

The Last Fire Mission

1



Wannsee Sector, BERLIN, GERMANY, 24 April 1945: As the German army fell back into Berlin it began to disintegrate into a fleeing mob. Troops abandoned their units and attempted to flee to safety in the west. The *landsers* of the 20th Artillery Regiment were stunned as they received new orders: halt immediately and set up new firing positions. Down to a few rounds per gun, and lacking a clear idea of where the front lines began and ended, the remaining four guns were deployed in an abandoned soccer field. While the guns were emplaced fleeing German troops continued to stream past. After completing a fire mission at a range of less than one kilometer, the clank of enemy tanks was heard. The crews depressed the barrels of their guns and loaded their last precious rounds in a final attempt to stop the onrushing Red Army. The first T-34 was soon spotted as it swerved around a corner and began firing wildly into a crowd of intermingled soldiers and civilians. An intrepid German soldier suddenly emerged from the rubble, raised a panzerschreck to his shoulder, and reduced the tank to

a raging inferno. Another followed and was engaged by three of the remaining guns. It was also destroyed. Their final ammunition expended, the German crews abandoned their now useless guns and attempted to escape from the doomed city.



Remnants of the 20th Artillery Regiment, 20th Panzer Grenadier Division set up on/west of hexrow R:

1 3-3-8*	1 4-6-7	2 4-4-7	2-2-8	8-0	7-0	LMG MG 42 3 8 1 1P	PSK 1P 12 4	?	7 morale	150 C ART
3	2	4					2	8		4

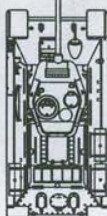


ELR: 3
SAN: 4



Elements of the 10th Guards Tank Corps enter on turn one along the east edge:

4-5-8	9-1	8-0	HMG DS1938 6 12 3	LMG DP 28 2 6 1 1P	4P HE D 50 3 MTR	9-1	16 11 A8 85 B1 4 2
9				2	2		3



ELR: 4
SAN: 2

OBJECTIVES: The Russians must earn more CVP than the Germans. Both sides gain CVP normally. In addition, the Russians must eliminate or capture all German Guns at Game End.

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start. Treat orchard as shellholes and woods as stone rubble. Prior to all set up each player may place up to four rubble counters on the board. Each rubble counter must be in a building hex or adjacent to another rubble location of the same type and each rubble counter placed in a NON building Location counts as TWO counters placed. The German player places first.
- The 3-3-8 SS Tank Hunter team has an ELR of 5 and must set up using HIP and in Possession of ≥ 1 PSK.
- Treat the 150 ART if they have a circled B9. Each gun must set up unconcealed/unemplaced with its CA facing east and both adjacent hexes in its CA may not contain buildings or non player-placed rubble. The ART cannot be placed in buildings or rubble and must be in a location ADJACENT to ≥ 1 other 150 ART.

MAP CONFIGURATION: Geomorphic board 49 is used for this scenario. Only hexrows A-Z are playable.

HANDICAPS:

German: The 150 ART have a circled B11.

Russian: Replace the Russian 9-1 armor leader with a 9-2.

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
4	5	6	7

MAP LAYOUT:



Jail Break

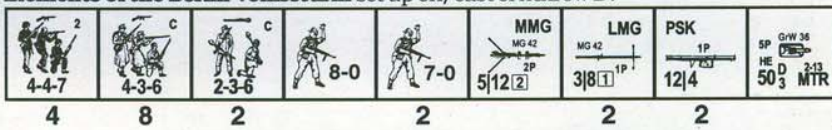
2



Moabit Prison, BERLIN, GERMANY, 28 April 1945: Advancing through the Moabit Sector of Berlin, the 767th Rifle Regiment led by Colonel Zinchenko, was acting as the lead echelon of the 79th Rifle Corps as they approached the edifice of the Moabit Prison. Hearing a rumor that Goebbels was in personal command, Colonel Zinchenko ordered his men to storm the walls and liberate the prisoners inside. The first attempt was stopped at the walls of the prison yard. A huge 203mm howitzer was brought up to blast the walls down at point-blank range. The first gun crew was cut down by German machine-gun fire, but a replacement crew was able to get the gun into action and blast through, allowing a red tide to flood into the prison yard. The guards quickly surrendered and the prisoners were released. A futile search was conducted in an attempt to find Goebbels. When it became apparent the Nazi leader was not present, some 7,000 prisoners were liberated. Many of these raggedly dressed individuals were Red Army POWs. They were promptly re-armed, and their manpower used to bring the 79th Rifle Corps up to strength for the coming assault across the Spree and to the heart of Berlin; the Reichstag.



Elements of the Berlin Volkssturm set up on/east of hexrow D:



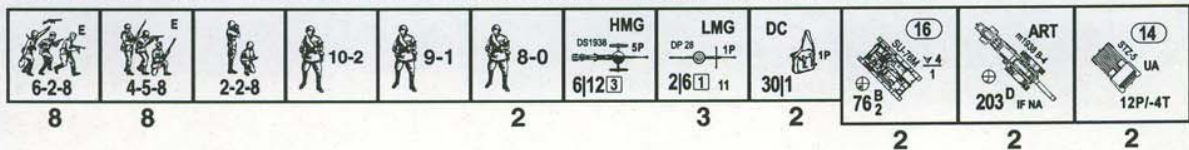
Moabit Prison Guards set up within two hexes of hex I6:



ELR: 2
SAN: 4



Elements of the 767th Rifle Regiment enter on turn one or later along the west edge:



ELR: 4
SAN: 2

OBJECTIVES: The Russians must earn ≥ 20 VP at Game End. One VP is earned for each Location in building I6 Controlled at Game End and EVP are earned normally units exited off the east edge (EXC: Exiting Liberated Prisoner unarmed squads/HS are worth $1\frac{1}{2}$ VP each).

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- The prison guards have ELR:2. One of their HMG must be set up in hex K5 in an upper level and may not be moved during play.
- Place an unarmed squad marked with a No Move marker in each Location of building I6 except hexes I6 and H6 (a total of 16 locations). If a Good Order Russian MMC Controls a Location containing an unarmed squad, the [1]-0-6 is replaced by THREE unarmed squads. During any following PFPH the [1]-0-6 prisoners may be 'liberated' if a Good Order Russian MMC becomes TI in the Location. If the TI MMC remains in Good Order the prisoners are liberated at the start of the APh. Their No Move marker is removed and the thusly liberated [1]-0-6 units may be controlled by the Russian player normally thereafter. If a Russian MMC is eliminated within the LOS of a liberated prisoner a -1 Labor marker is placed in its location. If a liberated prisoner unit enters the Location the labor marker is removed and the liberated prisoner unit is replaced by a 3-3-8 LP squad/1-2-8 LP HS upon spending 1 MF to 'pick up' dropped weapons.

MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 1-14 in hexrows A-L are playable.

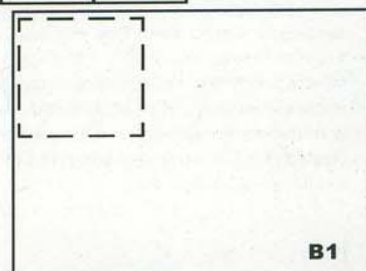
HANDICAPS:

- German: Increase the Russian VP total to ≥ 22 .
- Russian: Reduce the Russian VP total to ≥ 18 .

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
4	5	6	7

MAP LAYOUT:



B1

Moabit Mayhem

3



Moabit District, BERLIN, GERMANY, 28 April 1945: After liberating the Moabit Prison, and their depleted ranks filled by freed prisoners thirsty for revenge, the 756th Rifle Regiment continued to push through the Moabit district towards the Spree River. They encountered scattered but desperate resistance from the Berlin Volkssturm and the 9th Fallschirmjäger Division. The lead troops fought block by block, bringing up heavy artillery and assault guns to blast any building suspected of containing Nazi troops with point blank direct fire. These tactics allowed the Moabit sector to be cleared. By that evening, Major General S.N. Perevertkin set up the 79th Rifle Corps forward headquarters in the customs building on the north bank of the Spree River and gazed across the river and the battered city at his final objective, the Reichstag.



Remnants of the 9th Fallschirmjäger Division and Berlin Volkssturm set up on/east of hexrow D and/or south of the Invaliden Strasse (hexgrain D12-W3):

5-4-8 2	4-4-7 4	4-3-6 5	4-2-7* 3	2-3-6 2	2-2-8 2	8-1 2	8-0 2	7-0 2	8+1 2	HMG MG 42 7 16 3 3P	MMG MG 42 5 12 2 2P	LMG MG 42 3 8 1 1P
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G/W 36 SP HE D 50 2-13 MTR 2	PSK 1P 12 4 2	? 7 morale 16	HE D 75 2 INF
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Enter on turn two along the east edge and/or hex L18:

5-4-8 4	8-1 2	8-0 2	LMG MG 42 3 8 1 1P	PSK 1P 12 4
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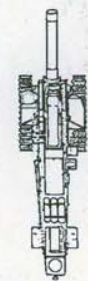
ELR: 2
SAN: 4



Elements of the 756th Rifle Regiment enter on turn one along the west edge in hexes numbered ≤ 16 and/or north of the Invaliden Strasse (hexgrain A14-W3):

6-2-8 8	4-5-8 8	3-3-8* 8	2-2-8 4	10-2 2	9-1 2	8-1 2	8-0 2	HMG DS1530 SP 6 12 3 2	MMG m1910 SP 4 10 2 11 3	LMG DP 28 1P 2 6 1 11 5	4P HE D 50 3-20 MTR 2
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FT 1P 24 1 10	DC 30 1 3	13 10 11 11 2	16 7 4 1 3	14 15P/4T 4	ART m150 S.A. 203 D IF NA 2	ART GP 59-71 152 C 2
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ELR: 4
SAN: 2

OBJECTIVES: The Russians must Control three of the following four buildings at Game End: G21; J19; J12; and/or N14.

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- Any Russian MMC/SMC/CE AFV moving in open ground and ≤ 4 hexes of the Spree River (and in LOS to ANY building Location on the south side of the river) is subject to an immediate SAN dr (EXC: Unless it is using assault movement).
- Both sides may Bore-Sight their Guns.
- The Germans may Fortify two building Locations.

MAP CONFIGURATION: The Berlin I map is used. Only hexrows A-W north of the Spree River are playable.

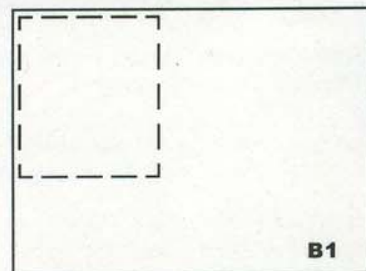
HANDICAPS:

- German: Replace one 75* INF with a 75L PaK 40 AT.
- Russian: German reinforcements enter on turn three.

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
	4	5	6
			7
			8

MAP LAYOUT:



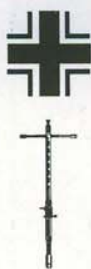
B1

Clearing the Station

4



Lehrter Station, BERLIN, GERMANY, 28 April 1945: After reaching the Spree, the 79th Rifle Corps needed to clear buildings near the river in preparation for the river crossing planned for that night. The 171st Rifle Division was given the task of clearing the pile of rubble that used to be Lehrter Station, which would then be used as the division's jump off point for the upcoming river crossing. Elements of the 9th Fallschirmjäger Division were deployed in the station and tasked with its defense. Reinforced with liberated prisoners from the recently captured Moabit Prison, the leading companies stormed into the station and forced the Germans back from the river. One more obstacle on the path to the Reichstag had been cleared.














Elements of the 9th Fallschirmjäger Division set up on/east of hexrow L:

 E 5-4-8 3	 2 4-4-7 4	 9-1	 8-0	 7-0	 MMG MG 42 2P 5 12 2	 LMG MG 42 1P 3 8 1	 PSK 1P 12 4	 DC 1P 30 1	 ? 7 morale 8
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ELR: 3
SAN: 5



Elements of the 171st Rifle Division set up on/west of hexrow K:

 E 6-2-8 4	 E 4-5-8 4	 LP 3-3-8*	 9-1	 8-0	 MMG m1910 5P 4 10 2 11	 LMG DP 28 1P 2 6 1 11	 DC 1P 30 1	 ? 7 morale 8	 16 76 B 2	 13 122 B
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ELR: 4
SAN: 3

OBJECTIVES: The Russians must Control ≥ 20 stone Locations in building N14 (includes the rubble in hex O12) at Game End.

SPECIAL RULES:

1. All BVR are in Effect.
2. EC are moderate with no wind at start.
3. Before each side sets up the Russian player may secretly exchange \leq two 4-5-8 squads for an equal number of 6-2-8 squads (or vice-versa; maximum of TWO).

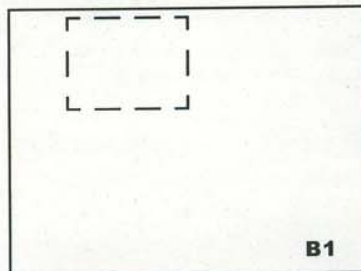
MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 1-16 in hexrows F-S are playable.

HANDICAPS:

German: Replace one German 4-4-7 squad with a 5-4-8.
Russian: The Russian player may mark two MMC as Fanatic during set up.

 GERMAN Sets Up First	1	2	3
 RUSSIAN Moves First			
4	5	6	7

MAP LAYOUT:



Standoff at the Moltke Bridge

5



Moltke Bridge, BERLIN, GERMANY, 29 April 1945: On the evening of April 28 the 79th Rifle Corps reached the Spree River in force. The corps commander, Major General S.N. Perevertkin, set up his forward headquarters in an upper floor of the customs building so he could personally direct the attack across the Moltke Bridge and to the Reichstag beyond. As night fell, both sides prepared for the battle ahead. The Red Army brought up tanks and direct fire artillery to support the shock battalions designated to storm the bridge. The Germans used the time to bring up some naval infantry as reinforcements and to zero in any remaining guns on the bridge. Before the attack started, the Russians were able to clear one of the roadblocks off the bridge using heavy tanks. At midnight and without any preliminary barrage, the two assault battalions stormed onto the bridge as the supporting guns and tanks fired across the Spree into the German defenders. The SS defenders laid down brutal small arms, MG, and AT-gun fire on the troops now caught in the wire on the southern barricade. Several rockets fell on the tanks and guns supporting the attack, causing additional casualties. With the infantry pinned down on the bridge, more tanks were sent in and met with fire from the Zoo Flak Tower and Tigers from the

503rd brought up from the Tiergarten. The torrent of destruction that fell on the bridge wrecked both vehicles and men. Additional infantry not able to use the knocked out tanks as cover were able to gain a small bridgehead in the nearest buildings in the Diplomatic Quarter. Dawn found the entire area shrouded in the smoke from the battle the night before, and the surviving assault troops were one step closer to the prize of the Reichstag.

Elements of the SS Anhalt Battalion and Kriegsmarine Infantry set up south of the Spree River:



② 6-5-8*	2 4-4-7	3 2-2-8	① 9-1	① 8-0	8-1	7-0	HMG MG 42 3P 7 16 3	MMG MG 42 2P 5 12 2	LMG MG 42 1P 3 8 1	PSK 1P 12 4	Radio 1P 8	? 7 morale
10	6	3							3	3	2	8



HE 81 D 3 2-60 MTR	75 B 2 AT
2	

Elements of Schwere SS Panzerabteilung 503 enter on turn three along the south edge:

9-2	11 3 26 4 8 88 A 1 5 3/2
2	

ELR: 5/2
SAN: 5

Elements of the 150th and 171st Rifle Divisions set up north of the Spree River:



6-2-8	4-5-8	LP 3-3-8*	1 4-4-7	2-2-8	10-2	8-1	8-0	HMG DG 1938 5P 6 12 3	MMG m1910 5P 4 10 2 11	LMG DP 28 1P 2 6 1 11	m41 HE 50 3-30 MTR	DC 30 1
6	4	6	12	3		2	2	2	2	4	2	2



76 B 2 ART	152 C ART	76 B 2 16 1 4 1	122 B 4 2 11 13 11 11
2	2	2	2

79th Corps Armored Support enter on turn one along the west edge:

9-1	16 11 11 11 88 B 1 4 2	122 B 4 2 11 13 11 11	152 C 13 11 11 11
	4	2	2

ELR: 3
SAN: 3

OBJECTIVES: The Russians must Control both hexes of the Moltke Bridge and all ADJACENT land hexes AND clear all ROADBLOCK and WIRE markers at Game End.

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start. To represent the brightly lit night battle-scape, a special +1 LV Hindrance (E3.1) is in effect for the entire scenario instead of normal NIGHT rules.
- Before set up a ROADBLOCK is placed between hexes L18 and M19 and hexes N19 and O20. Place WIRE markers in hexes M19 and N19. After all set up, but prior to the start of play, the Russian player may set up an IS-2m in hex L18 and make a pre-game Heavy Tank Roadblock Clearance attempt on the north ROADBLOCK. If successful, the clearing tank is placed in hex M19 before play begins normally.
- The Germans receive a special one-hex module of 105mm OBA with normal ammo and one pre-registered hex. This module has a blast zone of ONE hex with 20 FP OR a seven hex blast zone with 6 FP. The Germans also receive SIX 300mm OBA rockets. Any number of rockets (up to six) may be fired in a Fire Mission but the quantity to be fired must be declared before the accuracy DR is made. Each Fire Mission affects ONE hex. It has one pre-registered hex, and is treated as OBA normally for all other purposes.
- The Zoo Flak Tower is active but may not fire until turn two.
- The Germans may use Bore Sighting.

MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 14-25 in hexrows A-AA are playable.

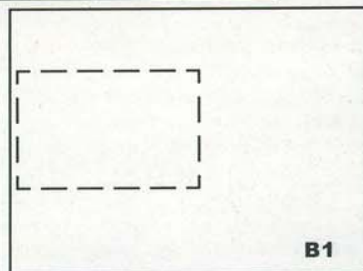
HANDICAPS:

German: Add two 6-5-8 SS squads to the German OB.
Russian: Replace the two IS-II in the Russian OB with two IS-IIM.

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
4	5	6	7
8			

MAP LAYOUT:



Send in the Fallschirmjäger

6



Defense Sector Z, BERLIN, GERMANY, 29 April 1945: After heavy fighting the night before, the Russians found themselves with a small bridgehead across the Spree and started to prepare to take their next objective. Dawn also brought fire from the Zoo Flak Tower down on the guns and tanks firing over open sights into the German lines to support the follow up attack to expand the tiny bridgehead. The 128mm flak destroyed many of the guns and vehicles. While the Russians brought up more tanks and guns, the SS troops launched a counter attack to attempt to blow the bridge. Also, the 9th Fallschirmjäger Division troops attacked the Red Army forces north of the Spree. While uncoordinated, the two-pronged attack prevented the Russians from launching their attack. During the confusion, a group of SS men managed to place demolition charges on the Moltke Bridge but were only able to bring down half of one span, and 100 paratroopers were able to cross and reinforce the forces defending the Reichstag for the next round to come.

Elements of SS Anhalt Battalion and Kriegsmarine Infantry [ELR: 5/3] set up second south of the Spree River and at least two hexes from the Russian set up area:



② 6-5-8*	③ 8-3-8*	① 4-6-7	2-2-8	9-1	8-0	8-1	8-0	HMG MG 42 7 16 3	LMG MG 42 3 8 1 1P	PSK 1P 12 4	DC 30 1 1P	AA 88 2
8	2	8						3	3	2	4	

Elements of the 9th Fallschirmjäger Division reinforced by local Volkssturm [ELR: 3] set up last anywhere north of the Spree River at least two hexes from the Russian set up area:



② 5-4-8	② 4-4-7	② 3-6	10-2	8-1	7-0	1-4-9	HMG MG 42 7 16 3	MMG MG 42 5 12 2	LMG MG 42 3 8 1 1P	PSK 1P 12 4	Radio 1P 8
10	8	4		2			2	2	3	4	

ELR: 5/3
SAN: 6

Elements of the 150th and 171st Rifle Divisions set up first in building S20 or adjacent to the Moltke Bridge (i.e., on the bridge or north/south of the Spree River):



② 6-2-8	② 4-5-8	9-2	8-0	MMG m1910 4 10 2 11	DP 28 2 6 1 11	LMG 1P 7 morale	16 11 A8 85 B 1 4 2	13 11 Y28 11 122 B 4 11	
4	5				2	6		2	

Set up third north of the Spree River, west of hexrow F and south of the S-Bahn:

② 6-2-8	② 4-5-8	4-4-7	2-2-8	10-2	8-1	8-0	7-0	HMG 50 cal 8 16 3	HMG DS1938 6 12 3	MMG m1910 4 10 2 11	LMG DP 28 2 6 1 11
6	8	12	8		2			2	2	2	5

m41 HE D 50 3 MTR	FT 1P 24 1 10	DC 30 1 1P	m1910 HE D 82 3 MTR	ART 76 B 2	ART 152 C	16 11 A8 85 B 1 4 2	16 11 Y4 1	13 11 Y14 11
3		2	2	4	2	2	2	2

ELR: 4
SAN: 4

TWO PLAYER OBJECTIVES: The German player wins immediately if any hex of the Moltke Bridge is destroyed or there are no Good Order Russian units/mobile AFVs south of the Spree River OR at Game End if ≥ 12 CVP of Good Order units from the 9th Fallschirmjäger Division are south of the Spree River.

THREE PLAYER OBJECTIVES: Two player Objectives remain in use. If there is no instant victory than the SS Anhalt player wins if the Russian player has less than 8 CVP south of the Spree River. The Fallschirmjäger player wins if at least 12 CVP from the 9th Fallschirmjäger Division are south of the Spree River or there are more CVP of Good Order German units north of the Spree River than Russian. The Russian player wins if both German players fail to achieve their Objectives.

SPECIAL RULES:

1. All BVR are in play. This scenario may be played as a two or three-player game.
2. EC are moderate with no wind at start.
3. The Zoo Flak Tower is active and is controlled by the Fallschirmjäger player in a three-player game. After all set up, before the first game turn, it may conduct one OBA Fire Mission or use direct fire. If direct fire is used target acquisition may be gained; if using indirect fire an FFE:C is placed in the target Location afterward. All results of this fire are applied immedi-

ately and broken units are marked as DM. Play then proceeds to the start of turn one.

MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 1-28 in hexrows A-U are playable.

TURN RECORD TRACK

Sequential Set Up				1	2	3
GERMAN Moves First						
4	5	6	7	MAP LAYOUT:		

HANDICAPS:

German: Add 2 x 4-6-7 squads to ONE portion of the German OB.
Russian: Replace any two German HMGs with MMGs.

