365)	BOOT BROWN (323)

In December 1944, *Olivgrün* (Tankovy Green) was introduced as the final official base colour on German vehicles. This was camouflaged as needed with *Dunkelgelb* (Panther Yellow) and *Rotbraun* (Boot Brown).



For other Late-war colour schemes check-out *Colours Of War*.

GERMAN INFANTRY

Uncovered Helmet

HEER GREEN
(341)

Flesh

EUROPEAN SKIN
(385)

Webbing & Pouches

BLACK
(300)

Ammo pouches & Bags

MILITARY KHAKI
(327)

Canteen & Rifle Wood

BATTLEFIELD BROWN
(341)

Rifles, SMGs, & MGs

DARK GUNMETAL
(480)

Trousers & Tunics

GRENADIER GREEN
(341)

Boots

BOOT BROWN
(323)

Splinter camouflage

MILITARY KHAKI
(327)

BOOT BROWN
(323)

SPLINTER GREEN
(343)



Colours Of War is a detailed and comprehensive book with practical information to help you paint your *Flames Of War* miniatures. Find it in stores now.

CIVILIAN CLOTHING

Many Volkssturm men received no uniforms at all, other than their armband, and had to provide their own suitable hard-wearing clothing. Civilian clothes seem like an opportunity to depart from the drab military palette of typical army uniforms. But you should try to stick to fairly dark, muted colours, which predominated in typical 1940s clothing, particularly the sort of practical outdoor garb favoured by the Volkssturm.

BLACK

Some people find it difficult to highlight black. One useful tip is that even a very dark grey like **Worn Rubber** looks bright compared to pure black; try mixing it with a little black for more subtle highlights.



GREY

Almost any shade of medium to dark grey is appropriate. Suggestions: **Worn Rubber**, **Panzer Grey**, **Bunker Grey**.



BLUE

Pure blue shades like **Infantry Blue** will look too bright and garish on their own. Mix them with grey or black to produce a suitably muted colour.



BROWN

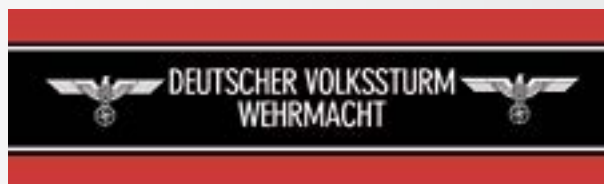
As with grey, almost any shade of brown will do. Suggestions: **Battlefield Brown**, **Wool Brown**, **Battledress Brown**, **Motherland Earth**.



VOLKSSTURM ARMBANDS

The Volkssturm was the German equivalent of Britain's famous Home Guard, conscripting able-bodied males from 16-60 who were not already serving in the armed forces.

The only official uniform of the Volkssturm consisted of an armband. Painting the armband is easier than it looks.



COLOUR PALETTE



ARTILLERY RED
(380)



WHITE
(301)



BLACK
(300)

ARTILLERY RED Fine Brush



PAINT the whole armband Artillery Red.

WHITE Fine Brush



PAINT a band of White across the middle of the armband.

BLACK Fine Brush



PAINT a narrower band of Black, leaving a thin line of white showing at the top and bottom.

HITLERJUGEND

Fighting troops of the Hitlerjugend mostly wore the winter uniform, consisting of a jacket and long pants in very dark blue. The Hitlerjugend armband can be painted using the same colours as the Volkssturm armband above. Paint the white stripe about one-third the width of the band, with a wider patch for the insignia. Don't try to paint a tiny swastika - a small blob of Panzer Grey or Black will suffice.



COLOUR PALETTE



BLACK
(300)



LUFTWAFFE BLUE
(401)



MANSTEIN SHADE
(492)

50% LUFTWAFFE BLUE 50% BLACK Large Brush



BASECOAT the uniform with a mix of Luftwaffe Uniform and Black.

MANSTEIN SHADE Medium Brush



WASH liberally with Manstein Shade to produce shading and definition.

LUFTWAFFE BLUE Fine Brush



HIGHLIGHT edges and raised areas with pure Luftwaffe Blue.



7.5cm PaK40 anti-tank gunners of *9. Fallschirmjägerdivision* wait for the Red Army tanks to begin their assault.



ISU-152 heavy assault guns smash through the German lines on the way to the Seelow Heights.



A *Panzerdivision Müncheberg* Panther tank burns as Soviet T-34/85 tanks advance up the heights.



Soviet IS-2 heavy tanks lead the breakthrough of the German Oder River defences.

THE SOVIET RACE FOR BERLIN

The Soviet winter offensives of January to February 1945 had completed their defeat of the German forces in Poland. Zhukov's 1st Byelorussian Front had pushed the Germans along their front back to the Oder River. However, supply lines were stretched, a sizable northern flank had developed with Rokossovsky's 2nd Byelorussian Front still clearing Prussia in the face of stiff German Resistance and Vasilevsky's 3rd Byelorussian Front tied down laying siege to the Kurland Pocket.

On 15 February the Germans launched Operation *Sonnenwende* (Solstice) into the 1st Byelorussian Front's northern flank. Due to the poor of state German forces involved, the attack was reduced in size to that of a divisional thrust. It had minor tactical success and only succeeded in relieving the encircled garrison of the city of Arnswalde, but it had a major impact on the thinking of the Soviet commanders. The exposed position of his northern flank panicked Zhukov, and Stalin was convinced to call a halt to any further westward advance until Pomerania and western Prussia could be cleared. Soviet attention was focused on this urgent task, with 1st Byelorussian Front extending its frontline along the Oder River to the Baltic Sea, while the 2nd Byelorussian Front ground its way through western Prussia until the German Second Army was destroyed by mid-March.

Meanwhile, south of Zhukov's forces was Koniev's 1st Ukrainian Front forces. While Zhukov and Rokossovsky's forces were clearing the north to the Oder, the 1st Ukrainian Front advanced through the industrial region of Silesia against stiff resistance. Upper Silesia was well defended, with parts holding out until the end of the war. However, by 24 February, the 1st Ukrainian Front had secured a small bridgehead across the Neisse River near Forst in Lower Silesia to the west of the Oder River. The Germans conducted a series of counterattacks from Upper Silesia in March, but these were disrupted by the Soviet Upper Silesian Offensive. This attack by the 1st Ukrainian Front succeeded in stabilising Koniev's left flank in readiness for the drive on Berlin, and removed the threat of any German counterattacks from Army Group Centre.

The Front commanders met with Stalin on 1 April and a telegram was read out indicating that Montgomery's British

21st Army Group was poised to make a drive on Berlin. Whether this was bad intelligence, or deliberate misinformation by Stalin to get his Generals motivated to move with haste, it had the desired effect on both Zhukov and Koniev. Both immediately declared their desire to take Berlin. Stalin, ever ready to exploit the rivalry between his two leading Marshals, implied that beyond Lübben on the River Spree, where the demarcation lines between the two fronts ran to, it was up to the commanders as to who attacked Berlin. This despite Zhukov's 1st Byelorussian Front having the most direct rout to the city. This did not deter Koniev, and he made a great effort to deploy much of his forces to the north of his front. The Berlin Offensive began on 16 April 1945, and the race between the two Soviet Marshals was on.

In the meantime, the Germans had decided not to heavily defend the banks of the Oder, and had left there only a light defensive screen. Instead they had fortified the Seelow Heights overlooking the Oder River on the direct approaches to Berlin and flooded the river's flood plain below.

Zhukov launched the 1st Byelorussian Front's offensive at 0500 hours on 16 April with a massive artillery barrage on the German lines defending the Seelow Heights. After 20 minutes of bombardment the tanks and assault guns of the 8th Guards Army, 1st Guards Tank Army, 5th Shock Army and 2nd Guards Tank Army pushed forward, their way lit by 143 anti-aircraft search lights. These were intended to blind the enemy and light the way for the advancing Red Army troops. However, in some instances these caused confusion by casting strange shadows, reduced visibility in the misty gloom, and highlighted the location of the Soviet men and tanks as they crossed in front of the lights. Progress was also slow as the advance crawled across the marshy ground of the Oder flood plain, and they had to traverse the slopes of the Seelow heights. Four days of hard fighting took its toll on the Red Army troops attacking the Seelow Heights, but eventually their determination, firepower, and weight of numbers told, and by the evening of 19 April the 8th Guards Army had taken Müncheberg and breached the third and final line of the German's Seelow Height defences. The Way to Berlin was open.





Meanwhile, to the south, Koniev's 1st Ukrainian Front had begun their advance under a 250km wide smoke screen and quickly bridged the Neisse River. The 3rd and 4th Guards Tank Armies smashed through the German 4. Panzer-Armee (Fourth Tank Army) and then into the open country beyond, with the 3rd and 5th Guards Armies holding off German counterattacks on the flanks. After a telephone conversation with Stalin, Koniev turned the leading elements of the 1st Ukrainian Front northward beyond Lübben, encircling the southern flank of the German Ninth Army and pushing towards the southern outskirts of Berlin.

ENCIRCLING BERLIN

Zukov's 1st Byelorussian Front attacked Berlin from the north and east. The 1st Guards Tank Army and 8th Guards Army advanced towards the southeastern suburb of the city, with the 5th Shock Army towards the northeast. The 3rd Shock Army and 2nd Guards Tank Army advanced towards the north of the city, before turning towards the northern suburbs. Northern elements of the Front moved north of Berlin before hooking around the city's western flank.

Koniev had diverted a large proportion of his 1st Ukrainian Front northward to Berlin, while some pushed on towards the Elbe River to meet up with the American forces, others deployed blocking detachments to hold the encircled German Ninth Army, and southern elements blocked counterattacks on the Front's southern flank by the German 17. Armee (Seventeenth Army). By 18 April the 28th Army, 3rd and 4th Guards Tank Armies were on the outskirts of Berlin's southwestern suburbs.

To the north of Berlin Rokossovsky's 2nd Byelorussian Front advanced beyond the Oder pushing back the German Third Panzer Army towards the northern reaches of the Elbe River, further isolating Berlin.

TAKING BERLIN

Soviet forces began to enter the outer suburbs of Berlin on 23 April 1945. Rifle divisions from the 8th Guards Army had entered the southeast of the city and advanced through Köpenick and Britz after they crossed the Spree River. The following day they had advanced into Treptow and Neukölln, and were on the edge of Tempelhof Airfield. The riflemen were heavily supported by the tanks of the 1st Guards Tank Army.

The 5th Shock Army advanced through the eastern suburbs of Lichtenberg and Friedrichshain. The Germans counter-attacked into the teeth of the Soviet thrust with a battalion of the SS-Wachregiment and a small number of Müncheberg division tanks at dawn on 24 April. The attack was beaten back, and the determined Red Army riflemen pushed on.

To the north the 3rd Shock Army advanced through the northeastern suburbs of Wedding and Pankow, with the 2nd Guards Tank Army pushing into the northwestern suburbs of Spandau and Siemensstadt by 25 April.

By the 25 April the Soviets had completed the encirclement of Berlin with elements of the 1st Byelorussian Front and 1st Ukrainian Front meeting up to the west of the city. The same day, the forces attacking the city had begun probing the German S-Bahn (urban railway) defensive ring that encircled the inner suburbs of Berlin. During this time the Red Army artillery kept up a constant bombardment of the city, pounding any area where they thought they might encounter enemy resistance.

ENCIRCLEMENT OF BERLIN, 23 - 25 APRIL 1945



In the southwest of the city the 3rd Guards Tank Army of the 1st Ukrainian Front also entered the battle when they crossed the Teltow Canal on 24 April, thrusting into the suburbs of Dahlen and Schmargendorf. This army was the main thrust of Koniev's attempt to beat Zhukov's force to the central prize in the race to take Berlin, the Reichstag. The 3rd Guards Tank Army had pushed the German 18. *Panzer Grenadier Division* and various auxiliary units to positions just east of the Tiergarten (Animal Garden), the large parkland surrounding the Berlin Zoo and its formidable FlaK Tower. However, as they approached the Government District they began running into units from the 3rd Shock Army from Zhukov's 1st Byelorussian Front. After a number of friendly fire incidents, some harsh words exchanged

between Koniev and Zhukov on the telephone, which resulted in the Stavka (Soviet high command) re-designating the boundary line between the two fronts. Koniev was forced to halt the advance of the 3rd Guards Tank Army. Koniev's race had ended.

Nothing could get in or out of Berlin by 27 April, with the Soviet ring grinding closed around the German defenders. On 28 April the men of 3rd Shock Army began the four day battle to take the Government District and the Reichstag.

Hard fighting around the central city continued until 2 May 1945 when the German commanders finally surrendered, two days after the suicide of Germany's leader, Adolf Hitler.



HEROES OF THE SOVIET UNION

'Only the luckier, smarter, sharper crews made it out alive.'

— Vasili Pavolovich Bryukhov

The tireless advances from Operation Bagration to the very borders of Germany have severely depleted our heroic brigades. Replacement soldiers and crews are rare, and time to develop new tactics is even more so. However, in an army where initiative is often punishable, there are remarkable exceptions, adapting and leading crews or platoons toward final victory. Those men that remain have become professional soldiers along the way and are determined to end this terrible war.

Hero companies and platoons from a Hero Gvardeyskiy Tyazhelyy Tankovy Polk (page 46), a Hero Tyazhelyy Samokhodno-Artilyeriyskiy Polk (page 48), a Hero Strelkovy Polk (page 56), and Hero Corps Support (page 60) use all of the normal Soviet special rules on pages 249 to 252 of the rulebook (except for Hen and Chicks). In addition they also use the Luckier, Smarter, and Sharper special rules.

LUCKIER

Your men have come through the cauldron of war. Most have been in action non-stop since Operation Bagration, nearly a year ago. They have learned to survive, and the luckiest, smartest, and sharpest of these have become Heroes of the Soviet Union.

If the Company or 2iC Command team is Destroyed, your opponent must roll a 5+, rather than the normal 4+, when rolling for Warrior Team Casualties (see page 106 of the rulebook).

SMARTER

Many years of war have made the Soviet soldiers veterans. Once in combat, they know what to do and how best to do it. They persevere, though still plagued by incompetent leadership and an influx of poorly trained or ill-prepared replacements.

Teams from Hero platoons and companies pass all Skill Tests on a result of 3+. In addition, when firing bombardments, Hero companies roll to hit as though they were rated as Veteran.

SHARPER

Years of training on the job means that tank crews have become familiar with their tanks and they know how to get the most out of them.

Hero platoons and companies do not use the Hen and Chicks special rule.

SOVIET SPECIAL RULES

In addition to the normal Soviet rules and the Heros of the Soviet Union rules, Soviet companies also use the following special rules.

SMOKE POTS

Assault Groups and Engineer-Sappers used smoke pots and smoke grenades to mask their assaults against enemy strong-points. Special teams within each platoon bravely placed the smoke screen for their advancing comrades.

A platoon (Soviet company) with Smoke Pots may designate Rifle, Rifle/MG, MG or SMG teams as Smoke Pot teams to lay smoke for an assault. A Smoke Pot team cannot shoot in the Shooting Step and is a Non-assaulting team during the Assault Step.

When the platoon (Soviet company) launches its assault, roll a Skill Test for each Smoke Pot team within 4"/10cm of a platoon being assaulted. If any Smoke Pot team passes the Skill Test then all teams from that platoon (Soviet company) participating in the assault are Concealed.

BED SPRING ARMOUR

In 1945 the Soviets began to fit mesh spaced armour to the side of their tanks and assault guns to give added protection against weapons such as the *Panzerfaust*. This quickly became known as bed spring armour, due to it looking like the sprung metal base of a bed.

If a tank protected by Bed Spring Armour fails an Armour Save against a weapon with a Firepower of 5+ or 6 hitting its Side armour, roll a special 4+ Bed Spring Armour save:

- *If the save is successful the Bed Spring Armour protects the tank from the side shot.*
- *If the save is not successful the shot penetrated the Side armour as normal.*

SAPPER BODY ARMOUR

The engineer-sappers wore body armour to protect themselves during close combat against the enemy in trenches and bunkers. Their steel body armour also gave good protection from knives, bayonets, and spades wielded as weapons, as well as grenade fragments and ricocheting bullets.

A team with Sapper Body Armour rolls a die when hit during an Assault.

If they score a 6, they are unharmed, but still count as hit for the purposes of requiring a Motivation Test to Carry on with the Assault or Fight Back.

If they roll any other score, they are Destroyed and removed from the table as usual.

BUILDING DESTROYER

In Berlin the Soviets brought their 203mm heavy howitzers forward to support the infantry in the city. These big guns were used to clear buildings of German defenders, often demolishing the building the process.

In addition to the normal Bunker Buster rules, if a 203mm obr 1931 howitzer Hits a team in a large building with multiple rooms, all the teams in rooms adjacent to the target team's room and those rooms above and below the target team's room are also Hit.

CAT KILLERS

The SU-100 self-propelled guns used their accurate long-range anti-tank weapons to support Soviet troops against German tanks.

SU-100 assault guns from a Assault Gun Company do not use the Volley Fire special rule. Instead, SU-100 assault guns from a Assault Gun Company that did not move in the Movement Step may re-roll failed rolls To Hit when shooting their main guns at platoons with all teams more than 16"/40cm away.



HERO GVARDEYSKIY TYAZHELYY TANKOVY POLK

HERO GUARDS HEAVY TANK REGIMENT

TANK COMPANY



HEADQUARTERS

HEADQUARTERS



Hero Gvardeyskiy Tyazhelyy Tankovy Polk HQ

You must field one company from each box shaded black and may field one company or platoon from each box shaded grey.

Support Companies for your Hero Gvardeyskiy Tyazhelyy Tankovy Polk must be from a Guards division (marked ) or a Red Army division (marked ). All support companies or platoons with either of these symbols must be from the same division.

COMBAT COMPANIES

ARMOUR



Guards Hero Heavy Tank Company

ARMOUR



Guards Hero Heavy Tank Company

ARMOUR



Guards Hero Heavy Tank Company

SUPPORT COMPANIES

ARMOUR



Guards Hero Heavy Assault Gun Company

ARMOUR & RECON



Hero Tankovy Company

Hero Flame-tank Company

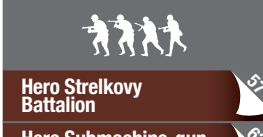
Hero Strelkovy Scout Platoon

ANTI-TANK



Hero Tank Destruction Company

INFANTRY



Hero Strelkovy Battalion

Hero Submachine-gun Battalion

Hero Shturmoye Group

INFANTRY



Hero Sapper Company

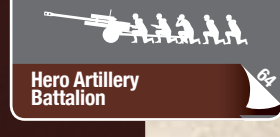
Hero Inzhenerno-Saperniy Company

INFANTRY



Hero Strelkovy Flame-thrower Platoon

ARTILLERY



Hero Artillery Battalion

ARTILLERY



Hero Reserve Artillery Battalion

Hero Strelkovy Heavy Mortar Company

Hero 160mm Mortar Battalion

ARTILLERY



Guards Hero Rocket Mortar Battalion

ANTI-AIRCRAFT



Hero Anti-aircraft Company

AIRCRAFT



Air Support

MOTIVATION AND SKILL

The Guardsmen of the heavy tank regiments have been smashing their way through German defences since July 1944 in near continuous warfare. Now their final goal is in sight. A Hero Gvardeyskiy Tyazhelyy Tankovy Polk is rated **Fearless Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HERO GVARDEYSKIY TYAZHELYY TANKOVY POLK HQ

HEADQUARTERS

1 IS-2 obr 1943	140 points
1 IS-2 obr 1944	150 points

OPTIONS

- Equip IS-2 tank with .50 cal AA MG for +5 points.
- Add Bed Spring Armour to IS-2 tank for +5 points.
- Mount a SMG Tank Escort on Company Command tank for +10 points.



COMBAT COMPANIES

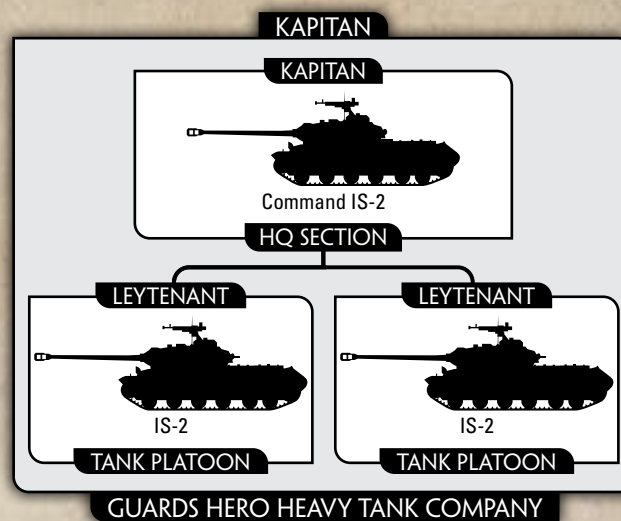
GUARDS HERO HEAVY TANK COMPANY

COMPANY

3 IS-2 obr 1943	415 points
2 IS-2 obr 1943	275 points
3 IS-2 obr 1944	450 points
2 IS-2 obr 1944	300 points

OPTIONS

- Equip any or all tanks with a .50 cal AA MG for +5 points per tank.
- Add Bed Spring Armour to any or all IS-2 tanks for +5 points per tank.
- Mount SMG Tank Escorts on all tanks for +10 points per tank.



The powerful IS-2 tanks of the Guards Heavy Tank Regiments lead every attack. In Berlin these massive beasts plow through German road blocks and pound the buildings with 122mm shells.

The hard fighting over the last few months has left many infantry units depleted, meaning that the mechanised troops have had to take on more of the fighting in Berlin.



HERO TYAZHELYY SAMOKHODNO-ARTILLYERIYSKIY POLK

HERO HEAVY SELF-PROPELLED ARTILLERY REGIMENT

TANK COMPANY

HEADQUARTERS



HEADQUARTERS



Hero Tyazhelyy Samokhodno-Artilyeriyskiy Polk HQ

49

You must field one company from each box shaded black and may field one company or platoon from each box shaded grey.

Support Companies for your Hero Tyazhelyy Samokhodno-Artilyeriyskiy Polk must be from a Guards division (marked ) or a Red Army division (marked ). All support companies or platoons with either of these symbols must be from the same division.

COMBAT COMPANIES

ARMOUR



Guards Hero Heavy Assault Gun Company

49

ARMOUR



Guards Hero Heavy Assault Gun Company

49

ARMOUR



Guards Hero Heavy Assault Gun Company

49

SUPPORT COMPANIES

ARMOUR



Guards Hero Heavy Tank Company

47

ARMOUR & RECON



Hero Tankovy Company

60

Hero Flame-tank Company

61

Hero Strelkovy Scout Platoon

59

ANTI-TANK



Hero Tank Destruction Company

61

INFANTRY



Hero Strelkovy Battalion

57

Hero Submachine-gun Battalion

63

Hero Shturmoye Group

58

INFANTRY



Hero Sapper Company

62

Hero Inzhenerno-Saperniy Company

62

INFANTRY



Hero Strelkovy Flame-thrower Platoon

58

ARTILLERY



Hero Artillery Battalion

64

ARTILLERY



Hero Reserve Artillery Battalion

65

Hero Strelkovy Heavy Mortar Company

59

Hero 160mm Mortar Battalion

63

ARTILLERY



Guards Hero Rocket Mortar Battalion

66

ANTI-AIRCRAFT



Hero Anti-aircraft Company

67

AIRCRAFT



Air Support

67

MOTIVATION AND SKILL

The heavy assault gun troops have the best weapons for dealing with enemy held buildings. The end is near and the assault gunners can taste victory in the air. A Hero Tyazhelyy Samokhodno-Artilyeriyskiy Polk is rated **Fearless Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HERO TYAZHELYY SAMOKHODNO-ARTILLYERIYSKIY POLK HQ

HEADQUARTERS

1 IS-2 obr 1943	140 points
1 IS-2 obr 1944	150 points

OPTIONS

- Equip IS-2 tank with .50 cal AA MG for +5 points.
- Add Bed Spring Armour to IS-2 tank for +5 points.
- Mount a SMG Tank Escort on Company Command tank for +10 points.



COMBAT COMPANIES

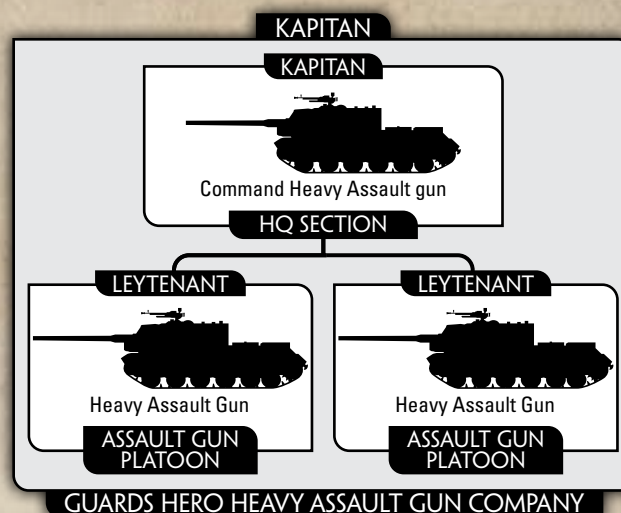
GUARDS HERO HEAVY ASSAULT GUN COMPANY

COMPANY

3 ISU-122	355 points
2 ISU-122	235 points
3 ISU-152	315 points
2 ISU-152	210 points

OPTIONS

- Equip any or all ISU-122 or ISU-152 heavy assault guns with a .50 cal AA MG for +5 points per gun.
- Mount SMG Tank Escorts on all assault guns for +10 points per assault gun.



Sometimes, all it takes is a single 152mm shell to break open a tough defensive position. The heavy assault guns will be an essential element for your *Strelkovy* as they fight their way through Berlin.





Red Army Strelkovy riflemen cross a park with a T-34 obr 1942 tank in support.



Elite engineer-sappers in body armour prepare to assault a Volkssturm Platoon supported by a Panzer IV J tank.



Hundreds of Soviet tanks, like these IS-2 heavy tanks, fought to subjugate the defenders of Berlin.



The Red Air Force dominated the skies over Berlin, attacking German targets of opportunity.

BATTLE FOR THE REICHSTAG

Marshal Zhukov launched Operation Berlin on 15 April 1945. On the right flank of his 1st Byelorussian Front the 3rd Shock Army attacked across the Oder River, with its 79th Rifle Corps entering the northern outskirts of Berlin about 10 days later. Leading the charge was the 150th Rifle Division, commanded by Major General Vasily Shatilov.

The division cut through the northern suburbs of Berlin, fighting the German defenders in the urban jungle. Finally, after several days of relentless combat, on 28 April lead reconnaissance elements of the 79th Rifle Corps got their first glimpse of the Reichstag.

THE REICHSTAG BUILDING

The *Reichstag* was the seat of the German parliament, built in 1894. In 1933, it was severely damaged by a fire under suspicious circumstances. This gave the Nazi regime an excuse to consolidate more political power and greatly undermine the elected parliament.

The building sat empty for the duration of the war, but remained a symbol of German power and became the focus of Soviet propaganda and Stalin himself. He decreed that the building must be captured by 1 May to commemorate May Day, an important political day commonly known as International Workers' Day, or Labour Day. With no one willing to disappoint Stalin by missing his deadline, the die was cast for a brutal battle over the ruined but symbolic *Reichstag*.

DEFENCE OF THE GOVERNMENT DISTRICT

The government district contained many important political buildings of the *Reich*, including the *Reichstag*, the Ministry of the Interior, the Diplomatic Quarter, and the *Reichs* Chancellery. In its centre was the *Königsplatz* (King's Square), a large open plaza linking the *Reichstag* with the Kroll opera house.

The district was bounded in the north and east by the Spree River, which wrapped around the perimeter and formed a sort of moat from which the Germans could defend against Soviet attacks. The district's three bridges over the Spree were either heavily barricaded or demolished. The Moltke Bridge to the west was rigged to be demolished by German pioneers to close off that approach. However, the explosives failed to bring down the crossing, and the defenders, initially not planning to have to defend that approach, had to quickly deploy troops and guns to cover it.

All of the buildings in the district were heavily fortified and housed fanatical defenders representing all of the branches of the German armed forces, including *Kriegsmarine* sailors, *Fallschirmjäger* (paratroopers), *Waffen-SS*, and *Heer* troops.

Seven 8.8cm FlaK36 anti-aircraft guns were deployed in the *Königsplatz* to cover the bridges, and two *Königtiger* heavy tanks were positioned there to provide additional firepower. Artillery and mortars were positioned in the nearby *Tiergarten* (Zoo or Animal Garden) to support the defenders of the Reichstag.

THE MOLTKE BRIDGE

The 756th Rifle Regiment, commanded by Colonel Fedor Zinchenko, led the 150th Rifle Division's offensive. The colonel's regiment had tirelessly charged from the suburbs of northern Berlin all of the way to the River Spree. By the afternoon of 28 April, they found themselves at the western end of the Moltke Bridge.

A hasty attack was launched, but repulsed by the German defenders. A second attack, this time reinforced by tanks, made another push. As Soviet heavy tanks pushed aside the barricades, they came under combined fire from the FlaK 88s, heavy tanks, and the nearby Zoo FlaK tower, whose 12.8cm guns threw aside the Soviet tanks with each hit. Nevertheless, the 756th pushed through and finally secured a small foothold across the Spree River.

DIPLOMATIC QUARTER

With the Moltke Bridge somewhat secure, the 150th and 171st Rifle Divisions assaulted the Diplomatic Quarter, mouse-holing their way through buildings as far as the Swiss Embassy. After bloody hand-to-hand fighting, the Soviets secured that building despite fierce fire coming from the Ministry of the Interior and a desperate counterattack by *Kriegsmarine* troops.

MINISTRY OF THE INTERIOR

At 0700 hours, the 756th assaulted from the Swiss Embassy across the street into the Ministry of the Interior. The *SS* defenders put up a brutal defence. Soviet casualties were high and a second regiment, the 674th, had to be sent in. The fighting lasted into the night until the last defenders were finally eliminated at 0400 hours, 30 April.

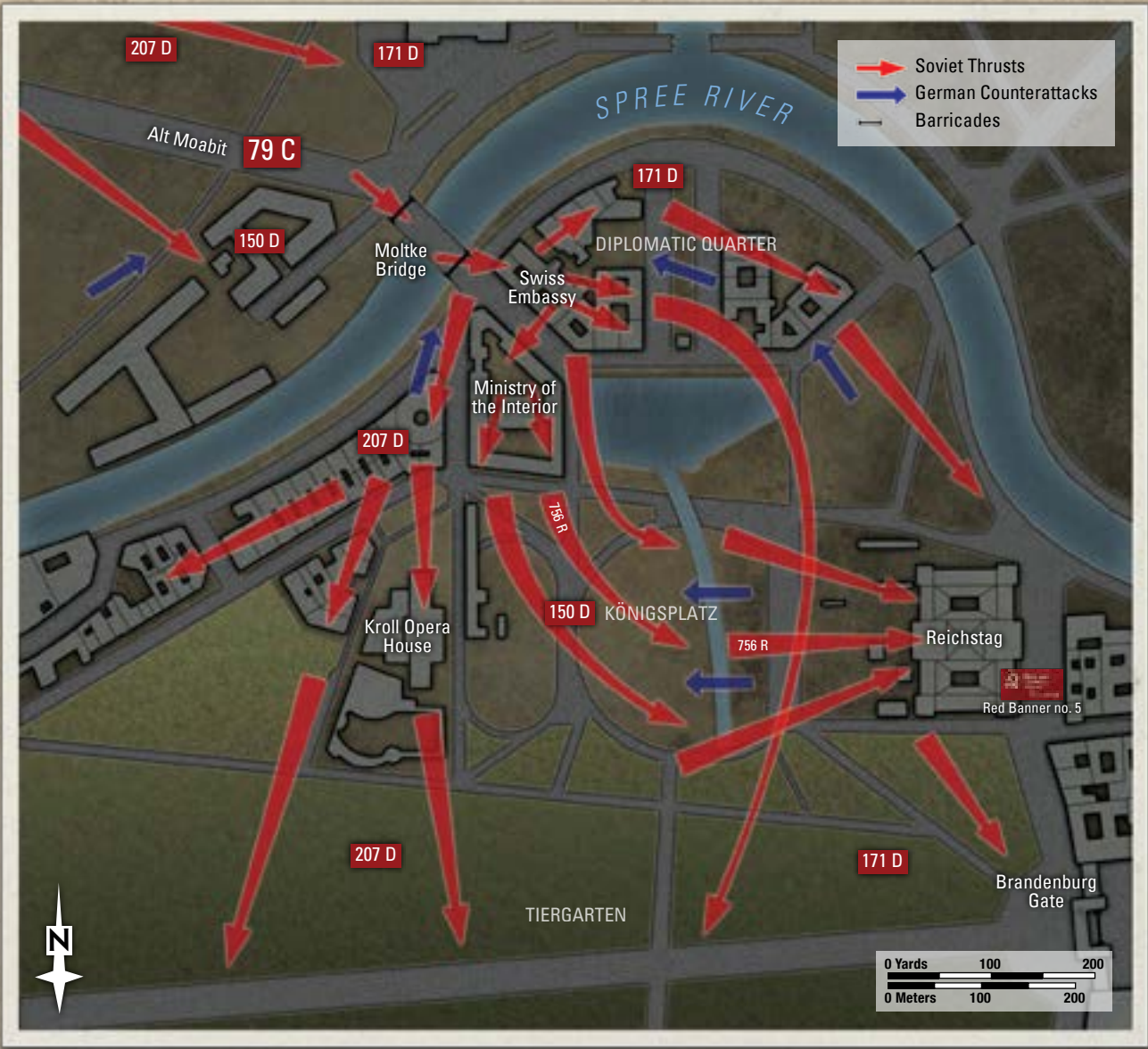
No respite was given as orders to attack the *Reichstag* were immediately issued. In the zeal to reach the building, no reconnaissance of the area was conducted, and artillery preparations failed to suppress the German artillery, which the Soviets had erroneously thought was located in the *Königsplatz*.

When the 756th Regiment's attack went in, it came under serious fire from German artillery positioned in the *Tiergarten*. The troops, caught in the open, were then engaged from the rear by *Fallschirmjäger* troops fortified in the Kroll opera house. The attack stalled, and the 207th Rifle Division rushed south and assaulted the opera house.

REINFORCEMENTS

As the opera house was subdued, support weapons were brought forward. Guns and mortars were emplaced in the windows of the Ministry of the Interior, to direct fire on the *Reichstag*, and heavy mortars were positioned in the building's courtyard to offer indirect fire. Reinforcements were brought up to fill the depleted ranks of the 756th Rifle Regiment's battalions, including liberated prisoners of war, eager for revenge. Several ISU-122 assault guns, IS-2 heavy tanks, and a few T-34/85 tanks joined the fight, however

RACE TO THE REICHSTAG



heavy fire from the FlaK 88s and Königstigers, and an improvised anti-tank ditch running across the axis of attack, delayed them long enough so they were unable to lead the assault from the front.

KÖNIGSPLATZ

The attack was renewed at 1130 hours and the assault battalions reached the flooded anti-tank ditch. The Germans launched several counterattacks that again stopped the Soviets cold. Artillery was called in and the attack resumed at about 1330 hours. However, the brave infantry were again halted in the last 200 yards by relentless small arms fire from the Reichstag's defenders and artillery from the Teirgarten.

REICHSTAG

The final push was launched at 1800 hours, under the cover of heavy tanks and assault guns. With the daylight failing and Stalin's impending deadline to plant the Red Banner No. 5 over the Reichstag by midnight rapidly approaching, the infantry again fearlessly charged the steps of the building.

The main doorway was bricked up and fortified, so a pair of mortars were brought forward and blasted open an entrance with direct fire. Frenzied riflemen of the Red Army poured into the building and were immediately confronted by near total darkness and fiercely determined German defenders.

The fighting was at point-blank range and fought room-for-room in the dark. Three Soviet regiments eventually found their way into the building, fighting fanatical SS defenders. Through it all, small parties managed to make their way to the roof and plant red banners, fulfilling Stalin's deadline. However, fighting lasted through the night and into the next day. Trapped in the cellars, the last defenders of the Reichstag reluctantly surrendered at 1300 hours, 2 May.

The victorious troops of the 3rd Shock Army met with their comrades of the 8th Guards Army near the Brandenburg Gate, completing their victory. Though the fighting raged elsewhere, the Red Banner No. 5 floating over the Reichstag symbolised the end of a very long and terrible war and the total destruction of fascism in Germany.

VICTORY BANNERS OVER THE REICHSTAG

As the Soviet forces closed in on Berlin's centre, nine banners were distributed to the nine assault divisions in the city. With them came the solemn instructions from Stalin himself to hoist the banner over the ruined Reichstag as a symbol of total victory, and to do it before midnight, 1 May 1945.

During the evening of 21 April 1945, Major General Shatilov, commander of the 150th Rifle Division, was presented with one of the nine banners, its flagstaff inscribed: 'No. 5'. Word quickly spread to the division's regiments and the troops were excited to have the great honour to mark the final downfall of their bitter enemy.

On 26 April, when the division reached the centre of the city, Shatilov sent the Red Banner No. 5 to Colonel Zinchenko's 756th Rifle Regiment to bolster their morale. When Zinchenko unfurled the banner, the men, exhausted mentally and physically after days of fighting, were suddenly revived, and all hesitation was instantly gone, replaced with the fervour of imminent victory and the desire to be the one to plant the banner over the Reichstag.

On the eve of the attack on the Reichstag, Zinchenko ordered his intelligence officer, Captain Kondrashov, to choose two scouts from his command to carry and plant the banner over the Reichstag. However, when Kondrashov reported back to the colonel, he brought with him the entire scout platoon. Zinchenko, annoyed, looked at Kondrashov who simply shrugged his shoulders as if to say, "you try and choose just two!" The colonel was proud of his comrades, so he decided to give the task to the whole platoon.

Once again, he charged Kondrashov with the task to choose two banner men, which the captain did. Sergeants Mikhail Yegorov and Meliton Kantaria. The colonel then turned and appointed the scout platoon as the escort platoon for the banner. They were to be right behind the lead assault battalion and to make for the top of the Reichstag immediately once they were in. The platoon was filled with zeal and rushed off with Red Banner No. 5 to join the main assault.

BANNERS FROM ABOVE

The first attempt to place a banner over the Reichstag was reportedly made by some pilots from the 115th Air Fighter Regiment. The pilots flew in at low altitude over the building and dropped several massive red silk banners inscribed with the word: "Victory". These apparently got tangled up in the twisted metal of the ruined roof.

MAKOV'S GUNNERS

Before the assault on the Reichstag, Captain VN Makov and a small number of fellow gunners got special permission to join the attack. They carried with them a red banner and, importantly, a radio. They joined the assault and fought their way to the roof where they planted their banner on the statue facing the front of the building. They radioed their success to the Corps HQ before midnight on 30 April and became the first party to raise a banner over the Reichstag.



RED BANNER NO. 5

150th Rifle, Order of Kutuzov 2nd class, Idritsa Division, 79th Rifle Corps, 3rd Shock Army, 1st Byelorussian Front

SOROKIN'S SCOUTS

The second party to establish a banner over the Reichstag was probably Lieutenant Sergei Sorokin's reconnaissance platoon, which planted their banner on the roof ten minutes after Makov's group. However, unlike the gunner they did not have a radio, this event went unnoticed for some time.

RED BANNER NO. 5

Following closely behind the assault wave, the official banner party dispatched by Zinchenko fought their way into the Reichstag. The fighting was fierce and continued into the night. With daylight rapidly disappearing and the midnight deadline approaching, the party broke up into five-man teams and attacked in several directions to distract the Germans and allow Yegorov and Kantaria make a run for the roof.

Joined by political commissar Lieutenant Alexei Berest, the three reached the roof and planted the flag, reportedly 70 minutes before midnight, but nearly two to three hours after Makov's and Sorokin's groups had accomplished their feats. However, theirs was an official Red Banner No. 5, and therefore it was their deed that won them international attention, the famous photograph (taken in a reenactment a few days later), and the award of Heroes of the Soviet Union, the highest honour in the Red Army.

OTHER BANNERS AND CONTROVERSY

There were many banners that went into the Reichstag, including those parties mentioned as well as battalion and regimental standards. Red banners flying over the Reichstag are an iconic picture of the battle of Berlin. The question of which was first one is still debated to this day. Many conspiracies abound about who did and who didn't accomplish the deed.

The truth remains that we will probably never know the answers to these questions. However, the symbolism of raising the red banner over the crumbled remains of Hitler's so-called 'Thousand Year Reich' is indeed one of the most profound images of total victory in the Second World War.

RED BANNER COLOUR PARTY

A Red Banner Command team replaces the platoon (Soviet company) Command team in up to one Hero Strelkovy Battalion, Hero Shturmovye Group, or Hero Strelkovy Scout Platoon in a Hero Strelkovy Polk (page 56) for +50 points. It is placed on a medium base with the banner and three or four colour guard escort miniatures.

The platoon (Soviet company) with the Red Banner Command team has a Motivation rating of **Fearless** and retains the platoon's normal Skill rating. The Red banner Command team retains Command team's type and weapons and, if a part of the Hero Strelkovy Scout Platoon, remains a recce team.

TO VICTORY!

Your regiment has received one of the coveted Red Banners. Your mission is to plant this patriotic icon on top of the fascist Reichstag as a symbol of final victory!

A force that includes a Red Banner Command team Always Attacks (see page 257 of the rulebook).

ZA RODINU!

This is it! The enemy cowers below ground as our brave comrades crush their so-called fortresses. Final victory is upon us; *Za Rodinu!* (For the homeland!)

The colour guard is a hand-picked group of volunteers. They will make it their sacred duty to see our Red Banner fly triumphantly over the conquered fascists.

The platoon (Soviet company) with the Red Banner Command team always has Quantity of Quality (see page 251 of the rulebook), regardless of the number of teams in the platoon (Soviet company).

The platoon (Soviet company) with the Red Banner Command team uses the German Mission Tactics special rule (see page 242 of the rulebook).

THE WORLD IS WATCHING

The people's Red Banner is in your hands. Comrade Stalin is watching you and the world is holding its breath.

If the Red Banner Command team is within 4"/10cm of an Objective that has been placed in your opponent's Deployment Area or No Man's Land, the game does not end if your opponent Takes an Objective.

If you win the game with the Red Banner Command team within 4"/10cm of an Objective that has been placed in your opponent's Deployment Area or No Man's Land, you gain one Victory Point and your opponent loses one Victory Point.

However, if you lose the game with a the Red Banner Command team in your force, you lose one Victory Point and your opponent gains one Victory Point.

Players can never score more than 7 Victory Points or less than 0 Victory Points in the game, no matter what other modifiers may be in play.



HERŌ STRELKOVY PŌLK

RIFLE REGIMENT

INFANTRY COMPANY



HEADQUARTERS

HEADQUARTERS



Hero Strelkovy Polk HQ

You must field one company from each box shaded black and may field one company or platoon from each box shaded grey.

Your Hero Strelkovy Polk HQ must be from a Guards division (marked ) or a Red Army division (marked ). All other battalions, companies or platoons with either of these symbols must be from the same division as your HQ.

COMBAT COMPANIES

INFANTRY



Hero Shturmoye Group

Hero Strelkovy Battalion

INFANTRY



Hero Strelkovy Battalion

INFANTRY



Hero Strelkovy Battalion

WEAPONS COMPANIES

INFANTRY



Hero Submachine-gun Battalion

ARTILLERY



Hero Strelkovy Heavy Mortar Company

INFANTRY



Hero Strelkovy Scout Platoon

FLAME-THROWERS



Hero Strelkovy Flame-thrower Platoon

SUPPORT COMPANIES

ARMOUR



Hero Tankovy Company

Guards Hero Heavy Tank Company

Hero Assault Tank Company

Guards Hero Heavy Assault Gun Company

Hero Assault Gun Company

Hero Flame-tank Company

ARMOUR



Hero Tankovy Company

Guards Hero Heavy Tank Company

Hero Assault Tank Company

Guards Hero Heavy Assault Gun Company

Hero Assault Gun Company

ANTI-TANK



Hero Tank Destruction Company

ARMOUR



Hero Sapper Company

Hero Inzhenerno-Saperniy Company

ARTILLERY



Hero Artillery Battalion

ARTILLERY



Hero Reserve Artillery Battalion

Hero 160mm Mortar Battalion

ARTILLERY



Guards Hero Rocket Mortar Battalion

ANTI-AIRCRAFT



Hero Anti-aircraft Company

Hero Anti-aircraft Machine-gun Platoon

AIRCRAFT



Air Support

MOTIVATION AND SKILL

A Hero Strelkovy Polk from a Guards division is rated as **Fearless Trained**.

A Hero Strelkovy Polk from a Red Army division is rated as **Confident Trained**.



GUARDS DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

HERO STRELKOVY POLK HQ

HEADQUARTERS

Battalion HQ

30 points

25 points

OPTIONS

- Replace all Command Rifle teams with Command SMG teams for +5 points per team.
- Add a Battalion Komissar team for +15 points.



COMBAT COMPANIES

HERO STRELKOVY BATTALION

COMPANY

HQ Section with:

3 Rifle Platoons

275 points

230 points

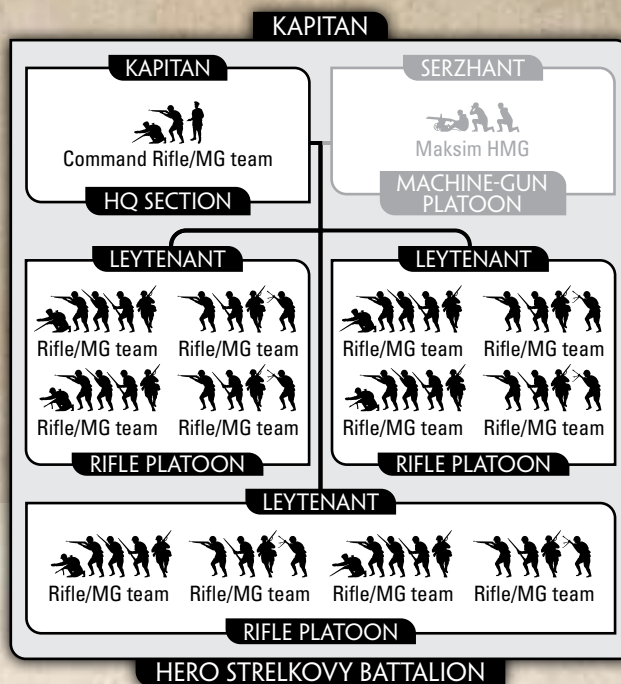
2 Rifle Platoons

190 points

160 points

OPTIONS

- Add Maksim HMG team for +25 points.
- Replace all Rifle/MG teams with SMG teams in one Rifle Platoon at no cost.
- Replace up to one SMG or Rifle/MG team per Rifle Platoon with a Panzerfaust SMG team for +10 points per team.



The casualties of the continuous fighting starting from the opening of Operation Bagration in July 1944 have left the Red Army's rifle divisions much reduced in man-power. Many divisions are down to only the size of a battalion or a small regiment. However, these men are able to call on their experience during the fighting for Berlin.

While the division's *Shturmovy* Groups lead the attack on the enemy positions, the rest of the *Strelki* (riflemen) follow behind as the reserve and to mop up isolated pockets of resistance.

The *Strelkovy* Battalions retain all their standard weapons. Their Mosin Nagant rifles, DP light machine-guns, and Maksim heavy machine-guns are ideal for the reserve role where they provide covering fire for the assaulting *Shturmovy* Groups.

Once the *Shturmovy* Groups have taken their objective and have moved on to their next objective, the *Strelkovy* Battalion can move forward to take over the captured ground and prepare to defend against counterattacks.

HERO SHTURMOVYE GROUP

COMPANY

HQ Section with:

Assault Group and Reinforcement Group	 300 points	 255 points
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Add

Reserve Group for	+130 points	+110 points
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The Assault, Reinforcement, and Reserve Groups are made up of Storm teams. There is no actual team called a Storm team. Instead these can be any of the following types of teams:

- SMG team,
- Pioneer SMG team,
- Panzerfaust SMG team,
- MG team,
- PTRD anti-tank rifle
- Maksim HMG team,
- 82-BM-41 mortar,
- 45mm obr 1942 gun,
- 76mm obr 1927 gun, or
- Heavy Gun team (see below).

Each Shturmoyve Group cannot have more than four Storm teams of the same type.

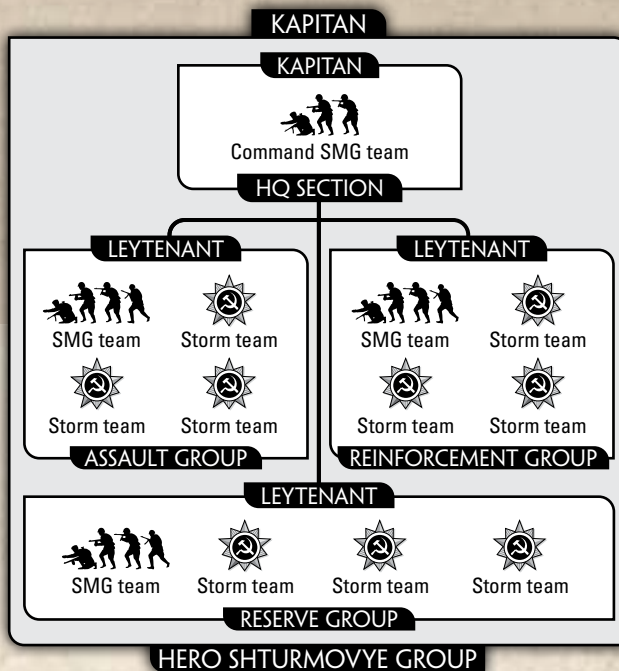
Up to four Heavy Gun teams can be taken. These can be up to two each of the following teams.

76mm ZIS-3 anti-tank gun, or

203mm obr 1931 assault howitzer and Stalinets tractor.

Each 76mm ZIS-3 anti-tank gun replaces two Storm teams. Each 203mm obr 1931 assault howitzer replaces three Storm teams.

A Hero Shturmoyve Group uses the Smoke Pots special rule on page 45.



A Hero Shturmoyve Group is unusual in that the composition of the company can change from game to game. You must choose the composition of your Hero Shturmoyve Group for each game before deployment begins.

A Red Army (marked ) Hero Shturmoyve Group Platoon is rated:

FEARLESS | **TRAINED**

A Guards (marked ) Hero Shturmoyve Group Platoon is rated:

FEARLESS | **VETERAN**

The actions of the Shturmoyve Group (storm or assault group) are short, fast and daring. The commander prepares his Shturmoyve Group for the mission at hand, tailoring the reinforcement and reserve groups to suit what is needed to defeat the enemy and take the objective.

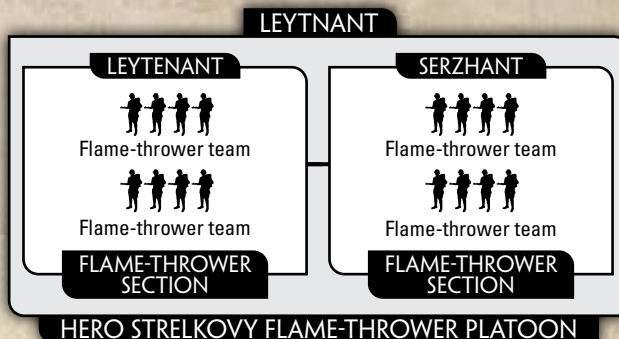
WEAPONS COMPANIES

HERO STRELKOYV FLAME-THROWER PLATOON

PLATOON

2 Flame-thrower Sections	 200 points	 200 points
1 Flame-thrower Section	100 points	100 points

A Hero Strelkovy Flame-thrower Platoon must make Combat Attachments to Hero Shturmoyve Groups, Hero Strelkovy Battalions, or Hero Inzhenerno-Saperniy Companies with all of their sections. Flame-thrower teams may be distributed among any of the above companies or attached to a single company. Flame-thrower teams adopt the rating of the company they are Combat Attached to.



HERO STRELKOVY SCOUT PLATOON

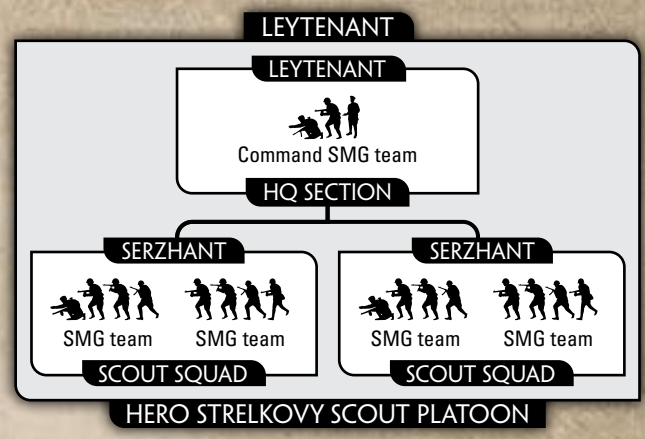
PLATOON

HQ Section with:

		
2 Scout Squads	165 points	165 points
1 Scout Squad	100 points	100 points

OPTION

- Replace up to one SMG team per Scout Squad with a Panzerfaust SMG team for +10 points per team.



Hero Strelkovy Scout Platoons are an exception to the Centralised Control special rule. They operate as a normal platoon.

Red Army (marked ★) and Guards (marked ) Hero Strelkovy Scout Platoons are rated:

FEARLESS | **VETERAN**

A Hero Strelkovy Scout Platoons is a Reconnaissance Platoon.



The scouts are outstanding individuals chosen from throughout the division. Equipped with submachine-guns, camouflage smocks, and even skis in winter, they are used to gather information before attacks, then either infiltrate behind enemy lines or reconnoitre routes along which they lead troops forward to launch a surprise attack.

A Hero Strelkovy Scout Platoon is a Infiltration Platoon. They may Infiltrate a Hero Shturmoyve Group or Hero Strelkovy Battalion. See the Infiltration rules on page 250 of the rulebook.

HERO STRELKOVY HEAVY MORTAR COMPANY

COMPANY

HQ Section with:

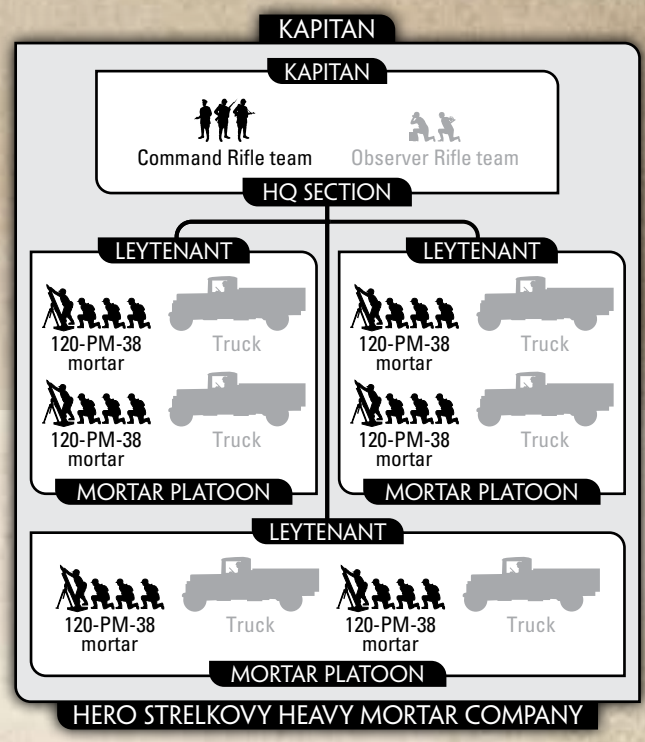
		
6 120-PM-38	180 points	160 points
4 120-PM-38	125 points	110 points

OPTIONS

- Add Observer Rifle team for +15 points.
- Add trucks for +5 points for the company.

Immediate artillery support for the *Strelkovy* Battalions comes from the 120-PM-38 heavy mortars.


These heavy mortars are ideal weapons to follow the street fighting infantry into the city. They can be set up in squares and parks to provide heavy firepower from just a few streets away from the battling Red Army riflemen.



HERO CORPS SUPPORT

MOTIVATION AND SKILL

Hero support platoons and companies from a Guards division (marked ) are rated as Fearless Trained.

Hero support platoons and companies from a Red Army division (marked ) are rated as Confident Trained.



GUARDS DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



RED ARMY DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HERO TANKOVY COMPANY

COMPANY



4 T-34 obr 1942	260 points	230 points
3 T-34 obr 1942	195 points	170 points
4 T-34/85 obr 1944	375 points	330 points
3 T-34/85 obr 1944	280 points	250 points
4 M4 (M4A2 Sherman)	245 points	-
3 M4 (M4A2 Sherman)	185 points	-
4 M4 76mm (M4A2 Sherman)	395 points	-
3 M4 76mm (M4A2 Sherman)	295 points	-

OPTIONS

- Upgrade all T-34 obr 1942 to have Cupolas for +5 points for the company.
- Replace any or all T-34 obr 1942 with T-34/85 obr 1944 tanks for +30 points per tank.
- Add Bed Spring Armour to any or all T-34 obr 1942 or T-34/85 obr 1944 tanks for +5 points per tank.
- Arm any or all M4 or M4 76mm tanks with .50 cal AA MG for +5 points per tank.
- Mount SMG Tank Escorts on all tanks for +10 points per tank.

LEYTENANT



HERO TANKOVY COMPANY

Large numbers of tanks were used by the Red Army during the Battle for Berlin, much more than had been used in other city assaults. This reflected the limited infantry resources of the Soviets and their desire to take the city as quickly as possible to bring this bloody war to an end.

By April 1945 most of the medium tanks were T-34/85 obr 1944 with its improved turret layout. However, large numbers of 76mm gun armed T-34 obr 1942 tanks were still in use, as well as Emcha lend-lease Sherman tanks of the independent 64th Guards Tank Brigade of the 1st Guards Tank Army.

HERO ASSAULT TANK COMPANY

COMPANY

2 T-34/85 obr 1944 and 2 ISU-152	395 points
2 T-34/85 obr 1944 and 1 ISU-152	290 points
1 T-34/85 obr 1944 and 1 ISU-152	215 points

OPTIONS

- Add Bed Spring Armour to any or all T-34/85 obr 1944 tanks for +5 points per vehicle.
- Equip any or all ISU-152 heavy assault guns with a .50 cal AA MG for +5 points per gun.
- Mount SMG Tank Escorts on all tanks and assault guns for +10 points per vehicle.

LEYTENANT



HERO ASSAULT TANK COMPANY

To support the assault groups different armoured vehicles were grouped together to provide mixed firepower. ISU-152 assault guns had the hitting power against buildings, while the T-34/85 tanks dealt with tanks, guns and infantry.

A Hero Assault Tank Company is rated Fearless Trained.

FEARLESS TRAINED

HERO FLAME-TANK COMPANY

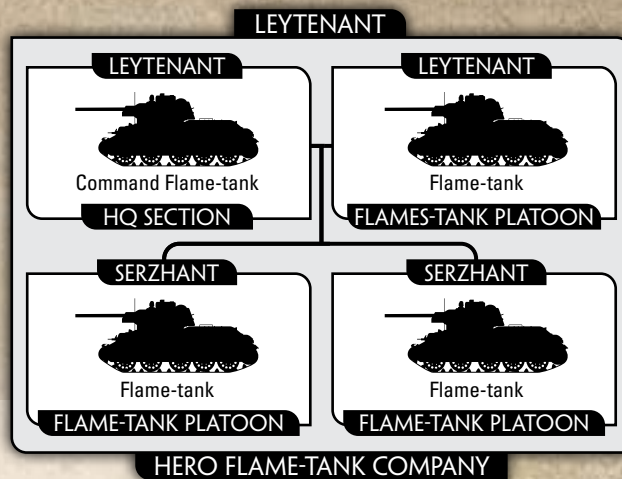
COMPANY

4 OT-34	200 points	180 points
3 OT-34	150 points	135 points
4 OT-34/85	235 points	210 points
3 OT-34/85	180 points	160 points

OPTION

- Upgrade any or all OT-34 to have Cupolas for +5 points for the company.

Flame tanks are in their element in city fighting. Flame-throwers scorch enemy-held buildings, demoralising and terrorising the occupants before sending in the infantry to finish them off.



HERO ASSAULT GUN COMPANY

COMPANY

3 SU-76M	135 points	120 points
2 SU-76M	90 points	80 points
3 SU-100	360 points	320 points
2 SU-100	240 points	215 points

OPTION

- Mount SMG Tank Escorts on all assault guns for +10 points per assault gun.

The SU-76M light assault gun can be found anywhere the Red Army rifleman fights. Direct fire on enemy positions prepares them for assaulting and knocks out any dangerous machine-gun nests.

The long and low SU-100 is not best suited for urban warfare, but in Berlin they saw action. With good infantry



support they can be used to knock out German armour as it appears to try and delay the inevitable progress of the Red Army.

HERO TANK DESTRUCTION COMPANY

COMPANY

HQ Section with:

4 45mm obr 1942	110 points
4 57mm ZIS-2	215 points
4 76mm ZIS-3 anti-tank gun	145 points
4 100mm BS-3	380 points
2 100mm BS-3	190 points

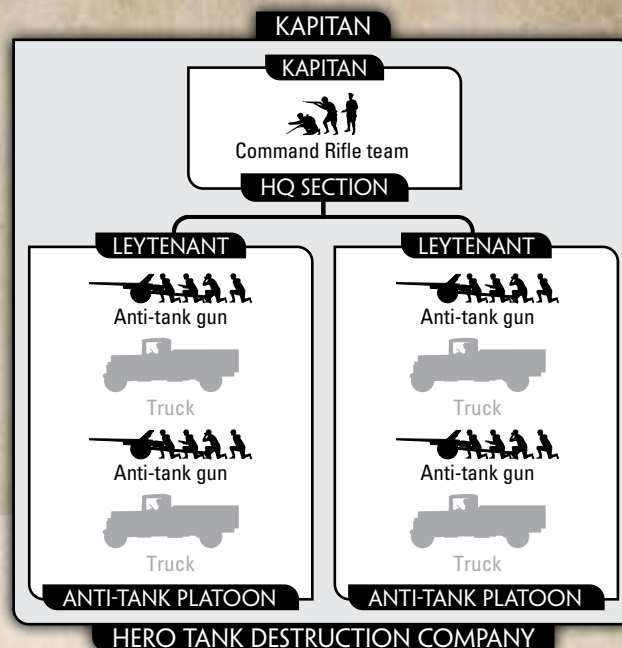
OPTION

- Add trucks for +5 points for the company.

A Hero Tank Destruction Company is rated **Fearless Veteran**.

FEARLESS

VETERAN



HERO SAPPER COMPANY

COMPANY

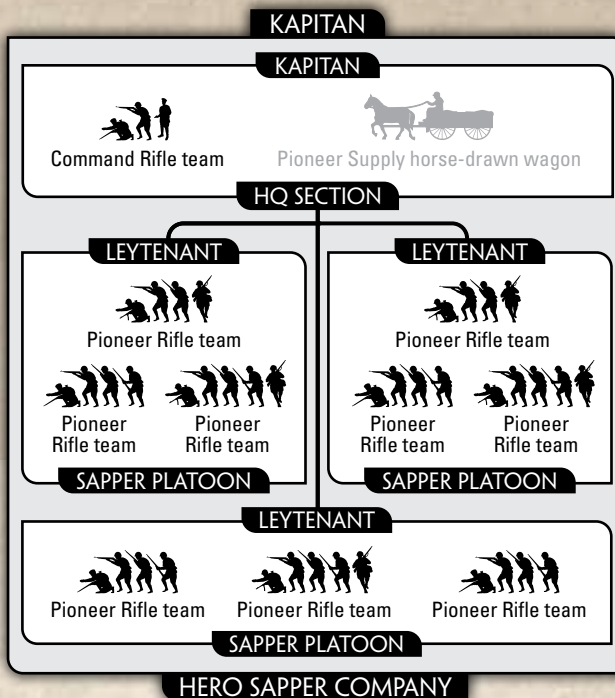
HQ Section with:

3 Sapper Platoons	225 points	185 points
2 Sapper Platoons	155 points	130 points

OPTIONS

- Add a Pioneer Supply horse-drawn wagon for +20 points or a Pioneer Supply truck for +25 points.
- Replace up to one Pioneer Rifle team per Sapper Platoon with a Panzerfaust SMG team for +10 points per team.

In this grand offensive, there will be no shortage of things to blow up, bridges to build, or German positions to reduce. The sappers have borne the brunt of the war on their backs, but now they, like your other troops, have an opportunity to exact revenge.



HERO INZHENERNO-SAPERNIY COMPANY

COMPANY

HQ Section with:

3 Assault Sapper Platoons	445 points
2 Assault Sapper Platoons	310 points
1 Assault Sapper Platoon	170 points

OPTION

- Add Pioneer Supply truck for +25 points.

A Hero Inzhenerno-Saperniy Company is rated **Fearless Veteran**.

FEARLESS

VETERAN

A Hero Inzhenerno-Saperniy Company is unusual in that the composition of the company can change from game to game. Each Assault Sapper Platoon can replace up to two Pioneer SMG teams with teams from the following list:

Pioneer MG team

PTRD anti-tank rifle team

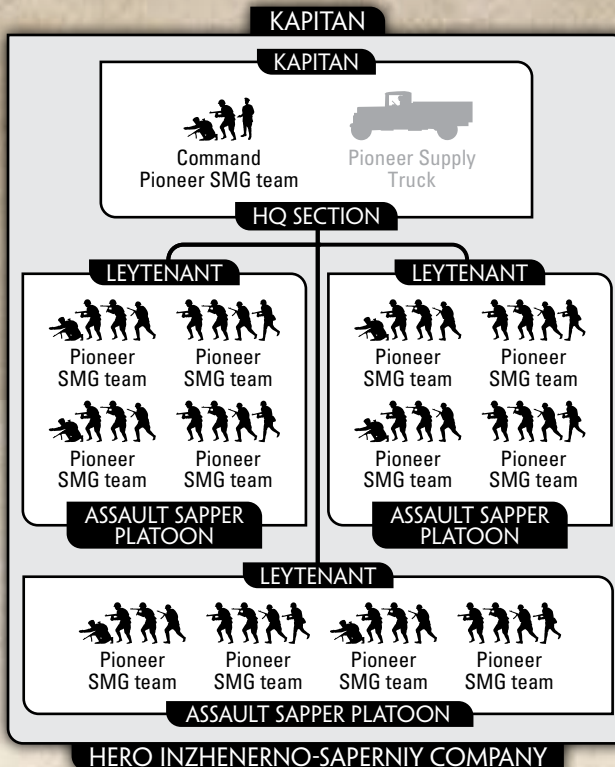
Maksim HMG team

82-BM-41 mortar team

Pioneer Panzerfaust SMG team

The teams swap one team for another single team. Each Hero Inzhenerno-Saperniy Company cannot have more than four teams of each type listed above.

You must choose the composition of your Hero Inzhenerno-Saperniy Companies for each game before deployment begins.



A Hero Inzhenerno-Saperniy Company, including any attached Flame-thrower teams, is equipped with Sapper Body Armour (page 45).

A Hero Inzhenerno-Saperniy Company uses the Smoke Pots special rule on page 45.

The specialist brigades of Engineer-Sappers are the elite arm of the Red Army's engineer corps. These well-trained engineering assault troops are often called on to overcome the most difficult enemy defences.

HERO SUBMACHINE-GUN BATTALION

COMPANY

HQ Section with:

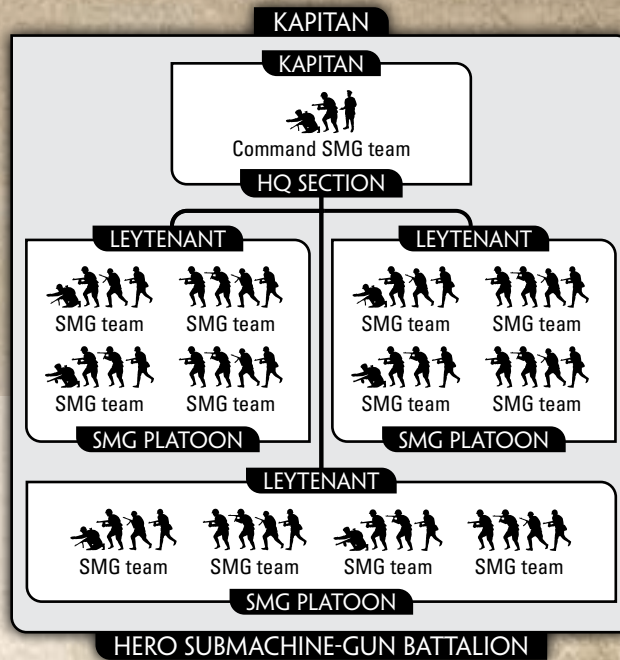
		
3 SMG Platoons	275 points	230 points
2 SMG Platoons	190 points	160 points
1 SMG Platoon	105 points	90 points

OPTION

- Replace up to one SMG team per SMG Platoon with a Panzerfaust SMG team for +10 points per team.

The industrious workers of the Soviet Union produce thousands of PPSH submachine-guns and millions of rounds of submachine-gun ammunition each month. This means the Red Army can arm whole companies of soldiers with these deadly close-range assault weapons.



Use your submachine-gun companies to assault the enemy ahead of your *strelkovy*. The high rate of fire of their guns will keep the cowardly Germans pinned in their holes.



HERO 160MM MORTAR BATTALION

COMPANY

HQ Section with:

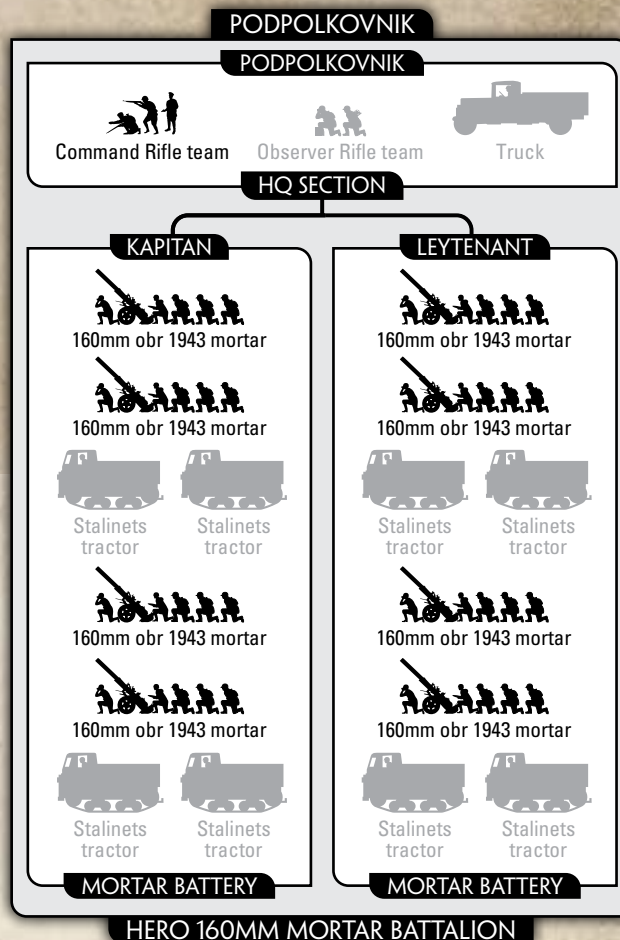
		
8 160mm obr 1943	250 points	220 points
6 160mm obr 1943	205 points	180 points
4 160mm obr 1943	145 points	130 points
2 160mm obr 1943	75 points	70 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add a truck and Stalinets tractors for +5 points per Mortar Battery.

The Red Army's new 160mm obr 1943 heavy mortar equips the artillery's heavy mortar brigades. The 160mm mortar was originally designed by scaling up the 120-PM-38 heavy mortar, but it soon became obvious that drop loading a 40kg mortar bomb would be difficult due the bomb weight and the length the firing tube. To overcome this problem a breach loading mechanism was adapted to the weapon. The whole mortar weighs in at a hefty 1170kg, but to make it easy to adjust for firing and to move over short distances it is fitted with wheels.

The key advantages of the 160mm obr 1943 (also known as the MT-13) is its ability to deliver a hefty payload up to 5000 metres and to fire 10 rounds per minute. It was also less costly and resource intensive to manufacture than similar calibre guns and howitzers.





HERO ARTILLERY BATTALION

COMPANY

HQ Section with:



8 76mm ZIS-3 field gun and 4 122mm obr 1938	345 points	305 points
8 76mm ZIS-3 field gun	260 points	230 points
4 76mm ZIS-3 field gun and 4 122mm obr 1938	285 points	255 points
4 76mm ZIS-3 field gun	155 points	140 points

HQ Section with:

4 122mm obr 1938	185 points	170 points
------------------	------------	------------

OPTIONS

- Add Observer Rifle team for +15 points.
- Add horse-drawn wagon, horse-drawn limbers and Stalinets tractors for +5 points per battery.

Like many things in the Red Army, the artillery lacks subtlety. On the other side of the equation, the 'Red God Of War' makes up for this in sheer weight of fire.

With an entire artillery battalion firing on a target, the effect is usually the rapid end of hostile activity, and the quivering survivors are to be mopped up by the infantry.

The lightweight and mobile 76mm ZIS-3 gun forms the mainstay of the artillery, with the heavier 122mm obr 1938 giving the battalion's bombardments destructive force.

PODPOLKOVNIK

Command Rifle team

Staff team

Observer Rifle team

Horse-drawn wagon

HQ SECTION

KAPITAN

76mm ZIS-3 field gun

 Horse-drawn limber

76mm ZIS-3 field gun

 Horse-drawn limber

76mm ZIS-3 field gun

 Horse-drawn limber

76mm ZIS-3 field gun

 Horse-drawn limber

76mm ZIS-3 field gun

 Horse-drawn limber

GUN BATTERY

LEYTENANT

76mm ZIS-3 field gun

 Horse-drawn limber

76mm ZIS-3 field gun

 Horse-drawn limber

76mm ZIS-3 field gun

 Horse-drawn limber

76mm ZIS-3 field gun

 Horse-drawn limber

76mm ZIS-3 field gun

 Horse-drawn limber

GUN BATTERY

KAPITAN

122mm obr 1938 gun

 Stalinets tractor

122mm obr 1938 gun

 Stalinets tractor

122mm obr 1938 gun

 Stalinets tractor

122mm obr 1938 gun

 Stalinets tractor

HOWITZER BATTERY

HERO ARTILLERY BATTALION



HERO RESERVE ARTILLERY BATTALION

COMPANY

HQ Section with:

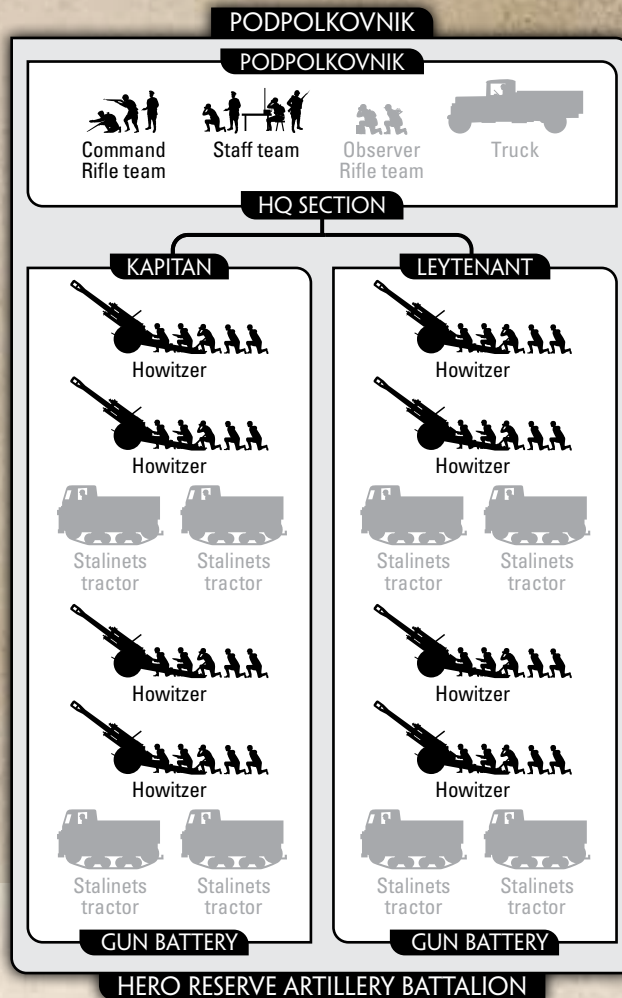
	 320 points	 280 points
8 122mm obr 1938	320 points	280 points
4 122mm obr 1938	190 points	165 points
8 152mm obr 1943	415 points	365 points
4 152mm obr 1943	240 points	215 points
8 122mm A-19	490 points	435 points
4 122mm A-19	285 points	255 points
8 152mm ML-20	510 points	450 points
4 152mm ML-20	295 points	265 points
8 203mm obr 1931	610 points	540 points
4 203mm obr 1931	335 points	310 points

OPTIONS

- Add an Observer Rifle team for +15 points.
- Add a truck and Stalinets tractors for +5 points per Gun Battery.

You may not field a Hero Reserve Artillery Battalion unless you are also fielding a Hero Artillery Battalion with at least as many guns in total.

The reserve artillery is always with us, and its devastating bombardments are a boon to our spirits. The heavy howitzers and guns of the Red Army wipe away the enemy's carefully planned positions in an instant and leave little for your *motostrelkovy* and *tankovy* to deal with when the dust settles.



GUARDS HERO ROCKET MORTAR BATTALION

COMPANY

HQ Section with:

8 BM-13-16 Katyusha	215 points	215 points
4 BM-13-16 Katyusha	135 points	135 points
2 BM-13-16 Katyusha	75 points	75 points
8 BM-31-12 Katyusha	375 points	375 points
4 BM-31-12 Katyusha	225 points	225 points
2 BM-31-12 Katyusha	120 points	120 points

OPTIONS

- Model all BM-13-16 Katyusha or BM-31-12 Katyusha rocket launchers with five or more crew and count each rocket launcher as two weapons when firing a bombardment for +10 points per Rocket Mortar Platoon.
- Add Anti-aircraft Platoon for +50 points.
- Replace all DShK AA trucks with 37mm obr 1939 guns towed by trucks for +15 points for the platoon.

A Guards Hero Rocket Mortar Battalion is rated **Fearless Trained**.

FEARLESS

TRAINED

SUPER HEAVY ROCKETS

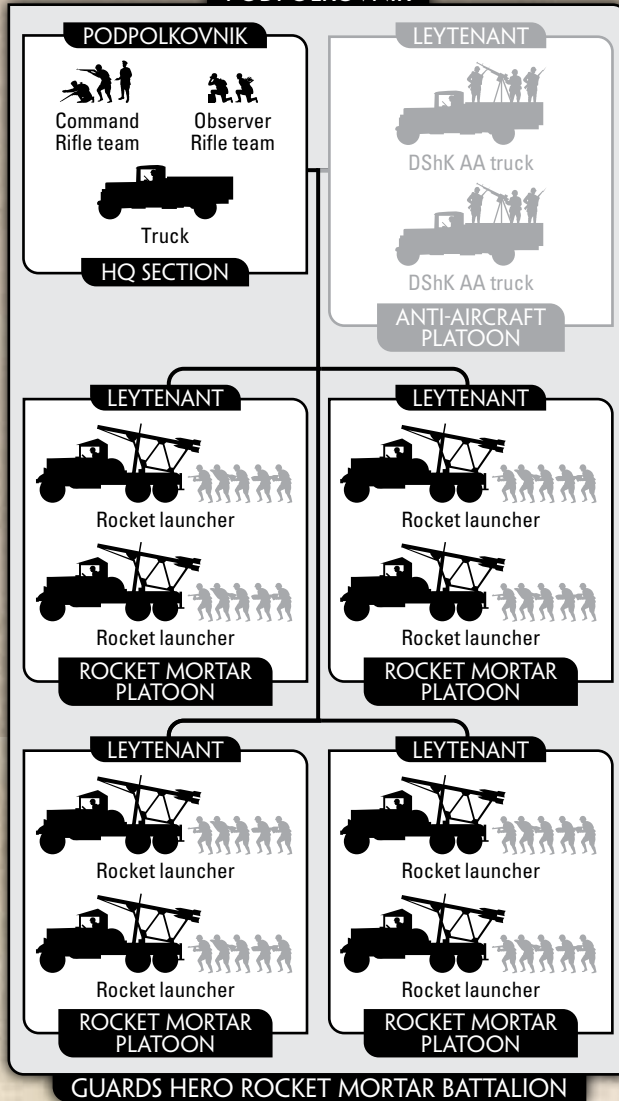
A Guards Hero Rocket Mortar Battalion equipped with BM-31-12 Katyusha rocket launchers uses the Super Heavy Rockets special rule.

At the start of the game, place a Full Salvo marker with a Guards Hero Rocket Mortar Battalion equipped with BM-31-12 Katyusha rocket launchers. Remove this marker after firing an Artillery Bombardment.

If a battalion with BM-31-12 Katyusha rocket launchers does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a battalion with BM-31-12 Katyusha rocket launchers at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.

PODPOLKOVNIK



MOBILE ROCKET LAUNCHERS

Guards rocket mortar battalions used 'shoot n' scoot' tactics like their German counterparts.

A Guards Hero Rocket Mortar Battalion that fired may take a Skill Test in the Assault Step instead of taking part in an Assault:

- *If it passes the Skill Test, remove all Smoke Trail markers from all Rocket Launcher teams in the battalion.*
- *Otherwise, they are too slow in getting away, leaving them vulnerable to counterbattery artillery fire using the Fire In the Sky rule on page 138 of the rulebook.*



HERO ANTI-AIRCRAFT COMPANY

COMPANY

HQ Section with:

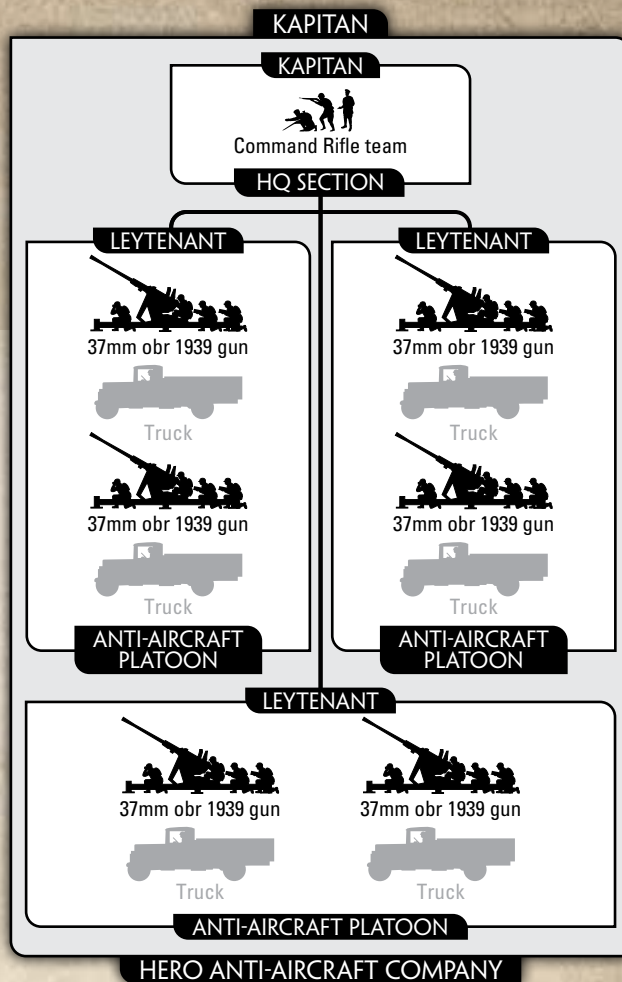
6 37mm obr 1939	180 points	160 points
4 37mm obr 1939	125 points	110 points

OPTION

- Add trucks for +5 points for the company.

The *Luftwaffe's* aircraft grow ever rarer as the campaign grinds to its inevitable conclusion. In these final days, your gunners are best used to support the infantry. Deploy your guns up along the jump-off line and let loose with your high rate-of-fire.

After the infantry has gone in to deal with what remains, keep a vigilant eye on the skies just in case the Germans try to launch an attack from the air. If they do, your expert gunners will quickly dispatch them before they can inflict any damage on our troops.

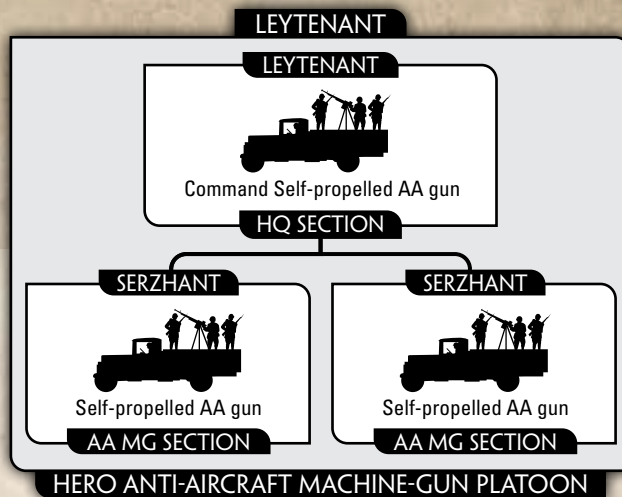


HERO ANTI-AIRCRAFT MACHINE-GUN PLATOON

PLATOON

3 DShK AA truck	75 points	65 points
3 ZSU M17 MGMC	150 points	135 points

As we crush the Nazi army into a smaller and smaller pocket, what is left of the *Luftwaffe* will try to strike at us whenever they can. We are prepared and have had plenty of chances to practice our gunnery against these ever-rarer fascist aeroplanes.



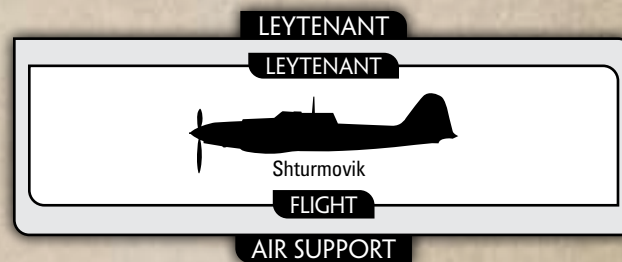
AIR SUPPORT

PRIORITY AIR SUPPORT

Il-2M Tip 3M Shturmovik	290 points
Il-2 Shturmovik	270 points

LIMITED AIR SUPPORT

Il-2M Tip 3M Shturmovik	225 points
Il-2 Shturmovik	200 points



SOVIET ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
MEDIUM TANKS					
T-34 obr 1942 <i>76mm F-34 gun</i>	Standard Tank <i>32"/80cm</i>	6 <i>2</i>	5 <i>9</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide-tracks.
T-34/85 obr 1944 <i>85mm ZIS-53 gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	5 <i>12</i>	1 <i>3+</i>	Co-ax MG, Hull MG.
M4 (M4A2 Sherman) <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 <i>2</i>	4 <i>10</i>	1 <i>3+</i>	Co-ax MG, Hull MG.
M4 76mm (M4A2 Sherman) <i>M1 76mm gun</i>	Standard Tank <i>32"/80cm</i>	7 <i>2</i>	4 <i>12</i>	1 <i>3+</i>	Co-ax MG, Hull MG, Protected ammo.
HEAVY TANKS					
IS-2 obr 1943 <i>122mm D-25T gun</i>	Slow Tank <i>32"/80cm</i>	10 <i>1</i>	8 <i>15</i>	2 <i>2+</i>	Co-ax MG, Turret-rear MG. <i>Breakthrough gun.</i>
IS-2 obr 1944 <i>122mm D-25T gun</i>	Slow Tank <i>32"/80cm</i>	11 <i>1</i>	8 <i>15</i>	2 <i>2+</i>	Co-ax MG, Turret-rear MG. <i>Breakthrough gun.</i>
ENGINEERING TANKS					
OT-34 <i>76mm F-34 gun</i> <i>ATO-42 flame-thrower</i>	Standard Tank <i>32"/80cm</i> <i>4"/10cm</i>	6 <i>1</i> <i>2</i>	5 <i>9</i> <i>-</i>	1 <i>3+</i> <i>6</i>	Co-ax MG, Fast tank, Limited vision, Wide-tracks. <i>Flame-thrower, Hull mounted.</i>
OT-34/85 <i>85mm ZIS-53 gun</i> <i>ATO-42 flame-thrower</i>	Standard Tank <i>32"/80cm</i> <i>4"/10cm</i>	7 <i>1</i> <i>2</i>	5 <i>12</i> <i>-</i>	1 <i>3+</i> <i>6</i>	Co-ax MG. <i>Flame-thrower, Hull mounted.</i>
ASSAULT GUNS					
SU-76M <i>76mm ZIS-3 gun</i>	Standard Tank <i>32"/80cm</i>	3 <i>2</i>	1 <i>9</i>	0 <i>3+</i>	Wide-tracks. <i>Hull mounted, Volley fire.</i>
SU-100 <i>100mm D-10S gun</i>	Slow Tank <i>40"/100cm</i>	9 <i>1</i>	5 <i>16</i>	1 <i>2+</i>	Overloaded. <i>Hull mounted, Cat killer.</i>
ISU-122 <i>122mm D-25S gun</i>	Slow Tank <i>32"/80cm</i>	9 <i>1</i>	7 <i>15</i>	2 <i>2+</i>	<i>Breakthrough gun, Hull mounted, Volley fire.</i>
ISU-152 <i>152mm ML-20S gun</i>	Slow Tank <i>32"/80cm</i>	9 <i>1</i>	7 <i>13</i>	2 <i>1+</i>	<i>Bunker buster, Hull mounted, Volley fire.</i>
ROCKET LAUNCHERS					
BM-13-16 Katyusha <i>BM-13-16 rocket launcher</i>	Wheeled <i>64"/160cm</i>	- <i>-</i>	- <i>2</i>	- <i>4+</i>	Mobile rocket launcher. <i>Rocket launcher.</i>
BM-31-12 Katyusha <i>BM-31-12 rocket launcher</i>	Wheeled <i>48"/120cm</i>	- <i>-</i>	- <i>3</i>	- <i>1+</i>	Mobile rocket launcher. <i>Rocket launcher, Super heavy rockets.</i>
ANTI-AIRCRAFT VEHICLES					
DShK AA truck <i>DShK AA gun</i>	Wheeled <i>16"/40cm</i>	- <i>4</i>	- <i>4</i>	- <i>5+</i>	<i>Anti-aircraft, Portee.</i>
ZSU M17 MGMC (quad .50 cal) <i>M45 quad .50 cal gun</i>	Half-tracked <i>16"/40cm</i>	1 <i>6</i>	0 <i>4</i>	0 <i>5+</i>	<i>Anti-aircraft.</i>
VEHICLE MACHINE-GUNS					
Vehicle MG <i>.50 cal Vehicle MG</i>	<i>16"/40cm</i> <i>16"/40cm</i>	3 <i>3</i>	2 <i>4</i>	6 <i>5+</i>	<i>ROF 1 if other weapons fire.</i> <i>ROF 1 if other weapons fire.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
Maksim HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
INFANTRY ANTI-TANK						
PTRD anti-tank rifle	Man-packed	16"/40cm	2	5	5+	Tank Assault 3, Volley fire.
MORTARS						
82-BM-41 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Volley fire.
Firing bombardments		40"/100cm	-	2	6	
120-PM-38 mortar	Light	56"/140cm	-	3	3+	
160mm obr 1943 mortar	Heavy	56"/140cm	-	4	2+	
INFANTRY GUNS						
76mm obr 1927	Light	16"/40cm	2	5	3+	Gun shield, Volley fire.
Firing bombardments		64"/160cm	-	3	6	
203mm obr 1931 assault howitzer	Immobile	24"/60cm	1	14	1+	Bunker buster, Building destroyer, Volley fire.
ANTI-AIRCRAFT GUNS						
DShK AA MG	Man-packed	16"/40cm	4	4	5+	Anti-aircraft, Turntable.
37mm obr 1939 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
ANTI-TANK GUNS						
45mm obr 1942 gun	Light	24"/60cm	3	8	4+	Gun shield, Volley fire.
57mm ZIS-2 gun	Medium	32"/80cm	3	11	4+	Gun shield, Volley fire.
76mm ZIS-3 anti-tank gun	Medium	32"/80cm	2	9	3+	Gun shield, Volley fire.
100mm BS-3 gun	Immobile	40"/100cm	1	16	2+	Gun shield, Volley fire.
ARTILLERY						
76mm ZIS-3 field gun	Medium	32"/80cm	2	9	3+	Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	3	6	
122mm obr 1938 howitzer	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	4	3+	
122mm A-19 obr 1931/37 gun	Immobile	32"/80cm	1	15	2+	Breakthrough gun, Gun shield, Volley fire.
Firing bombardments		88"/220cm	-	4	3+	
152mm obr 1943 howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Volley fire.
Firing bombardments		80"/200cm	-	5	2+	
152mm ML-20 obr 1931/37	Immobile	32"/80cm	1	13	1+	Bunker buster, Gun shield, Volley fire.
Firing bombardments		88"/220cm	-	5	2+	
203mm obr 1931 howitzer	Immobile	24"/60cm	1	14	1+	Bunker buster, Building destroyer, Volley fire.
Firing bombardments		88"/220cm	-	5	1+	





INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when Pinned Down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Flame-thrower team	4"/10cm	4	-	6	Flame-thrower.
Komissar team	4"/10cm	1	1	6	
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Pioneer teams are rated as Tank Assault 4.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS					
ZIS-5 3-ton, ZIS-6 4-ton, Dodge ¾-ton, or Studebaker 2½-ton truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
TRACTORS					
Horse-drawn limber	Wagon	-	-	-	
Stalinets	Slow Tank	-	-	-	

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Il-2 Shturmovik	Cannon	3+	9	5+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	
Il-2M Tip 3M Shturmovik	Cannon	3+	12	4+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	

URBAN BASING

PAINTING COBBLESTONES

COLOUR PALETTE



SHERMAN DRAB
(321)

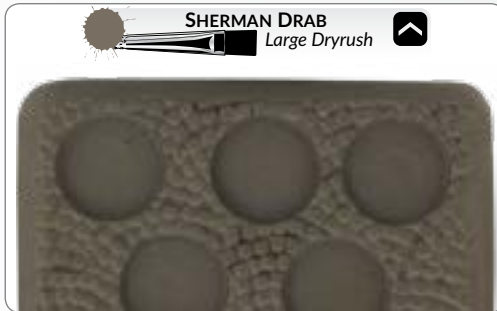


BUNKER GREY
(304)

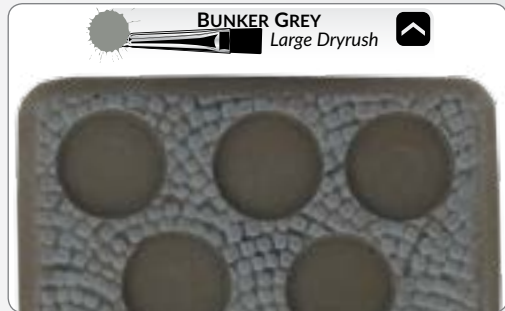


WHITEWASH
(307)

Basing your troops on rubble bases is easier than you think using the Rubble Base set and these quick painting steps.



BASECOAT your base Sherman Drab. This will give the appearance of dirt and grime between cobblestones.



DRYBRUSH: Give the base a heavy drybrush with Bunker Grey.



DRYBRUSH: Give the base a light drybrush with Whitewash. **DETAIL:** Carefully pick out a few random individual stones in Bunker Grey and Whitewash (and mixes of the two) to create some realistic variation



OTHER DETAILS: Once the cobblestones are finished, paint any other details to finish off the base.

PAINTING BRICKS

COLOUR PALETTE



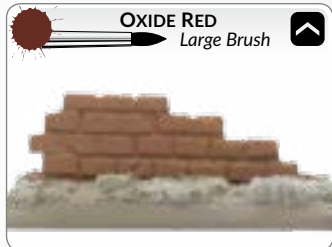
OXIDE RED
(382)



RUST ORANGE
(360)



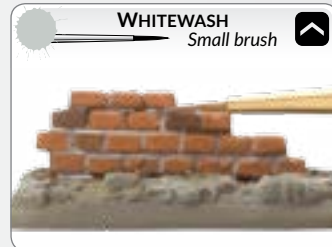
WHITEWASH
(307)



BASECOAT: Basecoat brick areas with Oxide Red.



DETAIL: Real bricks often vary in colour. Paint individual bricks in varying mixes of Oxide Red and Rust Orange to achieve a mottled look.



MORTAR: Heavily dilute Whitewash with about three parts water to one part paint. Do a careful targeted wash with a small brush, allowing the paint to run along the cracks.



SOVIET PAINTING GUIDE

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DEVIL RED
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 (385)

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MOTHERLAND EARTH
 (383)



Colours Of War is a detailed and comprehensive book with practical information to help you paint your *Flames Of War* miniatures. Find it in stores now.

SOVIET TANKS

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RUST ORANGE
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Road Wheels
BLACK
 (300)

AIR RECOGNITION MARKINGS

COLOUR PALETTE



PENCIL IN lines for your markings. Using low-tack masking tape as a guide will help you get a straight line. Align the tape to the top and bottom edges of the decal.



'UNDER-PAINT' (i.e. basecoat) the area for the air recognition marking with Whitewash. This will make painting the White in the next step easier.

In the late stages of the war, when the Red Army enjoyed air superiority, Soviet tankers painted large stripes around or on top of their turrets as air recognition markings to avoid friendly fire. These are not too difficult to paint, but add a lot of visual interest to your tanks.

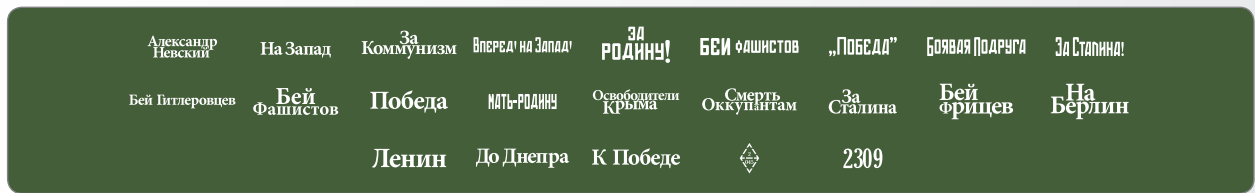


LAYER a coat of White over the top of the Whitewash. Feel free to add a few messy paint drips to give each tank some individuality.



WASH a very thinned-down glaze of Grease Brown over the air recognition marking and the decal. This will tone down the White and help blend it into the tank.

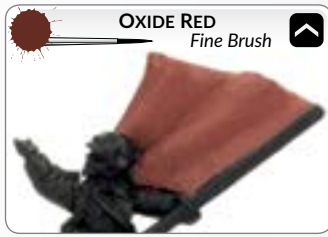
SOVIET SLOGANS



A variety of slogans are available as decals (Product code: SU944). These were often placed on the turret sides of Soviet tanks, such as T-34 medium tanks or IS-2 heavy tanks, or the hull sides of self-propelled guns like the SU-76M or the ISU-122.

SOVIET FLAGS

COLOUR PALETTE



BASECOAT the flag Oxide Red.



HIGHLIGHT with Devil Red, either by heavy drybrushing or layering.



HIGHLIGHT the flag again with Artillery Red.

Flags are one of the focal points of a Soviet force. Here is a basic guide for the colours to use for your flag. For a more even colour transition you could add steps in between with 50/50 mixes of the colours either side, or use a layering technique.

"Berlin stays German, Vienna will be German again and Europe will never be Russian."



*This is a supplement for Flames Of War, the World War II Miniatures Game.
A copy of the rule book for Flames Of War is necessary to use the contents of this book.*

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