

South of Zossen, Germany, 21 April 1945: During the hell that was the Battle of Berlin, German morale varied among units and individuals. The fanatics honored the absurd *Führerbunker* orders to the bitter end; others, seeing certain death in the Russian POW camps, attempted to break out to the west and surrender to the Western Allies; and a few, especially old World War I veterans among the *Volkssturm* units, cursed Hitler, threw down their weapons and went back to their rubble homes. During 20 April, the Russian 3rd Guards Tank Army, racing towards Berlin from the south, covered sixty kilometers, capturing Baruth and threatening the OKH and OKW HQ at Zossen. One of the few hedge-podge units in between the Russian tanks and Berlin was Captain Ritter's *schwere Heeres Panzerjäger-Kompanie 614* with four *Elefant* tank destroyers, augmented by a captured five-turreted tank from the Kummersdorf facility.

Mission

Hearts: [Counterattack] The Germans win immediately upon amassing ≥ 28 CVP.

Clubs: [Stand Fast] The Germans win if there are ≤ 16 VP worth of Russian Good Order/Mobile units on Board 10 at game end.

Diamonds: [Retreat] The Germans win immediately upon Exiting ≥ 8 Vehicle/Inherent Crew VP from 10Y1.

Spades: [Escape West] The Germans win immediately upon Exiting ≥ 8 Infantry VP from 10R5.



Special Rules

1. EC are Moderate, with no wind at start. Bore Sighting is NA. Place Wooden Rubble in 10R9 and 10S9. The minimum road movement cost for vehicles is 1 MP.

2. After German setup, the German player secretly draws a card from a deck of cards. Its suit determines the Mission, which may be kept secret from the Russian player until game end. For Mission purposes, captured units/equipment are treated as if eliminated.

3. AFV may not set up in buildings. The T-35 tank has an Inexperienced Crew (D3.45), but suffers no other penalties for being captured.

4. If the Russian truck does not contain any Passengers, it may not move into a new hex.

Map



Only 10/20 R-GG are in play.

Handicap

✚ Add a PSK to the German OB.

★ All three Russian T-34/85 may enter on Turn 1.

German Sets Up First	★ 1	★ 2	3	4	5	End
★ Russian Moves First						



ELR: 1
SAN: 3

Remnants of schwere Heeres Panzerjäger-Kompanie 614 with infantry support set up on Board 20 in hexes numbered 5 through 8:

5-4-8	4-4-7	4-3-6	8-0	LMG	PzJg Tiger 3FP BMG	T-35
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ELR: 2
SAN: 2

Elements of 6th Guards Tank Corps, 3rd Guards Tank Army, 1st Ukrainian Front:

Enter on Turn 1 along the south edge:

Enter on Turn 2 along the south edge:

6-2-8	T-34/85
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6-2-8	4-5-8	8-1	LMG	FT	T-34/85	SU-85	GAZ MM
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Aftermath

On 21 April, the armor-clad spearheads of the southern pincer rolled forward, smashing the Zossen guard company but running out of fuel shortly thereafter. Only at the very last minute did Hitler allow evacuation of the bunker complex. But the HQ staff's luck turned, and the column was strafed by fighters in what was to be the last friendly-fire incident involving the Luftwaffe. Ritter's force, together with *Volkssturm* units, fought a delaying action. The captured T-35 was knocked out at the Zossen training grounds. Of the last four Elephants, one fought at Klein Körös, one broke down at Mittenwalde and the last two made it to the Berlin inner city and made their last stand at Karl-August-Platz and the Trinity Church. They were captured by Polish and Russian troops on 1 May.

Design

Scenario Design: Mattias Rönnblom

Sources:

Münch, Karlheinz. *Combat History of Schwere Panzerjäger Abteilung 653*, p326-328.

Le Tissier, Tony. *Slaughter at Halbe*, p24.

Beevor, Anthony. *Berlin: Slutstriden 1945*, p307.