

NA BERLIN!

THE DRIVE INTO GERMANY: 1945

[3.0] SCENARIOS

Both scenarios include a setup map and ending Game Turn. When the indicated ending Game Turn is completed, that scenario's listed Victory Conditions listed are checked and the winner is determined.

E. THE DESTRUCTION OF ARMY GROUP CENTER

Set Up Procedure

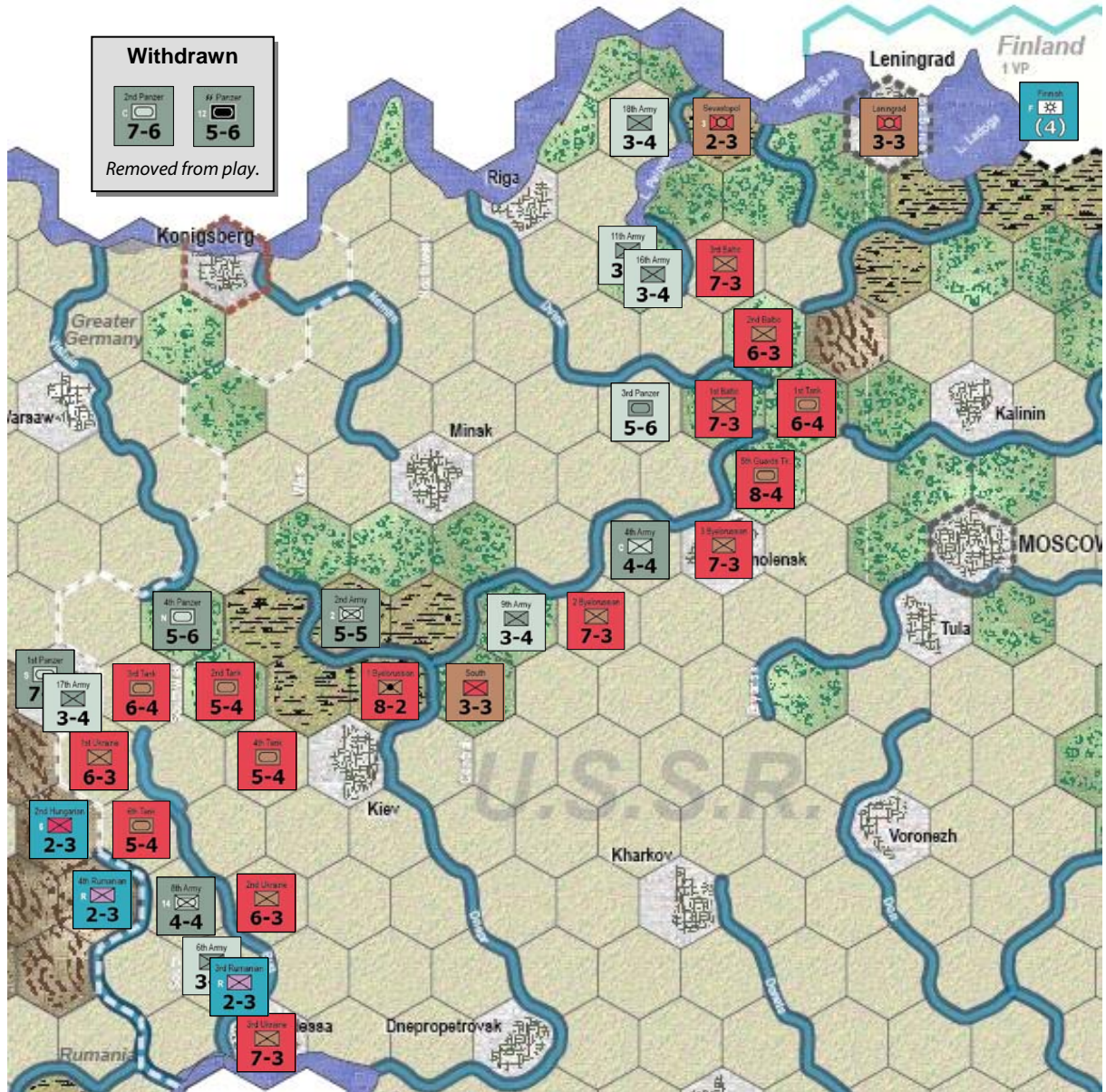
1. Place the round markers in the Unused Markers Holding Box near the northwest corner of the map.
2. Place the round Game Turn marker in the '19' box of the Game Turn Track on its **Soviet side** (the Axis' Game Turn 19 is already completed), and the square Victory Points marker in the '15' box of the Victory Point Track (with **D-DAY** already taken into account) on its *Na Berlin!* ("To Berlin!") side, the round VP marker in the '0' box of the VP Track, Soviet side up, and the square Axis High Tide marker in the '13' box of the VP Track.
3. Both players take their square units and place them on the map as shown in this scenario's setup illustration on their indicated sides.
4. Each player takes their remaining square units and, those with a Reinforcement Number greater than 19 are placed in the corresponding turn box on the Game Turn Track. Those with an Event Designation (e.g., "Oil") are set aside near the **NA BERLIN!** Game Turn Record Track.

5. The German player shuffles the deck of 27 cards (the three new **NO RETREAT!** cards being added to the Standard Deck of 24 cards) and places them face-down along the southern edge of the map forming the **Draw Pile**. He then draws three (3) cards from the top of the Draw Pile and takes them into his hand, examines them, and then discards one (1) of those cards, face-up, into a **Discard Pile** next to the Draw Pile.
6. Next, the Russian player receives his starting cards, drawing six (6) and discarding one (1).
Weather: It is Clear weather.

7. After completing these steps, the Russian player commences with his half of Game Turn 19 with his Phase 3: **Organization**. *The setup situation shows the end of the Axis Player Turn.*
8. **Scenario End & Victory Conditions:** At the end of Game Turn 22, the usual endgame Victory Conditions (12.2) are applied. If warranted, the game may be continued into 1945 (see 12.3 of the **NA BERLIN!** Rules).

Cadre Units

When using Optional Rule 15.3 (**Cadres**), the Russian *Ostatky* unit and all four eliminated Axis Minor Armies are placed in their respective Available Boxes.



E. ON TO BERLIN!

Set Up Procedure

1. Place the round markers in the Unused Markers Holding Box near the northwest corner of the map.
2. Place the round Game Turn marker in the '23' box of the **NA BERLIN!** Game Turn Track on its **Soviet** side (*the Axis' Game Turn 23 is already completed*), and the square Victory Points marker in the '3' box of the Victory Point Track on its *Na Berlin!* ("To Berlin!") side, the round VP marker in the '1' box of the VP Track, **German** side up, and the square Axis High Tide marker is set aside (*it is not used after turn 22*).

Note that the Soviets have 4 VPs on the eligible portion of the map (12.3, #3: i.e., Lvov, Belgrade, Bucharest, and the Rumanian Oil Fields at Ploesti), but the Germans have 1 VP from the round VP marker lowering the Russian's VP count to 3 on the square VP marker.

3. **Both** players take their square units and place them on the map as shown in this scenario's setup illustration on their indicated sides.
4. The Russian player takes his remaining square Polish unit with an Event Designation ("Warsaw") and sets it aside near the **NA BERLIN!** Game Turn Record Track.
5. The German player shuffles the deck of 24 cards (the three new **NO RETREAT!** cards plus the five **NA BERLIN!** cards being added to the deck, and the eight expired **NO RETREAT!** cards: #s 1-8, being removed from play) and

places them face-down along the southern edge of the map forming the **Draw Pile**. He then draws two (2) cards from the top of the Draw Pile and takes them into his hand, examines them, and then discards one (1) of those cards, face-up, into a **Discard Pile** next to the Draw Pile.

6. Next, the Russian player receives his starting cards, drawing seven (7) and discarding one (1).

Weather: It is Snow weather.

7. After completing these steps, **the Russian player commences** with his half of Game Turn 22 with his Phase 3: **Organization**. *The setup situation*

shows the end of the Axis Player Turn.

8. **Scenario End & Victory Conditions:** At the end of **Game Turn 28**, apply the **NA BERLIN!** victory conditions (12.0). Essentially, the Soviet Player wins by either: Sudden Death, capturing 3 Axis Objective Hexes, or killing Hitler (12.3.1) – or else the Axis Player wins.

Cadre Units

You must use Optional Rule 15.3 (**Cadres**) to play this scenario. Set up the Russian *Ostatky* unit and *Kampfgruppe 4* in their respective Available Boxes.

