

# BERLIN

April 30, 1945  
6mm "Fistful of TOWS 3" Scenario



**"I am staying here and I will fall at the head of my troops."**

**--Adolf Hitler, April 26, 1945**



## BACKGROUND

After brief pause to regroup on the Oder River just 30 miles from Berlin, the Red Army initiated the final push on April 16, 1945. Over 2 million Soviet troops in three army groups took part in this last campaign, with some 750,000 German troops covering the front.

Inside the capital of Berlin itself, fewer than 100,000 soldiers were available. Most of these defenders were poorly-armed Volkssturm, but some die-hard veteran SS formations had also found their way into the city. The impossible task of defending Berlin fell to Helmuth Weidling. He divided the city into sectors and attempted to organize the fragmented assortment of formations and militia into a coherent defense. In the midst of the fighting in the city, he attempted to disband the Hitler Youth to spare the children from combat, but his orders were lost.

The battle in the city center was ferocious, desperate, and often hand-to-hand. SS radicals defended the Reichstag to the bitter end. On April 30<sup>th</sup>, with the German defenders now pressed into the very center of the city, Weidling learned of Hitler's suicide, followed by Goebbels. With senior Nazi leadership in complete disarray, only Weidling remained to negotiate the final terms of surrender with General Chuikov. The Battle of Berlin was over, and over half a million men were dead or wounded when the smoke cleared.

## GAME LENGTH

This is an 8 turn scenario for *Fistful of TOWS 3*.

## TABLETOP

The scenario requires a 8'x4' tabletop, representing the central government district in Berlin. Canals are impassible except at bridges. Brown cratered areas provide cover. Most of the Tiergarten is "open" terrain.

## DEPLOYMENT

Each of two German players deploy 6 markers anywhere outside the Soviet jump off areas. 3 of the 6 are dummies and 3 are ambushes. Up to 3 infantry stands or one gun/tank can be deployed in ambush. The four Soviets then deploy all forces in their jump off areas. Finally, the remainder of the German units deploy anywhere at least 12" from a Soviet unit. German tanks may deploy in buildings, but this renders the tank immobile and buried, increasing its armor by 1.

## SCENARIO NOTES

- The Germans ignore normal cohesion rules.
- German hidden units are revealed when they fire or when a Russian unit comes within 3". Hidden units may not be targeted by fire until revealed.
- Due to low fuel, any German tank that moves must first pass a Quality Check.
- Every turn, each German player draws 1 card to determine if random units pop up. Any pop units must be placed at least 3" away from a Soviet unit but also within 10" of a Soviet unit.
- If Russian units from one player come into close range of unit from another Russian player, they MUST attack each other if no German units are closer.
- The Reichstag, Zoo Flak Tower, and Victory Column can only be claimed by a Soviet infantry unit with a banner (see order of battle)
- Russian tanks may move into buildings at half speed but must take a Quality Check. On a roll of "1" the tanks fall into a basement and are knocked out.
- Russian 203mm may be used for direct or indirect fire.
- The Zoo Flak Tower cannot fire indirect artillery at Russian units with 8" of the tower.

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### GERMAN BRIEFING

The situation is hopeless, but if you harbor any hope of still breaking out to the west, the Russians must be stopped today. Under the cover of darkness tonight, a breakout could still be attempted....

All German units are Quality 5+ (Average), except units noted as SS, which are Quality 3+ (Excellent)

Formations have no break test for losses.

### SOVIET BRIEFING

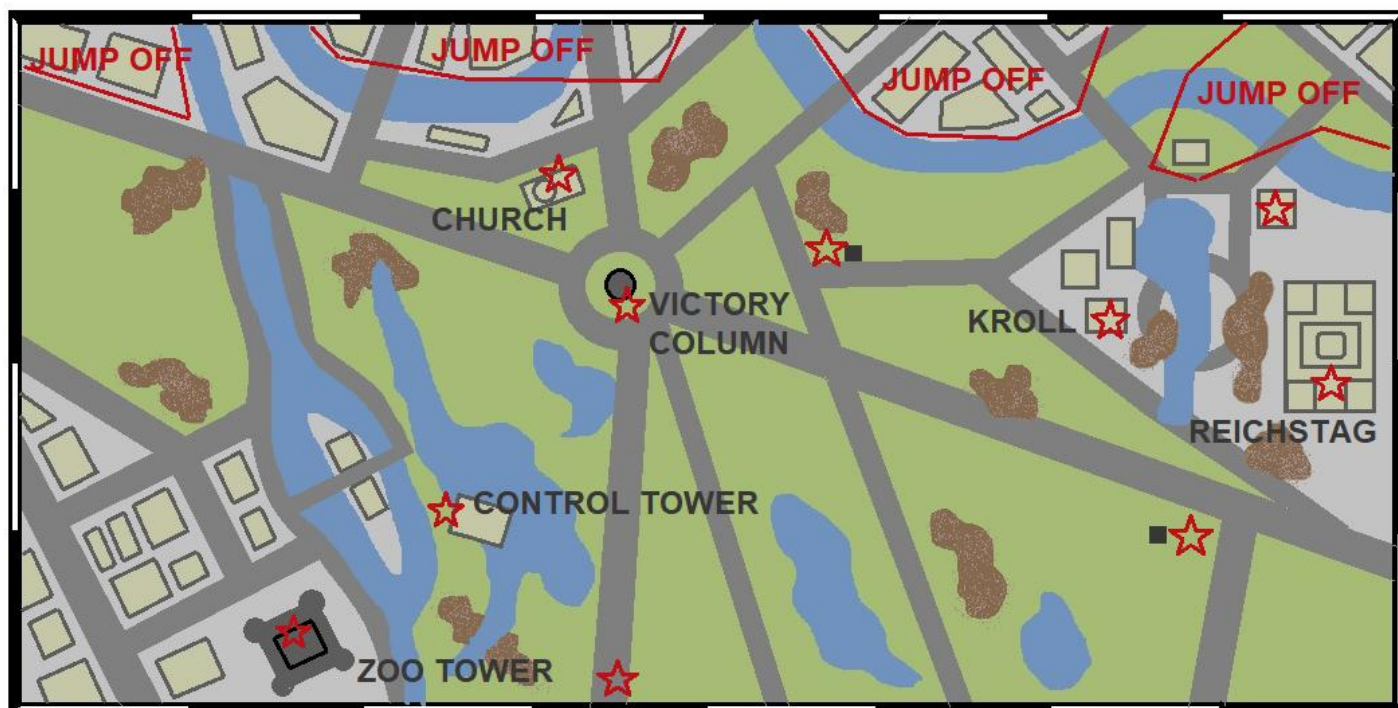
Who will be the first to raise a banner over the Reichstag and made a Hero of the Soviet Union?

All Soviet units are Quality 4+ (Good)

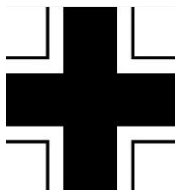
Formations must test at 75% losses.

The Red Army wins by controlling any 6 of the 10 objectives at the end of Turn 8.

### MAP



Terrain Effects		
type	Save	Movement
Rubble	4+	½ inf
Craters	4+	½ inf
Buried Tank	4+	N/A
Rubble Building	3+	½ inf
Earthworks	5+	-
Hidden unit	2+	
Units are in Rubble building inside wall of building, outside walls rubble		
LOS is block by 2" of Rubble or Building		



# GERMAN ORDER OF BATTLE

## [2 players]

The two German players command identical forces, with the Zoo Flak Tower providing one player a 1" blast radius indirect artillery marker and the Reichstag providing the other German player a 1" blast radius indirect artillery marker. See attached page for simplified artillery resolution rules.

Independent Assets	SS Battalion	Volkssturm Battalion	Volkssturm Battalion
X2 88m guns	x6 SS infantry	x6 infantry	x6 infantry
X2 Pz. IIs	x1 SS HMG	x1 HMG	x1 HMG
X1 Buried Panther	x1 SS King Tiger		
X1 StuG			
X1 Tiger			

Vehicle/Gun Name	Move	Armor	Gun Pen	Gun ROF	Gun Rng	AI
88mm	n/a	s	9	3	6/12/18	-1
StuG	6t	5 - 3	7	3	5/10/15	-1
Buried Panther	n/a	(8)7-4	8	3	5/10/15	-1
Tiger	5t	6 - 5	8	3	6/12/18	-1
King Tiger	5t	9 - 6	9	3	6/12/18	-1
PzII	7t	3 - 0	1	3	4/8/12	-1

Infantry Stand Type	Move	AI	ROF	Rng	LAW Pen	LAW ROF	LAW Rng	MAW Pen	MAW ROF	MAW Rng
SS Infantry	4	0	2 / 4	2/4/6	4	1	C	8	1	C
HMG	4	+1	3 / 4	3/6/9	2	1	C	8	1	C
Volkssturm	4	-1	1 / 5	2/4/6	4	1	C	8	1	C



# RUSSIAN ORDER OF BATTLE

## [4 players]

Each of the four Russian players command identical forces, with each player given an off table 1" blast radius indirect artillery support each turn. Russians also have on table 203mm artillery that can be used as additional indirect fire (also a 1" marker). See attached page for simplified artillery resolution rules.

Heavy Tank Battalion	Tank Regiment	SMG Battalion	Infantry Regiment
X1 JS-3	x5 T34/85	x5 SMG stands	x9 infantry
X1 JS-2	x3 T34/76	x3 SMG banner stands	x2 banner infantry
X3 SU-122			x3 HMG
			X1 203mm

Vehicle/Gun Name	Move	Armor	Gun Pen	Gun ROF	Gun Rng	AI
T34/76	9t	6 - 4	7	2	5/10/15	-1
T34/85	7t	7 - 5	7	3	5/10/15	-1
JS-2	5t	7 - 6	9	2	5/10/15	-1
JS-3	5t	9 - 6	9	2	5/10/15	-1
SU-122	8t	5 - 4	6	3	3/6/9	-1
203mm	4t	2-1	12	2	6/12/24	-

Infantry Stand Type	Move	AI	ROF	Rng	LAW Pen	LAW ROF	LAW Rng	MAW Pen	MAW ROF	MAW Rng
Infantry	4	0	1 / 2	2/4/6	2	1	C	4	1	C
HMG	4	+1	2 / 3	3/6/9	2	1	C	6	1	C
SMG	4	0	0 / 4	1	6	1	C	-	-	-

# Indirect Fire Procedure

1

Roll for availability **Germans 3+**, **Russian 4+**

Russians decide if they will use their 203mm as direct or indirect.

2

Place barrage markers.

3

Roll for Accuracy, **Germans 3+**, **Russian 5+** =or< full effect, below reduced effect

If a 1 is rolled. Roll again. 1 or 2 fire lands on targeting unit reduced effectiveness, 3 or 4 scatters 2" reduced effectiveness, 5 or 6 no effect fire does not occur.

5

Each stand under template rolls a cover save if applicable. If failed, resolve barrage.

4

Determine Fire Index Number (FIN)

German Weapon	Full Effect	Reduced Effect
Zoo Flak Guns	20	15
<b>Russian Weapon</b>		
Off Board Artillery	15	10
203mm	24	19

6

Roll for effect

FIN	Soft in open	Soft in Lt AFV in open	Soft in Hvy (Bunker) AFV in Cover
10	S, 3+Q	S, 6+Q	,2+S
15	Q, 6+D	S, 5+Q	S, 6+Q
19	Q 6+ D	S 2+ Q	S 5+ Q
20	Q, 6+D	S, 2+Q	S, 4+Q
24	Q 5+ D	Q6+ D	S 3+ Q

On successful QC infantry and tanks are suppressed

S=suppressed Q=quality check D=destroyed

# GERMAN RANDOM UNIT CARDS

Instructions: Each German player should print and cut out one set of these random unit cards. Shuffle the cards. Draw a new card each turn.

NEIN.

NEIN.

NEIN.

NEIN.

BURIED  
PANTHER

[d3]  
VOLKSSTURM  
INFANTRY

[d3]  
VOLKSSTURM  
INFANTRY  
&  
HMG

BURIED  
PANTHER