

# **TO THE REICHSTAG!**

## **MINI-CAMPAIGN GAME**

TRANSLATED FROM THE ORIGINAL TACTIQUES PUBLICATIONS  
AND PRESENTED BY

**COASTAL  
FORTRESS**



# TO THE REICHSTAG! MINI-CAMPAIGN



The 4 scenarios of this mini-campaign are distinct and played independently from each other. The Campaign is designed for 2 players, one to play the Germans during the 4 scenarios and the other to play the Russians. The Side is determined by mutual agreement, or if both players wish to play the same side, the sides are determined by a die roll. The player losing the roll is given the balance on 2 of the 4 scenarios. He must decide before playing the campaign to which scenarios he will apply the balance. The 2 other scenarios will be played without balance.

The 4 scenarios of the campaign are played in chronological order: **“The Last Bridge”** (Tac65), **“Himmler’s House”** (Tac73), **“The Final Assault”** (Tac66) and finally **“Red Flag”** (Tac74).

The calculation of the Victory Points of the Campaign (VPC) is based on the Victory Condition of each scenario with some modifications. Only one VPC total calculation is done. VPC are added or subtracted to the total after each scenario. The number of VPC added or subtracted depends on the size of the scenario. The final VPC total may be positive or negative. A final result >0 gives a Russian victory and any other result a German victory. The VPCs to be added or subtracted after each scenario are given in the table below.

*Note: All terrain changes and overlays have been integrated into the printable map provided later in this packet.*

## Campaign Victory Conditions:

**> 12 VPC: Major Russian victory.** The Red Flag flutters on the Reichstag before the 1<sup>st</sup> of May. Stalin is proud of the Russian performance and the winner is awarded Hero of the Soviet Union.

**7 to 12 VPC: Russian victory.** The Reichstag is cleared on the 1<sup>st</sup> of May and the USSR power is demonstrated to the allied nations.

**1 to 6 VPC: Minor Russian victory.** The Red Flag flutters on the Reichstag but the building cellars are still haunted by the fascists.

**-6 to 0 VPC: Minor German victory.** The SS troops are still holding the upper floors and it was impossible to plant the Red Flag on the top of the Reichstag. Hopefully, propaganda tricks the other allied nations as to the date and appearances are saved.

**-12 to -7 VPC: German victory.** The final assault failed and some Russian assault troops are trapped in the cellars and eliminated. The Reichstag only fell on the 2<sup>nd</sup> of May after 3 hours of intensive bombardment.

**< -12 VPC: Major German victory.** The German hyena refused to die and despite the repeated and costly efforts of the Russians, the Reichstag still resists. The Reichstag will finally fall on 7<sup>th</sup> of May, the defenders having used all their ammunition.

*We would like to thank Laurent Cunin for his help in translating this Campaign Game, and J. Hunter Johnson for his invaluable help with the Campaign Map.*

## VPC PER SCENARIO:

### THE LAST BRIDGE

Calculate the total of Good Order Infantry VP the Russians have south of the Canal. Subtract from this total the Good Order Infantry VP the Germans have north of the Canal on/west of hexrow V. Then subtract 2 VP per non-rubbled Locations of overlay X14 building the Russian don't control. According to this result, the scenario VPC is given in the following table:

Final VP total	≤7	8-10	11-13	14-16	≥17
Scenario VPC	-4	-2	0	2	4

### HIMMLER'S HOUSE

Divide the total of Russian Good Order Infantry VP in overlay X16 building by the total of German Good Order Infantry VP in the same building. According to this ratio, the scenario VPC is given in the following table:

VP ratio	≤1.4	>1.4 to ≤1.8	>1.8 to ≤2.2	>2.2 to ≤2.6	>2.6
Scenario VPC	-2	-1	0	1	2

### THE FINAL ASSAULT

Calculate the difference between the number of Stone Building Locations the Germans control at game end and the number they controlled at game start. According to this difference, the scenario VPC is given in the following table:

Location Difference	≤1	2-3	4-5	6-7	≥8
Scenario VPC	4	2	0	-2	-4

### RED FLAG

Divide the number of Good Order Infantry VP the Russians have in the Reichstag at game end with the number of Good Order Infantry VP the Germans have in the same building. According to this ratio, the scenario VPC is given in the following table:

VP ratio	≤1.3	>1.3 to ≤1.5	>1.5 to ≤1.7	>1.7 to ≤1.9	>1.9 to ≤2.1	>2.1 to ≤2.3	>2.3 to ≤2.5	>2.5 to ≤2.7	>2.7
Scenario VPC	-6	-5	-4	-2	0	2	4	5	6

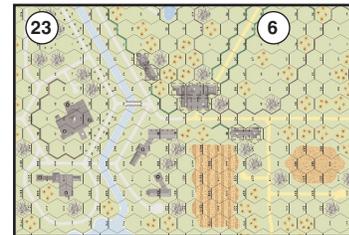
# THE LAST BRIDGE

TAC65 TRANSLATED BY COASTAL FORTRESS



## BERLIN, MOLTKE BRIDGE, 28 to 29 April 1945:

After a hard fought advance through Moabit Quarter, Soviet forces of 79 Corps had reached the northern end of the Moltke bridge, spanning the River Spree. This was the only practical crossing within reach of the Administrative Quarter, an area the Germans had turned into a veritable fortress. The only other intact bridge was under constant fire from the Reichstag itself, where the Germans had massed automatic weapons, and opened onto open ground which made a bridgehead difficult to establish. The Moltke bridge was also barricaded at both ends, and itself was swept by the fire of defenders entrenched in the Department of Domestic Affairs and the Diplomatic District. A daylight crossing was deemed impossible, so the Soviets decided on a night assault to seize a foothold in the citadel.



Only hexrows R-GG are playable

**VICTORY CONDITIONS:** The Soviet player wins at game end if he Controls Building 23U3 provided he has  $\geq 12$ VP of Good Order infantry south of the Canal and there are no unbroken German units north of the Canal on/west of hexrow V.

GERMANS SET UP FIRST	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	
RUSSIANS MOVE FIRST								

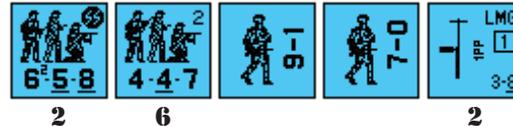
**BALANCE:**  
**Russian:** German reinforcements enter on Turn 4  
**German:** Add a 6-5-8 and LMG to German reinforcements

**Elements of the Waffen SS and Volksturm: [ELR:1]**  
 set up south of the canal and/or in hex 23X3 {SAN:4}:

**GERMAN**



**Counter attacking Group:**  
 enter on Turn 3 on the east edge of Board 23 (see SSR 2):



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**Elements of the 1<sup>st</sup> Battalion, 756<sup>th</sup> Rifle Regiment: [ELR:4]**

set up north of the canal on/west of Hexrow X in hexes numbered  $\geq 6$  OR enter on Turn 1 on the north edge {SAN:3}:

**RUSSIAN**



**Elements of the 1<sup>st</sup> Battalion, 380<sup>th</sup> Rifle Regiment:**

set up north of the canal on/west of Hex row X in hexes numbered  $\geq 6$  OR enter on Turn 1 on the north edge:



Scenario Design: Jean-Luc Béchemec '94

### SSR:

- EC are moderate with no wind at start. The Bridge in BB5 does not exist. Woods are shellholes. Buildings are Stone. Single Story Buildings are Stone Rubble. Orchards are not in season. Place Overlays as follows: X15 on 6Z7-Z6, X16 on 23X0-W1, X14 on 23U3-U2, X18 on 23S4-R3. The Rooftops of Building 23Y7 and of the buildings on Overlays X15 and X16 are playable. All Locations of the buildings of Overlays X14, X15 and X16 are Fortified (B23.9) (EXC: eventual rooftop). Place the roadblocks on hexsides 23X3-X4 and 23X2-X3.
- Night Rules are in effect. Initial NVR is 2 hexes, with a half-Moon. Russians are the Scenario Attacker, and the Germans are the Scenario Defender. However, German forces which enter during the game may use Cloaking. The Russian Majority Squad Type is Stealthy, while the German Majority Squad Type is Normal.
- The 20L Flak 38s may set up on Rooftops (B23.85 is NA). German Units are considered Fanatic while they are in the Overlay X16 Building.
- The German player may Boreight the HMG and MMGs (E1.71).

**AFTERMATH:** The assault was undertaken by a battalion from each of the leading divisions. The Bridge defenders were overwhelmed around midnight but the crossing had truly been a close affair. The Germans had positioned several machine-guns to enfilade the southern bank of the Spree and held the bridge under a vicious crossfire. In addition, the Germans mounted a counterattack on both sides of the Spree which put the Soviet assault in danger. The Germans then detonated explosive charges, but the bridge was stronger than foreseen and withstood the explosion, still allowing vehicles to cross. By 0200 the Soviets had finally driven off the counter-attack and had established a foothold in the Diplomatic District. Reinforcements were then directed in overwhelming strength to the south of the canal to shore up the bridgehead and by morning, the Soviets were firmly ensconced in the Diplomatic District. The Battle for the Reichstag was about to begin.

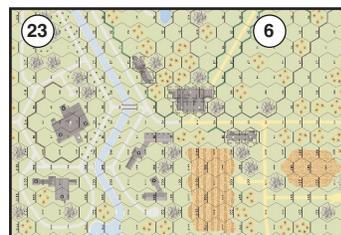
# HIMMLER'S HOUSE

TAC73 TRANSLATED BY COASTAL FORTRESS



BERLIN, GERMANY, 29 April 1945:

Despite the defenders heavy fire, assault groups from the first battalions of the 756<sup>th</sup> and 380<sup>th</sup> Infantry Regiment of the 150<sup>th</sup> Division succeeded in crossing the Moltke bridge during the night and established a bridgehead in the building on the corner of Kronprinzen Avenue. Before launching the assault of the Reichstag, a number of strongpoints were to be cleared: Kroll Opera, Alsenstrasse buildings and particularly the Department of Domestic Affairs building, otherwise called Himmler's House. This last building had been completely fortified and its defenders still had the Moltke Bridge under fire, preventing reinforcements from crossing it. General Peveretkine ordered the seizing of the position. The attack began around 0700 after a 10 minute artillery preparation.



Only hexrows R-GG are playable

**VICTORY CONDITIONS:** Russians win at game end if they have at least twice more VP of GO Infantry than the Germans in the 23X0 building (X16 overlay building).

GERMANS SET UP FIRST	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
RUSSIANS MOVE FIRST				



**BALANCE:**

**Russian:** Add a hero to the Russian OB

**German:** Replace the 9-1 leader with a 9-2 leader in the German OB

**Elements of Waffen SS and of Volksturm [ELR:2/3] (see SSR 3):**

set up on/south of hexrow 23GG6-6R8 (see SSR 2) {SAN:5}:

**GERMAN**

6 <sup>2</sup> 5-8	4-4-7	4-3-6	9-1	7-0	HMG 3 7-16	MMG 2 5-12	LMG 1 3-8	? 7 Morale
<b>3</b>	<b>2</b>	<b>5</b>						<b>6</b>

**Flak 36:** set up concealed and emplaced on X15 overlay building rooftop (B23.85 is NA).

2-2-8	AA M8 37L[8]
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**Elements of 150<sup>th</sup> Division and of 10<sup>th</sup> Motorized Flamethrower Independent Battalion [ELR:4]**

set up on/north of hexrow 23GG8-6R10 {SAN:3}:

**RUSSIAN**

6-2-8	5-2-7	9-2	8-1	8-0	FT X10 24-1	DC X12 30-1
<b>5</b>	<b>6</b>				<b>2</b>	<b>2</b>

**Support of the 79<sup>th</sup> Corp:**

set up north of the Canal

4-4-7	2-2-8	8-1	HMG 3 6-12	MMG 2 811 4-10	ART M9 76L	ISU-152 13 11 -1/4
<b>4</b>	<b>2</b>				<b>2</b>	

Scenario Design: Jean-Luc Béchemec '95

**SSR:**

- EC are Moderate with no wind at start. BB5 bridge does not exist. Woods are shellholes. Buildings are stone. Single story buildings are Stone rubble. Orchards are out of season. Place the following overlays: X15 in 6Z7-Z6, X16 in 23X0-W1, X14 in 23U3-U2 and X18 in 23S4-R3. All locations of buildings from overlays X14, X15 and X16 are fortified [B29.3]
- German units are considered fanatic for all purposes when in a building of overlay X16.
- German SMCs and SS MMCs have an ELR of 3 (ML stays underlined), other units have an ELR of 2.
- Because of the dust raised by the incessant shelling of the area, Mist (E3.32) applies.
- HtH CC is in effect (J2.31).
- Vehicular crew cannot voluntarily abandon their vehicles. GO Infantry crews can't drop possession of their Guns (and voluntarily leave the Gun location).

**AFTERMATH:** The Russian assault groups quickly entered the Department of Domestic Affairs building but the clearing of the building was another matter. Fanatical, the German defenders resisted resolutely, giving ground room by room only after bloody close combats. The battle raged the whole day and only the nighttime arrival of Russian reinforcements could break the German resistance. The building was finally controlled by the Russians on 30 April, around 0430. At the same time, small units from the 525<sup>th</sup> Regiment pushed up to the Alsenstrasse. The Final Assault could start.

# THE FINAL ASSAULT



TAC66 TRANSLATED BY COASTAL FORTRESS



## BERLIN, ALSENSTRASSE, 30 April 1945:

The battle for the Reichstag was no longer in doubt and the only remaining question was the date the former parliament would fall. The situation was desperate but the defenders still held. A new Soviet attack was launched at 1130 under the shelling of German guns firing from the Kroll Opera and soon the infantry reached the anti-tank ditch and the edge of the Alsenstrasse. In the face of this danger, the Germans quickly gathered a counterattack force: a battalion of marine cadets.



Only hexrows numbered  $\geq 5$  on board 6 and all of board 23 are in play

**VICTORY CONDITIONS:** The Germans win at game end if they control  $\geq 5$  more stone building Locations they controlled at setup.

★ RUSSIANS SET UP FIRST	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	
⊕ GERMANS MOVE FIRST								

### BALANCE:

- German:** Replace the 9-1 leader with a 9-2 leader in the German OB
- Russian:** Add a 6-2-8 and a LMG to the Russian group that sets up on/adjacent to 23Z2

<b>RUSSIAN</b>	<p><b>Elements of 525<sup>th</sup> Infantry Regiment [ELR:4]</b> set up south of the Canal on/west of hexrow R {SAN:4}:</p> <p><b>4</b></p>	<p><b>Elements of 171<sup>st</sup> Division</b> set up north of the Canal on/between hexrows Q and U:</p> <p><b>2</b></p>
	<p><b>Other elements of 525<sup>th</sup> Infantry Regiment</b> set up on/adjacent to 23Z2:</p> <p><b>4</b>      <b>4</b>      <b>2</b></p>	<p><b>Armored support from 79<sup>th</sup> Corps</b> enter on Turn 3 on 23Y10:</p>

<b>GERMAN</b>	<p><b>Elements of Kriegsmarine Cadet Battalion [ELR:2]</b> set up south of the Canal on/east of hexrow O {SAN:4}:</p> <p><b>12</b>      <b>3</b>      <b>2</b></p>	<p><b>Elements of the SS and the Volksturm</b> set up in building 6L10 (Reichstag overlay):</p> <p><b>2</b></p>	<p>Set up on/east of hexrow N:</p>
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Scenario Design: Jean-Luc Béchemec '94

### SSR:

- EC are moderate with no wind at start. The only bridge is at X3. Woods are Shellholes. All buildings are Stone. Single story buildings are Stone Rubble. Orchards are out of season. Place the following overlays: **X15** in 6Z7-Z6, **X16** in 23X0-W1, **X14** in 23U3-U2, **X18** in 23S4-R3, **X17** in 23O4-O5, **Rt** in 6L10-K10, **OG3** in 6N5-M6 and **P5** in 23Q1-R1. Buildings 23Y7, **X15** and **X16** have playable rooftop locations. Buildings **X14**, **X15**, **X16** and **L10** (Reichstag) have all their locations (EXC: eventual rooftop) fortified (B23.9).
- Place 4 Shellholes in 23P3, 23P4, 23Q4 and 23Q5. Place 6 AT-Ditches from 6Q5 to 6Q10. These AT-Ditches are flooded and the MF cost to enter/exit is 3MF + COT instead of 2 (see B27.56).
- Because of the dust raised by the incessant shelling of the area, Mist (E3.32) applies.
- The 88L is under Ammo Shortage. Germans have a Level B Booby Trap capability (B28.9) south of the Canal.

### AFTERMATH:

The Alsenstrasse was crossed under enemy fire and the Cadets seized a foothold in the buildings on the western side of the avenue. After a promising start, the counterattack collided with elements of the 525<sup>th</sup> Infantry Regiment. Russian reinforcements quickly arrived to bolster the defense and soon the Germans were thrown back to their starting line with heavy losses. The last attack to delay the end of the Reich, from now on reduced to a few square-kilometers, failed.

# RED FLAG



TAC74 TRANSLATED BY COASTAL FORTRESS



## BERLIN, GERMANY, 30 April 1945:

After the fall of the Kroll Opera, across the road from the Department of Domestic Affairs, the Russians could finally concentrate on the Reichstag attack. The building, whose windows were all walled up since the 1933 fire, impressively overlooked the diplomatic block site. During the entire day of the 30th, the Russians launched attacks that successively failed. Moreover, the anti-aircraft guns of the Tiergarten Flak tower, only 3000 meters away, considerably hampered the troop progression. But the day was not fully wasted since infantry and artillery reinforcements were brought to support the final assault. At 1800, the last act of the Reichstag battle begun.



Only hexrows numbered ≥5 on board 6 and all of board 23 are in play

**VICTORY CONDITIONS:** Russians win at game end if they have at least twice as many VP of GO Infantry than the Germans in the 6L10 building (Reichstag building). Prisoners do not count toward both sides VPs.

★	RUSSIANS SET UP FIRST
+	GERMANS MOVE FIRST

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
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**BALANCE:**  
**Russian:** Germans set up first  
**German:** German non-crew MMCs are fanatic while in the Rt overlay locations.

### Assault elements of 150<sup>th</sup> Division and of 10<sup>th</sup> Motorized Flamethrower Independent Battalion [ELR:4]

set up south of the canal on/west of hexrow P {SAN:2}:

**RUSSIAN**

8	8	4				2		2	3	3	

### Armored support of the 79<sup>th</sup> Corps:

set up south of the canal on/west of hexrow V:

2	2	3		

### Artillery elements of the 79<sup>th</sup> Corps:

set up north of the canal on/west of hexrow N:

2	2	4

### Elements of Waffen SS and of Volksturm [ELR:2/3] (see SSR 4):

set up south of the canal on/east of hexrow P {SAN:5}:

**GERMAN**

5	5	7					2	3	2	10

3			

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Scenario Design: Jean-Paul Gonçalves

## SSR:

- EC are moderate with no wind at start. No Bridges exist, except X3. Woods are Shellholes. All buildings are Stone. Single story Houses are Stone Rubble. Orchards are out of season. Place the following overlays: X15 in 6Z7-Z6, X16 in 23X0-W1, X14 in 23U3-U2, X18 in 23S4-R3, X17 in 23O4-O5, Rt in 6L10-K10, OG3 in 6N5-M6 and P5 in 23Q1-R1. Buildings 23Y7, X15 and X16 have playable rooftop locations. Buildings X14, X15, X16 and L10 (Reichstag) have all their locations (EXC: eventual rooftop) fortified (B23.9). Each hex of the Rt Building overlay has a Level 3 Location and a Level -1 Location (use cellar counters to represent them, even if normal building rules apply to these locations). No LOS exists between Level -1 Location of the Rt overlay building and Locations outside the building. Only the stairways (triangular symbols) may be used to enter Level -1 Locations from ground Locations. Overlay Rt building is not Burnable Terrain and cannot be rubbled. No AFV may enter any Location of the Rt building overlay.
- Place 4 Shellholes in 23P3, 23P4, 23Q4 and 23Q5. Place 6 AT-Ditches from 6Q5 to 6Q10. These AT-Ditches are flooded and the MF cost to enter/exit is 3MF + COT instead of 2 (see B27.56). The cost to move from an AT-Ditch Location is 2MFs.
- Because of the dust raised by the incessant shelling of the area, Mist (E3.32) applies.

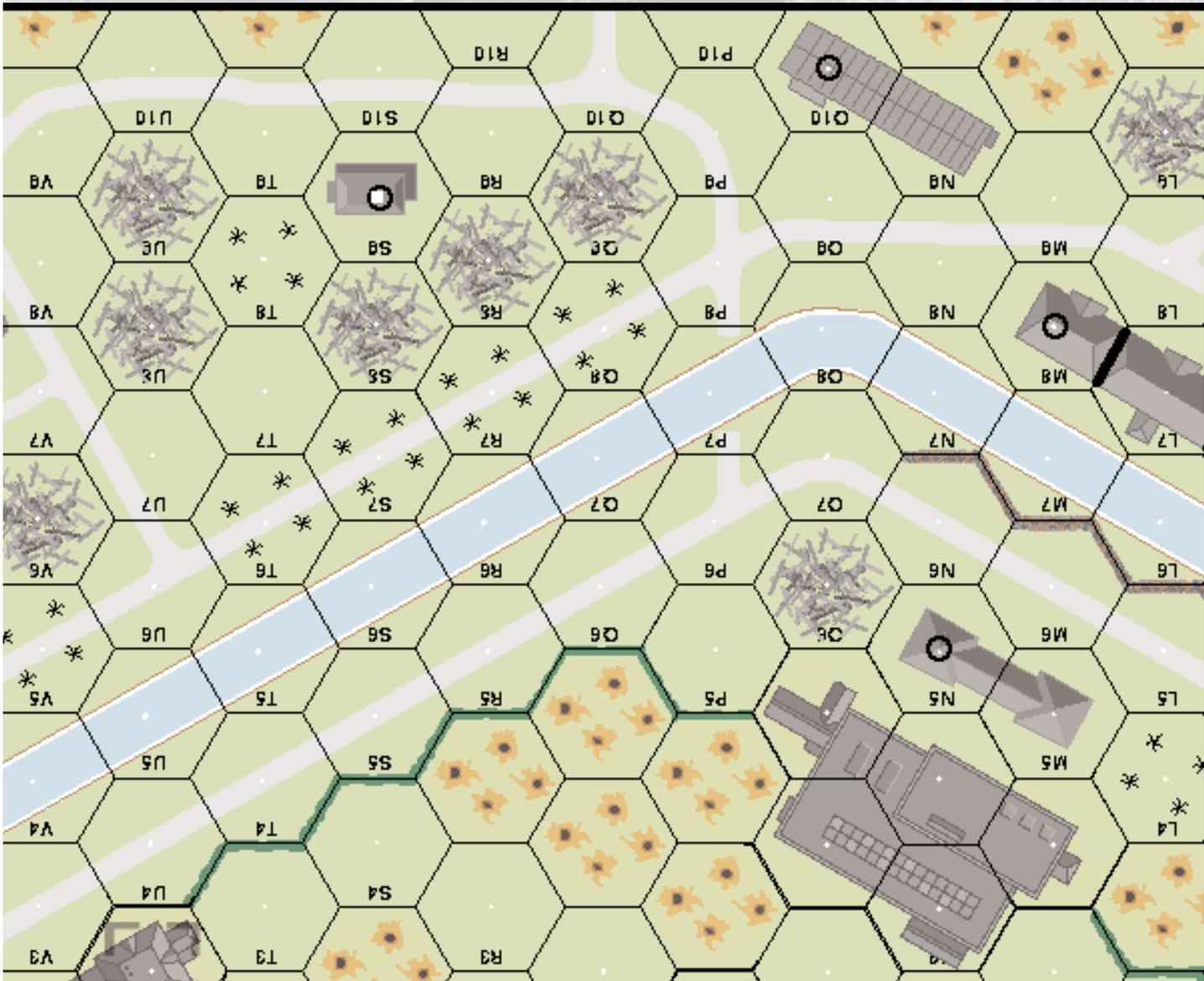
- The German 105 ART and 88L AA Guns suffer from Ammunition Shortage. German Guns may use Boresighting. Germans have a Level B Booby Trap capability [A23.7] south of the canal. German DCs may setup HIP as Set DCs [A23.7]. German SMCs and SS MMCs have an ELR of 3 (ML stays underlined) other units have an ELR of 2.
- Russian 6-2-8 are Assault Engineers [H1.22]. Russians receives a 120mm+ OBA module with Plentiful Ammo (HE and Smoke). Vehicular crew cannot voluntarily abandon their vehicles. Russian GO Infantry crews can't drop possession of their Guns (and voluntarily leave the Gun location).
- HtH CC is in effect (J2.31).

**AFTERMATH:** The artillery support from the batteries located north of the Spree and from the tanks and assault guns allowed the Russian assaulting infantry to quickly progress. The defenders were however not disposed to surrender and several close combats developed inside the building. The 150<sup>th</sup> Division followed to clean the building. Although the issue was no longer in doubt, it was not until the 2<sup>nd</sup> of May that the last defenders, hiding in the huge building, finally surrendered.



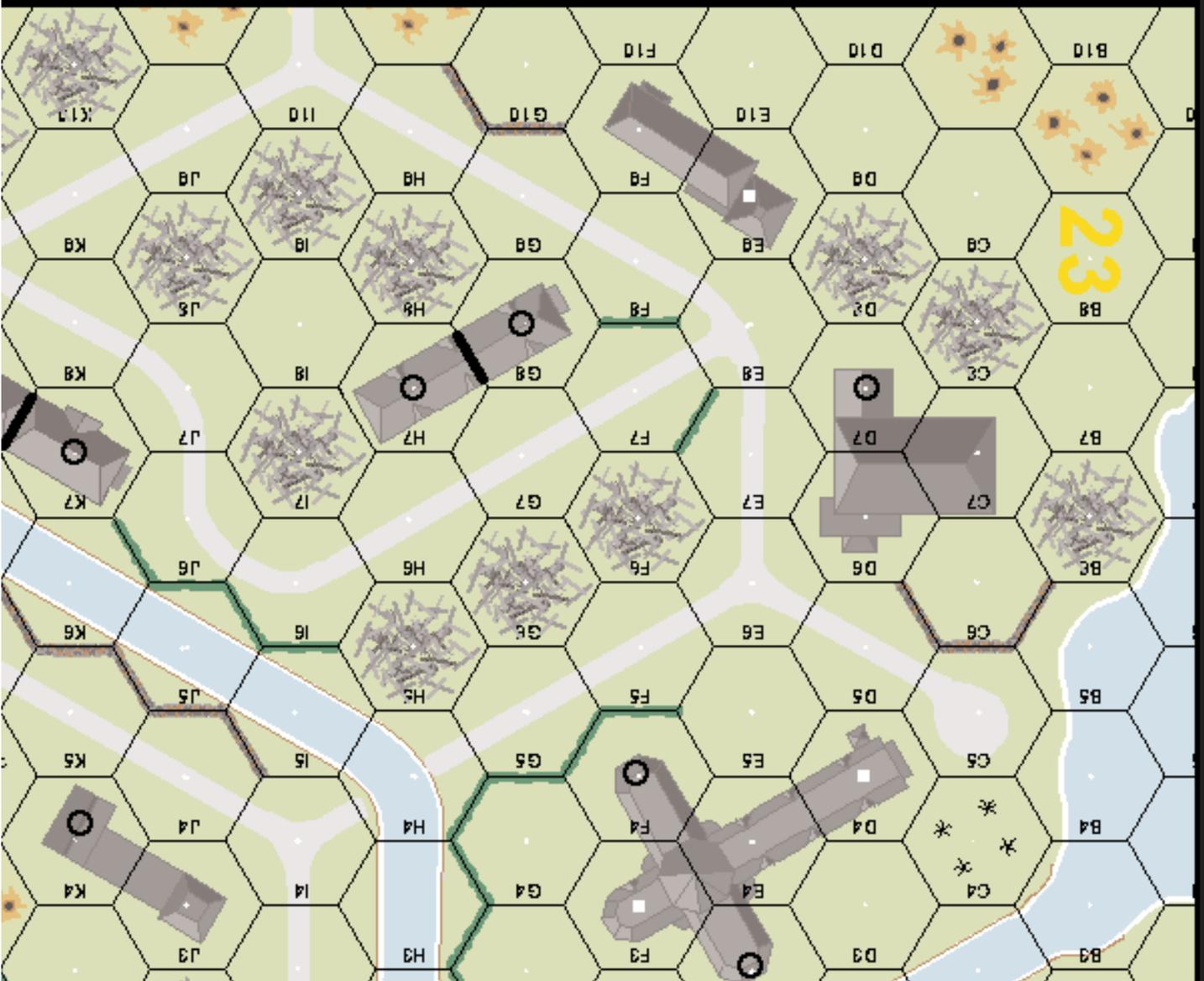


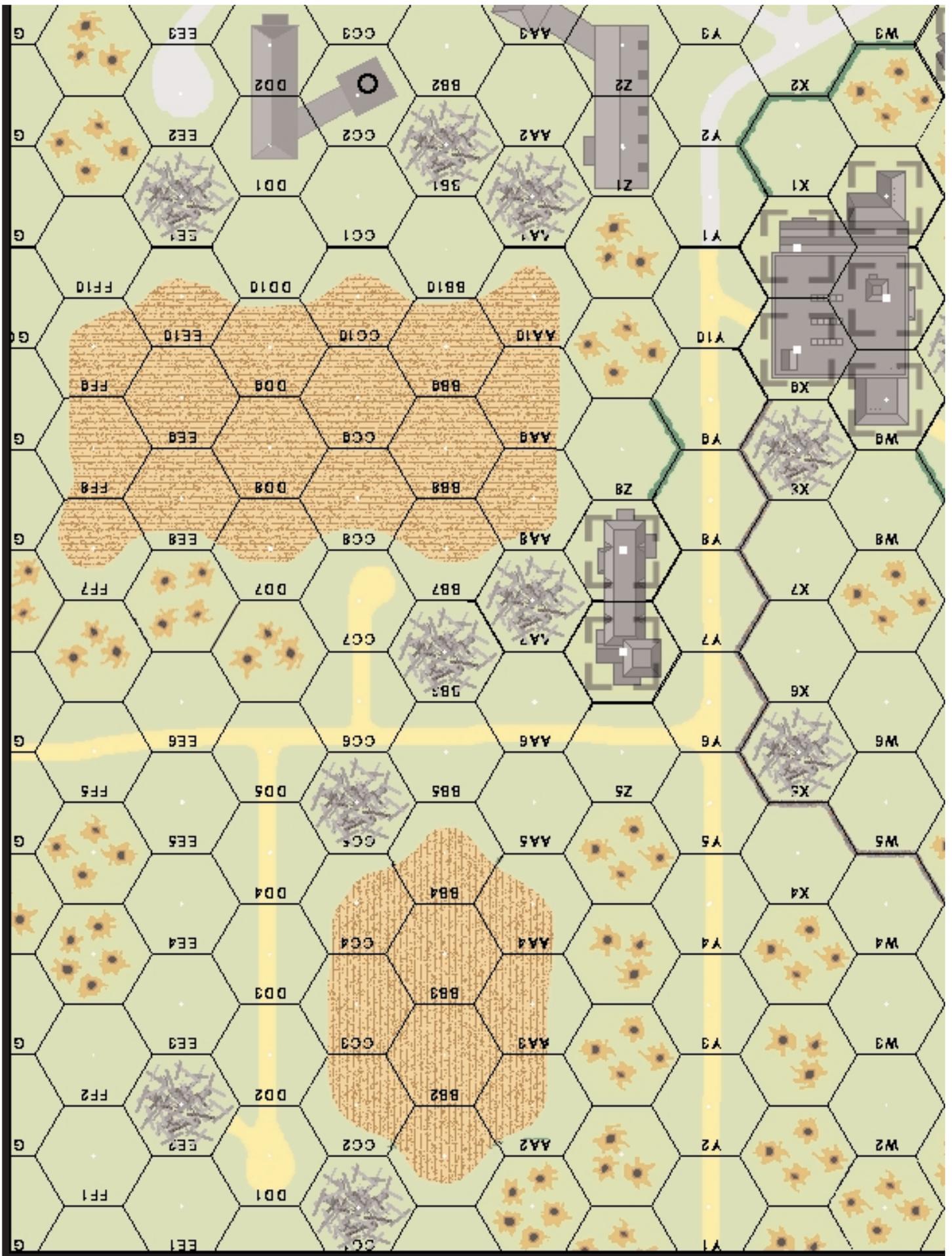
# REICHSTAG! MINI

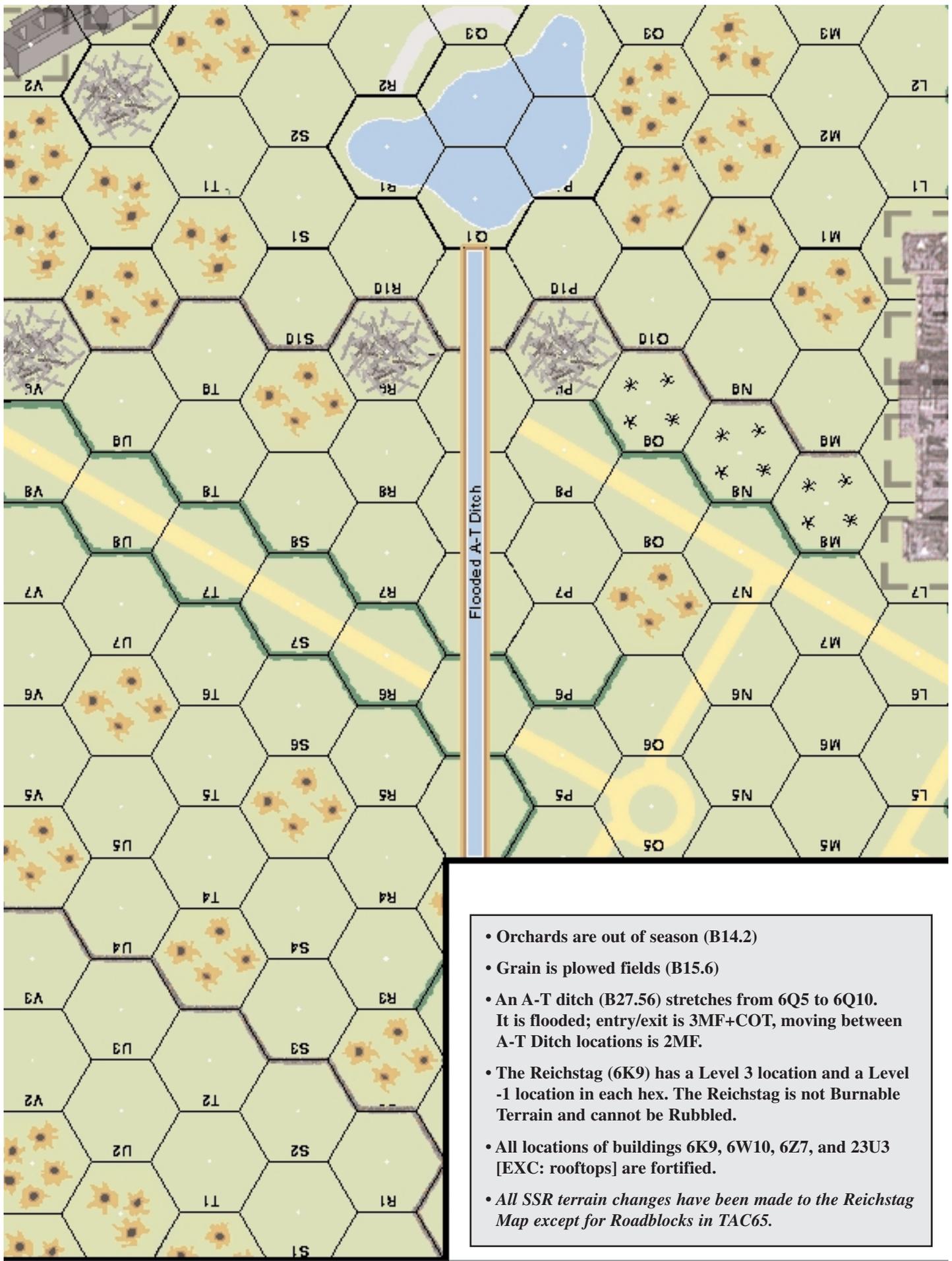




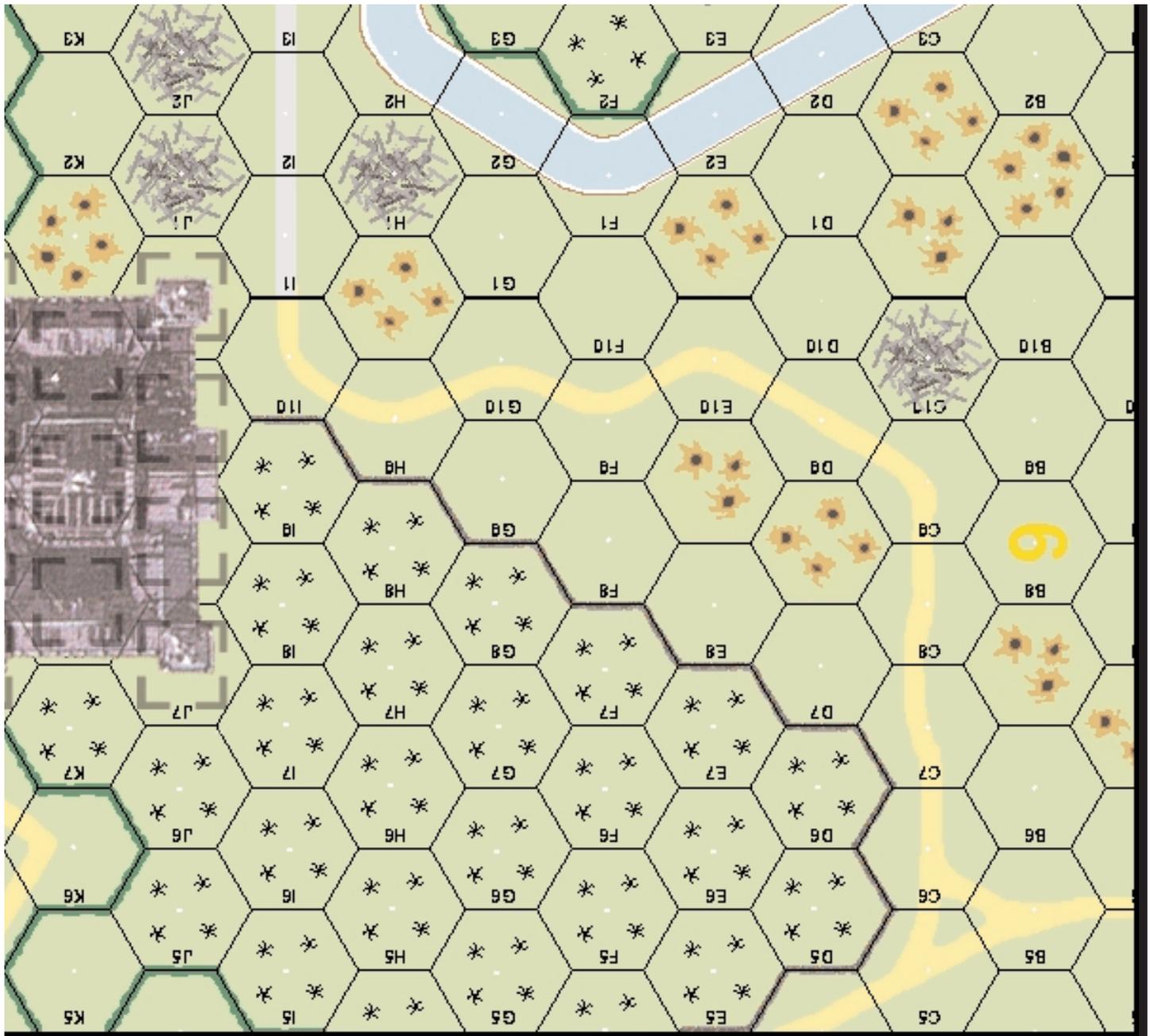
# -CAMPAIGN



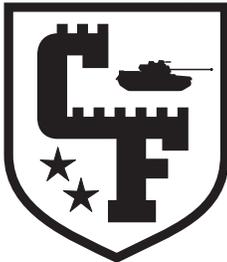




- Orchards are out of season (B14.2)
- Grain is plowed fields (B15.6)
- An A-T ditch (B27.56) stretches from 6Q5 to 6Q10. It is flooded; entry/exit is 3MF+COT, moving between A-T Ditch locations is 2MF.
- The Reichstag (6K9) has a Level 3 location and a Level -1 location in each hex. The Reichstag is not Burnable Terrain and cannot be Rubbled.
- All locations of buildings 6K9, 6W10, 6Z7, and 23U3 [EXC: rooftops] are fortified.
- All SSR terrain changes have been made to the Reichstag Map except for Roadblocks in TAC65.



**COASTAL  
FORTRESS**



**VPC Track**

		<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>
	<b>7</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
	<b>1</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>-6</b>	<b>-5</b>	<b>-4</b>	<b>-3</b>	<b>-2</b>	<b>0</b>
	<b>-12</b>	<b>-11</b>	<b>-10</b>	<b>-9</b>	<b>-8</b>
		<b>-16</b>	<b>-15</b>	<b>-14</b>	<b>-13</b>

**Turn Record**

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
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