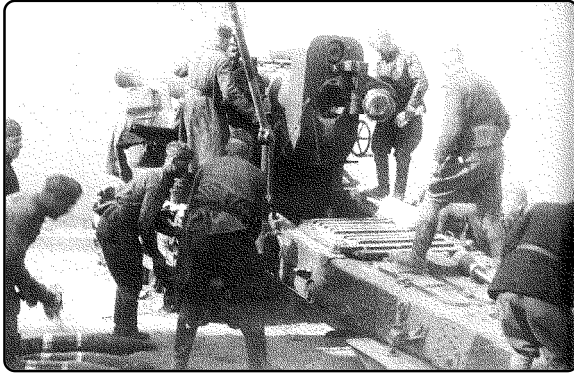


# Crossfire!

6



**Königsplatz, BERLIN, GERMANY, 30 April 1945:** The battle to clear Himmeler's House tied up the 150th Division until the morning of April 30th. While this battle was raging, the 171st Division was able to clear enough of the Diplomatic Quarter to allow its first echelon to deploy. General S.N. Perevertkin, concerned that he only had less than one day meet Stalin's deadline, ordered each division's assault battalions to attack the Reichstag without rest, recon or fire support since few guns or tanks had been able to get across the damaged Moltke Bridge. The lead troops rushed into the Königsplatz and was trapped in a crossfire between the SS machineguns in the Reichstag and more machine-guns and artillery located in the ruins of the Kroll Opera House. To add to the carnage, the guns of the Zoo Flak Tower opened up on the now exposed infantry, cutting down more men. The survivors returned to their start lines. In an effort to save a few hours, several hundred of the best troops from both divisions lay dead before the

Reichstag. It would take a better-supported attack and a secondary effort to clear the flanks before the final bastion would fall.



**Elements of the SS Anhalt Battalion, Kriegsmarine Infantry and Berlin Volkssturm** set up second south of the Spree River at least 2 hexes from the Russian set up area:

10 2 9	8 5 9	4 3 6	6 5 6	7 4 9	3 2 9	3 2 6	1 1 9	1 1 8	1 1 8	1 1 7
4	16	12	12	4	3	4		3		3
1 1 8	1 1 7	1 1 8	8 14 M MG	8 14 M MG	5 8 L MG	5 8 L MG	88 5 L AT	88 * L AT	50 D L MTR	81 D M MTR
3	3	3	4	6	5	7	8	7	4	2
30 1 L FT					75 B	(88) B 2	(20) B 3	105 C 2	75 D 2	
2	4	75	12	8	2					

**Elements of the 9th Fallschirmjäger Division** set up second north of the Spree River on/ east of hexrow R:

7 4 9	1 1 8	1 1 7	8 14 M MG	5 8 L MG	88 5 L AT	81 D M MTR	10 6
12	2	2	3	6	4	2	3

**Elements of Schwere SS Panzerabteilung 503 and Panzer-Vernichter-Abteilung 1** enter on turn two along the south or east edge south of the Spree River:

10 6	8 4
Hit x 3 Psk #5	
88 5 2  L AT	(88) A 5 4
8	2

**VICTORY CONDITIONS:** The Russians win immediately upon placing a Red Banner in a rooftop location of the Reichstag OR at game end if they control  $\geq 100$  building/rubble locations in the German set up area. Each location in the Reichstag counts as FOUR victory locations. Each building/rubble location controlled by the German player that is outside the German set up area reduces the Russian total by one.

**SCENARIO SPECIAL RULES:**

1. Spotting Conditions are Average.
2. The German player may place FOUR Roadblocks on bridges that cross The Spree River during set up.
3. The Zoo Flak Tower is active.
4. Russian H weapons are NOT provided Weapons Pits.
5. The German player may add Dug In markers with a total DI marker value of 12 (in any combination) to his OOB that sets up on map.
6. The Germans receive offboard artillery support from a battery of 81mm mortars and may add a Waffen SS 1|1|9 FO to either of the two portions of their OOB that set up ON MAP.
7. OPTIONAL: The German player may set up  $\leq 24$  Stacking Points of Personnel hidden. If this optional rule is NOT used,

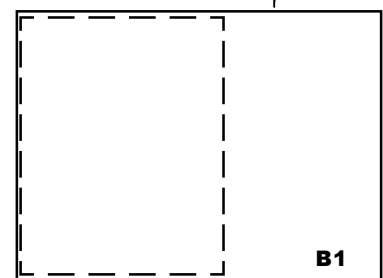
add an additional SIX Dug In 'points' to SSR #5.

**MAP CONFIGURATION:** The Berlin I map is used. Only hexrows A-II are playable. This is version 1.2 of this scenario.

**TURN RECORD TRACK**

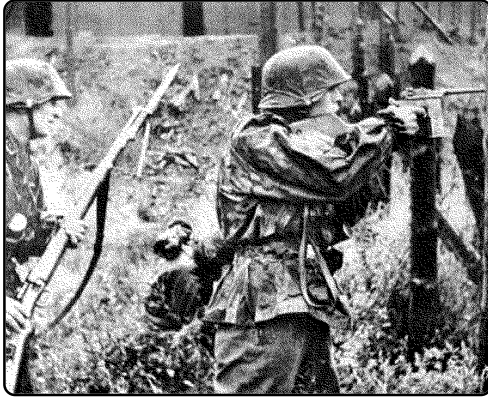
1	2	3
4	5	6
7	8	9
10	11	12

**MAP LAYOUT:**



# In the Belly of the Beast









# 12








**The Reichstag, BERLIN, GERMANY, 1 May 1945:** May Day found the symbol of victory flying from the Reichstag as Red Banners fluttered from the roof top having been placed the night before by Captain V.N. Makov and Lieutenant Sergi E. Sorokin, accompanied by a recon platoon. But the fighting for the Reichstag was not over. SS Lieutenant Babick continued to funnel troops into the basement of the Reichstag from his headquarters across the street and the remaining SS troops in the upper levels of the Reichstag continued to resist fiercely. While the 674th and 756th Rifle Regiments continued to fight with the SS die hards, the 380th Rifle Regiment passed by the Reichstag to clear the buildings around the Brandenburg Gate. Hand to hand fighting continued to rage through the day as fires blazed in the ruins of the Reichstag. It took the rest of the day to clear the upper floors, and the basement was not secured until 1300 hours on 2 May when General Weidling's order for all German troops in Berlin to surrender was received.



**Remnants of the SS Anhalt Battalion** set up second in building AA26 in any location not occupied by a Russian unit:










 10 2 9	 8 5 9	 1 1 9	 1 1 8	 8 14 M MG	 5 8 L MG	 88 5 L AT	 30 1 L FT
2	6			4	4		

**SS Anhalt Battalion Headquarters and remaining Volkssturm units** set up second anywhere on/east of hexrow EE:


 8 5 9	 4 3 6	 1 1 9	 1 1 7	 8 14 M MG	 5 8 L MG	 88 5 L AT
2	8					2



**Remnants 674th Rifle Regiment and 756th Rifle Regiment** set up first as follows: ground level of hexes AA26, AA27, AA28, BB26, BB27, BB28, CC26, and CC27; levels +10, +20 and +30 of hex CC26; and Rooftop locations of hexes AA26, BB27, and CC27:

 8 2 8	 6 4 8	 5 4 7	 1 1 8	 1 1 7	 5 11 M MG	 3 5 L MG	 30 1 L FT	
4	8	4		3		3		3

**Elements 380th Rifle Regiment** set up last in any hex of hexrow Y on/south of the Spree River:

 8 2 8	 6 4 8	 1 1 8	 1 1 7	 8 14 M MG	 3 5 L MG	 50 D L MTR
4	4					3

**VICTORY CONDITIONS:** The Russians must control all locations in building AA26, ground level locations of hexes DD33 and DD34 AND ≥ 6 other building/rubble locations on/east of hexrow DD at game end.

**SCENARIO SPECIAL RULES:**

1. Spotting Conditions are Hazy.
2. Place Red Banner markers in rooftop locations of hexes AA26 and CC27 during set up.
3. The Reichstag Tunnel to building EE28 is in effect for this scenario.

**MAP CONFIGURATION:** The Berlin I map is used. Only hexrows Y-HH south of the Spree River are playable. This is version 1.1 of this scenario.

**TURN RECORD TRACK**

1	2	3	4	5	6
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**MAP LAYOUT:**

