

SCENARIO 12: BATTLE OF BERLIN

Berlin had been subjected to round-the-clock air raids by the Western Allies as the Red Army approached. Once within artillery range, Soviet guns dumped more high explosive on the city than the air raids had done. Overwhelming numbers of Red Army tanks and infantry supported by crushing barrages fought their way into the city according to a meticulously prepared plan, seizing city blocks, bridges and road junctions as they broke Berlin's defensive rings one by one.

FORCES

This scenario depicts a small force of Axis defenders attempting to halt a Red Army assault group. The Axis player picks a force to an agreed points, the Red Army player picks a force to a total of three times that amount (e.g. 1,500pts if the Axis player has 500pts).

In addition to his force the Axis player receives two bunkers, three 'hard cover' linear obstacles, two minefields and one free artillery observer (in addition to his normal force limits).

Each linear obstacle must be up to 6" long and 1" tall, and should provide hard cover (so use trenches, low walls, earth embankments, sandbags and the like). You can replace any number of 'hard cover' linear obstacles with 'soft cover' ones (barbed wire etc.) and if you do so, you get two 'soft cover' obstacles for each 'hard cover' one you surrender.

Bunkers should be large enough to accommodate a single unit of infantry or artillery. The rules for bunkers are on page 104 of the *Bolt Action* rulebook. Minefields are approximately 6" x 6" and may be marked or unmarked at the option of the Axis player.

SET-UP

A 6"-wide road runs from the middle of one long table edge to the middle of the other long table edge, roughly bisecting the table into two equal halves. A second road runs between the mid-points of the short table edges to form a crossroad at the middle of the table and dividing it into roughly equal quarters. The rest of the table needs to be covered by a high density of buildings, ruins and rubble. You can also include additional smaller roads and connecting side-streets to ease manoeuvring during the game.

The Red Army player next selects one of the short table edges as their point of entry and then places three objective markers; one must be placed within 6" of the crossroads at the centre of the table and two must be placed within the two table quarters furthest from the Red Army table edge. Counters,



USING CAPTURED ENEMY VEHICLES

On all theatres of the war the combatants made use of enemy materiel that had been abandoned by the enemies as they retreated in a hurry or surrendered *en masse*. However this happened on a vast scale on the Eastern Front, due to the long supply lines and the massive encirclements that characterized this front, not to mention the sheer amount of vehicles and guns used.

In terms of *Bolt Action*, a strict application of the rules for force selection does not normally allow you to field tanks and guns from other forces. There are a few exceptions to this, however, such as the captured Soviet tanks in the Finnish list, or the captured Axis vehicles in the Partisans list, or the lend-lease vehicles in the Soviet list.

Following the same spirit of these exceptions, we think it's great fun to collect a tank or a gun from an enemy force and paint it in your own colour scheme... like a T-34 with Wehrmacht colours and markings, or a Panzer IV in Soviet camouflage. So, please feel free to undertake these fun modelling tasks, as I'm sure that your friends will not stop you fielding these vehicles in your force, as long as you pay the right points for them and they are taken simply to replace an equivalent 'slot'. For example, a Soviet platoon could include a 'captured' 88mm anti-tank gun with Soviet crewmen, as long as it would take the 0-1 artillery slot allowed for that platoon and the right points were paid.

As a rule of thumb, we tend to apply one further limit when we allow forces to purchase enemy 'captured' vehicles and guns. We say that the unit can be purchased only as Inexperienced, or at best as Regular (if there are good records of a particular vehicle/gun being used in abundance by the enemy). This simulates the fact that the soldiers would be unfamiliar with the captured materiel, or if you prefer it can reflect the relative scarcity of its ammunition, spare parts etc., which would make its use and maintenance trickier. If you really want, and if you find an excellent historical reason for it, you can even allow the use of captured vehicles with a Veteran crew, but we feel they should then be penalised by adding the Unreliable rule to them (see below). This rule represents the same problems highlighted before, and ensures that only their rightful owners can make use of the vehicle or gun 'at its best', which seems just fair!

- **Unreliable:** a captured vehicle's or gun's chronic lack of ammunition and spare parts means it often suffers from extreme operational unreliability – if the unit suffers one or more pin markers as a result of an enemy attack, it automatically suffers one further pin marker in addition.



coins or other suitable markers can be used to mark objectives although a prominent terrain piece like a specific building or statue can make for a more satisfying target to aim for.

Once the objectives have been placed the Axis player sets up their bunkers and obstacles and marks or notes the location of minefields.

DEPLOYMENT

The Axis player must deploy first anywhere on the table that is more than 12" from the Red Army's table edge. Their units may be Dug In at the option of the Axis player (See Scenario Special Rules on page XX of this book) and may use hidden set-up (see Hidden Set-up on page 117 of the *Bolt Action* rulebook). One unit must be placed in each of the bunkers that were placed during set-up.

The Red Army player's units are not set-up on the table at the start of the game. The Red Army player must nominate up to half of their force (rounding up) to form the first wave. All other Red Army units are left in reserve (see reserves page 119 of the *Bolt Action* rulebook).

SPECIAL RULES

CITY FIGHTING

The Battle of Berlin scenario uses the City Fighting rules which can be found on page XX of this book.

REINFORCEMENTS

Axis reinforcements might arrive from among the scattered units of defenders fighting around the city – or they might not. At the end of each turn after the first roll a die to see what units, if any, arrive to help the defenders.

- 6: 1x Panzer V Panther Ausf G (Inexperienced crew)*
- 5: 1x Volks Grenadier squad
- 4: 1x Volkssturm squad
- 1–3: Nothing. Any potential reinforcements are pinned down in other sectors.

*Any tank with a lower cost may be substituted if no model is available. Only ONE reinforcement tank is available at a time, if a 6 is subsequently rolled for reinforcements while a reinforcement tank is already in play another squad of Volks Grenadiers appears instead.

If models are not available for the reinforcements rolled the Axis player is allowed to default down to any lower numbered result. Casualties incurred during the battle can be recycled as extra reinforcements as required.

Reinforcements can enter the table from any point on the short table edge opposite the one chosen by the Red Army, and must be given either a *run* or *advance* order. Note that no order test is required to move units onto the table as reinforcements.

OBJECTIVE

The Axis player must hold the objectives and prevent the Red Army player from capturing them. The Red Army player must capture the objectives at all costs.

FIRST TURN

The battle begins. During turn 1, the Red Army player must move their entire first wave onto the table. These units can enter the table from any point on the Red Army's short table edge, and must be given either a *run* or *advance* order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 10, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game the winner is the player in control of the most objectives. To capture an objective there must be one of your units within 3" of an objective at the end of the final turn, and there must be no enemy units within 3" of it. If both players hold an equal number of objectives the game is a draw.