BERLIN
SOVIET
FORCES ON THE EASTERN FRONT, 1945

LINKED CAMPAIGN

BERLIN
FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

GERMANY & BERLIN BATTLES

In the last month of the war in Europe the Soviet Red Army advanced into central Europe in an unstoppable tide. But there advances had cost them dearly and much fighting was still ahead of them if the were to take last three great captials of the Third Reich; Vienna, Prague, and finally Berlin. This section allows you to create these last battles.

Buying Time recreates the delaying actions fought by a rearguard force attempting to buy time for an escaping to make their breakout at another location.

LINKED CAMPAIGN

You can play these battles as a linked campaign, with each battle's outcome affecting the next.

The Soviets are the attacking player in each game unless otherwise stated.

Play *Rearguard* or *Fighting Withdrawal* first to reflect the attempts by German forces to withdraw so they can reposition in better defensive positions.

Play *Buying Time* as the German delaying force becomes more desparate to hold ground and give their main force time to breakout.

- If the Soviets won a Stunning or Major Victory in the Rearguard or Fighting Withdrawal mission, they have pushed through the German defences quickly giving the next defensive position less time to prepare, so the Germans do not have an Ambush.
- If the Germans won a Stunning or Major Victory in the Rearguard or Fighting Withdrawal mission, they have withdrawn in good order to their next position, so the Germans the move the Objectives 4"/10cm straight towards the German edge.

Play *Breakout* or *Escape* as the German force attempts to breakout and avoid total encirclement.

- If the Soviets won a Stunning or Major Victory in the Buying Time mission, the Germans are caught off balance, so don't have an Ambush.
- If the Germans won a Stunning or Major Victory in the Buying Time mission, they have marshalled their reserves well, so the Germans roll an extra die for Reserves each turn (so two dice on turn one, three on turn two etc).

Play *Encirclement* next as the Soviets try to trap the German forces and hold back the Soviet tide.

- If the Germans won a Stunning or Major Victory in the Breakout or Escape mission, the Germans have punched a hole in the closing Soviet trap, allowing their reserves to arrive more freely. Roll two dice for each unit arriving from Scattered Reserves and choose one for where it arrives.
- If the Soviets won a Stunning or Major Victory in the Breakout or Escape mission, their rapid advance has stopped the German breakout in its infancy. The Germans cannot win until the seventh turn.

Play *Buying Time* last as the Soviets overcommit and run into counterattacking German forces. The Germans are the Attackers in this game.

- If the Soviets won a Stunning or Major Victory in the Encirclement mission, the Germans are under extreme pressure, so the German player can only win the game on turn seven (rather than six) if they meet their victory conditions.
- If the Germans won a Stunning or Major Victory in the Encirclement mission, they have bought themselves more time, so the German player can win the game on turn five (rather than six) if they meet their victory conditions.

The outcome of this Buying Time mission decides the ultimate outcome of the entire campaign.

REARGUARD OR FIGHTING WITHDRAWAL → **BUYING TIME** → **BREAKOUT OR ESCAPE** → **ENCIRCLEMENT** → **BUYING TIME**

For more Flames Of War missions download the *Flames Of War Mission Pack*

REARGUARD

Attacker places their units here   8"/20cm

Defender places their units here

16"/40cm   **Attacker places two objectives in this area**   16"/40cm

You have the enemy on the run. Don't let them get away.

SPECIAL RULES
- Ambush (Defender) (see page 103 of the rulebook)
- Minefields (Defender) (see page 112 of the rulebook)
- Strategic Withdrawal (Defender) (see page 104 of the rulebook)

SETTING UP
1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite table edge.
2. The Attacker places two Objectives within 16"/40cm of the Defender's edge and at least 16"/40cm from the side table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

DEPLOYMENT
1. The Defender may hold a Unit in Ambush.

2. The Defender then places their remaining Units in their table half.
3. The Attacker places all of their Units within 8"/20cm of their table edge.
4. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST
The Attacker has the first turn.

Note, the Defender must remove Units from the table starting on turn two using the Strategic Withdrawal rule (see overleaf).

WINNING THE GAME
- The Attacker wins if they end their turn Holding an Objective.
- Otherwise, the Defender wins at the start of their ninth turn after checking Force Morale.

FIGHTING WITHDRAWAL

Attacker places their units here — 8"/20cm

Defender places their units here

16"/40cm

Attacker places two objectives in this area — 16"/40cm

SPECIAL RULES

- Ambush (Defender) (see page 103 of the rulebook)
- Minefields (Defender) (see page 112 of the rulebook)
- Strategic Withdrawal (Defender) (see page 104 of the rulebook)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite table edge.
2. The Attacker places two Objectives within 16"/40cm of the Defender's edge and at least 16"/40cm from the side table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

DEPLOYMENT

1. The Defender may hold a Unit in Ambush.

2. The Defender then places their remaining Units in their table half.
3. The Attacker places all of their Units within 8"/20cm of their table edge.
4. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

Note, the Defender must remove Units from the table starting on turn two using the Strategic Withdrawal rule (see overleaf).

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- Otherwise, the Defender wins at the start of their eighth turn after checking Force Morale.

BUYING TIME

When a large force is encircled, breakouts are often attempted. When this happens it is usually up to the rearguard to buy as much time as possible delaying the enemy to allow the breakout force to escape.

SPECIAL RULES
• Ambush (Defender)
• Delaying Action (Both Players)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.

2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 12"/30cm from the table centre line and 8"/20cm from all table edges.

3. The Defending player places one Minefield for each 25 points or part thereof in the Attacker's force.

DEPLOYMENT

1. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

2. The Defender may hold one of their Units in Ambush.

3. The Defender then places their Units in their table half and up to 8"/20cm into the Attacker's side of table half.

4. The Attacker places their Units in their table half at least 24"/60cm from the table centre line.

5. All Infantry and Gun Teams start the game in Foxholes.
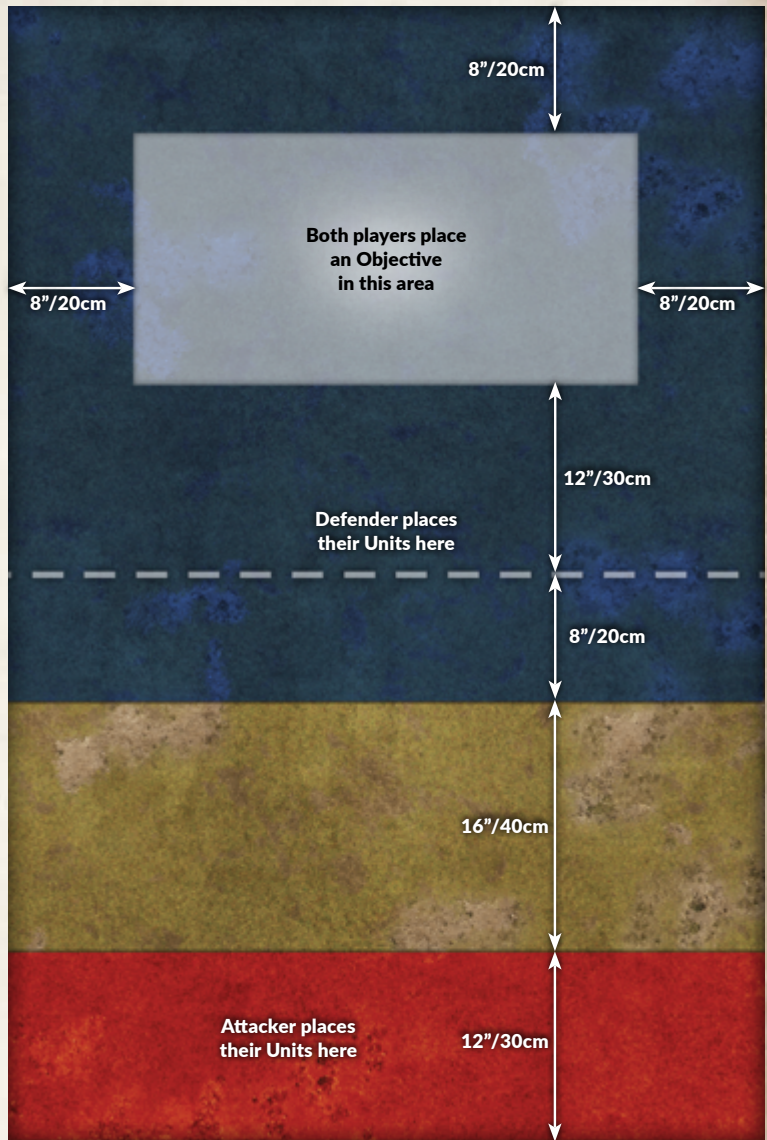
WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

• The Attacker wins if they end their turn Holding an Objective.

• The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

Victory Points are determined using the Delaying Action special rule.

Diagram labels:
- 8"/20cm (top)
- 8"/20cm (left), 8"/20cm (right)
- Both players place an Objective in this area
- 12"/30cm
- Defender places their Units here
- 8"/20cm
- 16"/40cm
- Attacker places their Units here — 12"/30cm

DELAYING ACTION

The Defender's force has 50% of the points total of the Attacker's force. For example if the Attacker has 100 points, the Defender will have 50 points.

ATTACKER FORCE POINTS	DEFENDER FORCE POINTS
150	75
125	63
100	50
75	38

Rather than calculating Victory Points using the Victory Point Table on page 101 of the rulebook, work out each players Victory Points using the Delaying Action Victory Point Table below:

DELAYING ACTION VICTORY POINTS TABLE			
ATTACKER'S TURN WIN	RESULT	WINNER'S VICTORY POINTS	LOSER'S VICTORY POINTS
Before Turn 6	Stunning Victory	8	1
Turn 6 to 7	Major Victory	7	2
Turn 8 or after	Minor Victory	6	3
ANY DEFENDER WIN	Stunning Victory	8	1

BREAKOUT
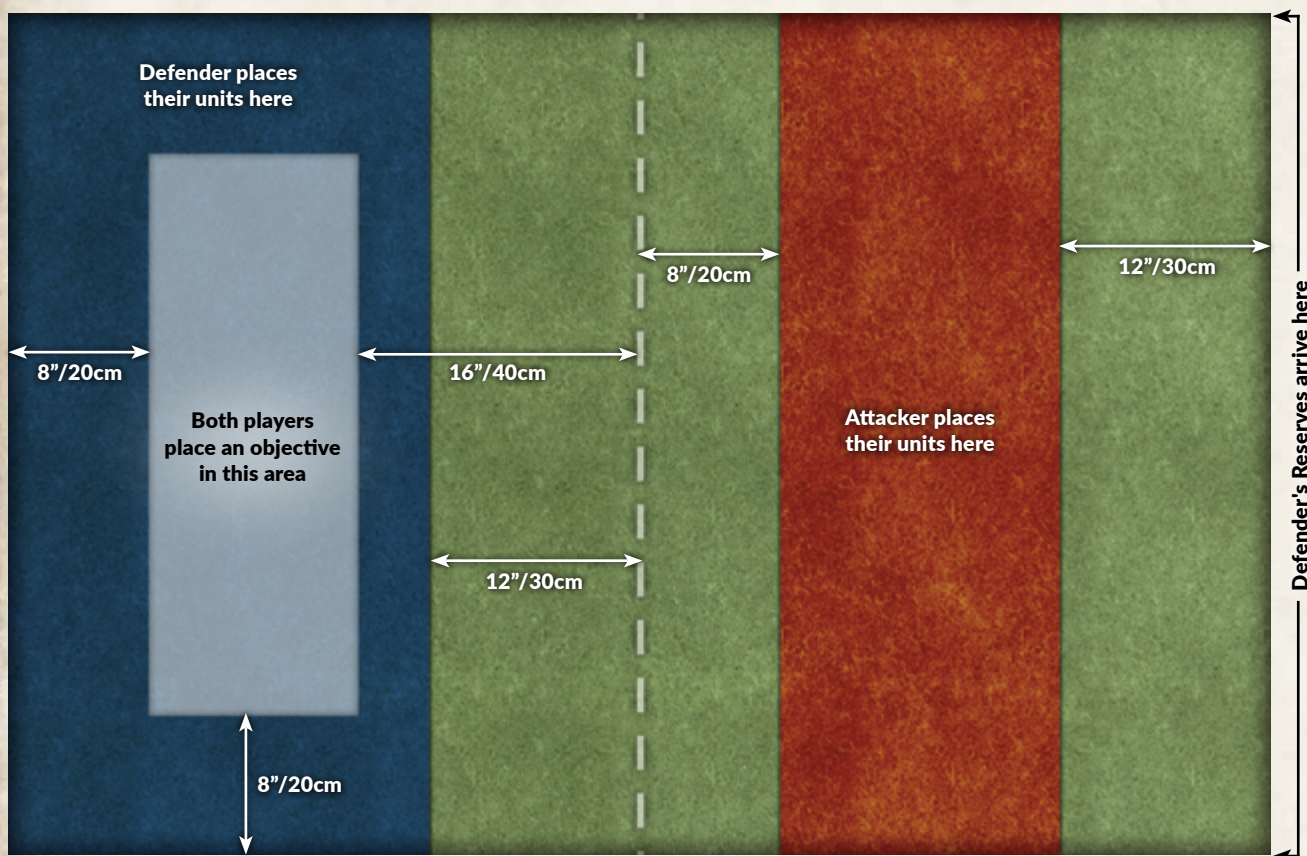
After several hellish days of being trapped in the pocket, you are almost free. Only one last thin line of defence lies in your path. If you can break through that, you'll link up with your allies. However, the enemy is hot on your heels behind you, so there's no time to waste.

SPECIAL RULES

- Ambush (Defender) (see page 103 of the rulebook)
- Immediate Reserves (Defender) (see page 104 of the rulebook)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.

2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 16"/40cm from table centre line and 8"/20cm from all table edges.

3. The Defender may place one Minefield for each 25 points in their force anywhere outside the Attacker's deployment area.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves arrive from the Attacking player's short table edge.

2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

3. The Defender may hold one of their Units in Ambush

4. The Defender then places their remaining Units in their table half at least 12"/30cm from the table centre line.

5. The Attacker places all of their Units in their table half at least 8"/20cm from the table centre line and at least 12"/30cm from their short table edge.

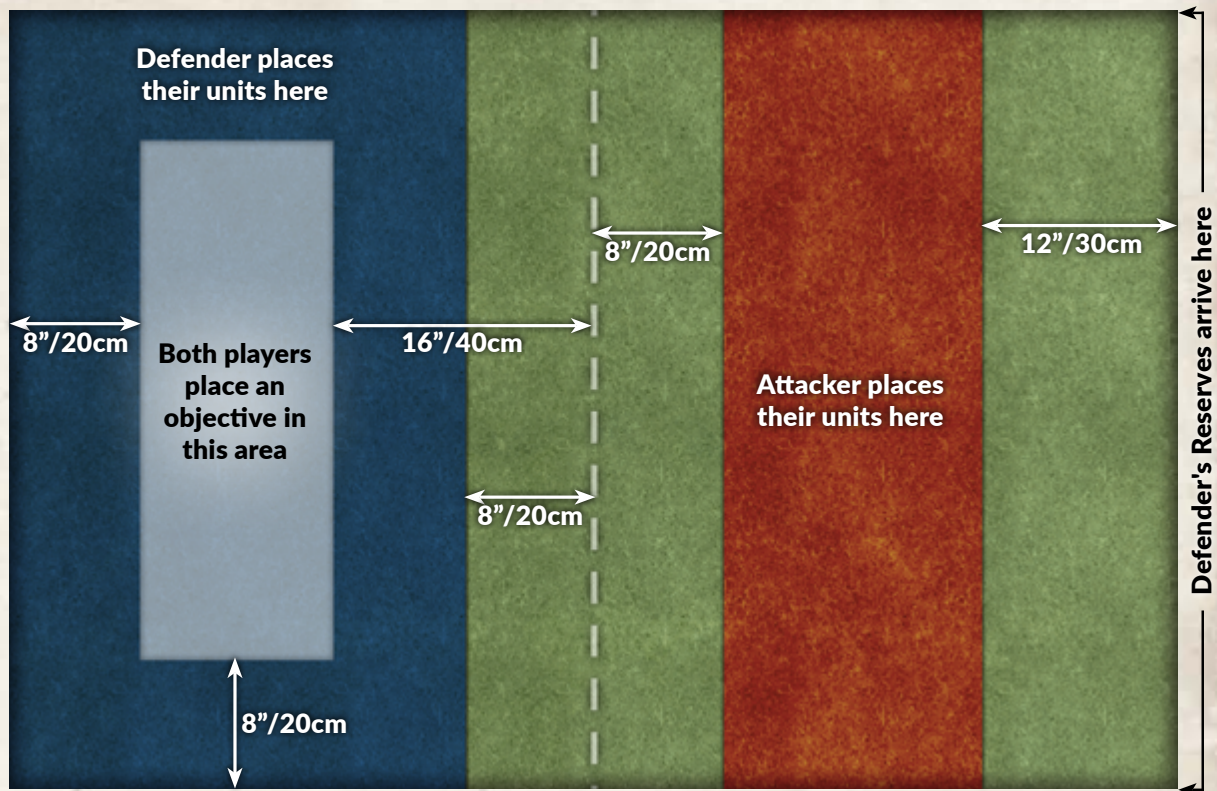6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

ESCAPE

The diagram shows a table layout with the following labels:

- Defender places their units here
- Both players place an objective in this area
- 8"/20cm (left edge)
- 16"/40cm
- 8"/20cm (near center line)
- 8"/20cm (below objective area)
- 8"/20cm (near center line upper)
- Attacker places their units here
- 12"/30cm
- Defender's Reserves arrive here

SPECIAL RULES

- Ambush (Defender) (see page 103 of the rulebook)
- Immediate Reserves (Defender) (see page 104 of the rulebook)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.

2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 16"/40cm from the short centre line and 8"/20cm from all table edges.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves arrive from the Attacking player's short table edge.

2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

3. The Defender may hold one of their Units in Ambush.

4. The Defender then places their remaining Units in their table half at least 8"/20cm from the short centre line.

5. The Attacker places all of their Units in their table half at least 8"/20cm from the short centre line and at least 12"/30cm from their short table edge.

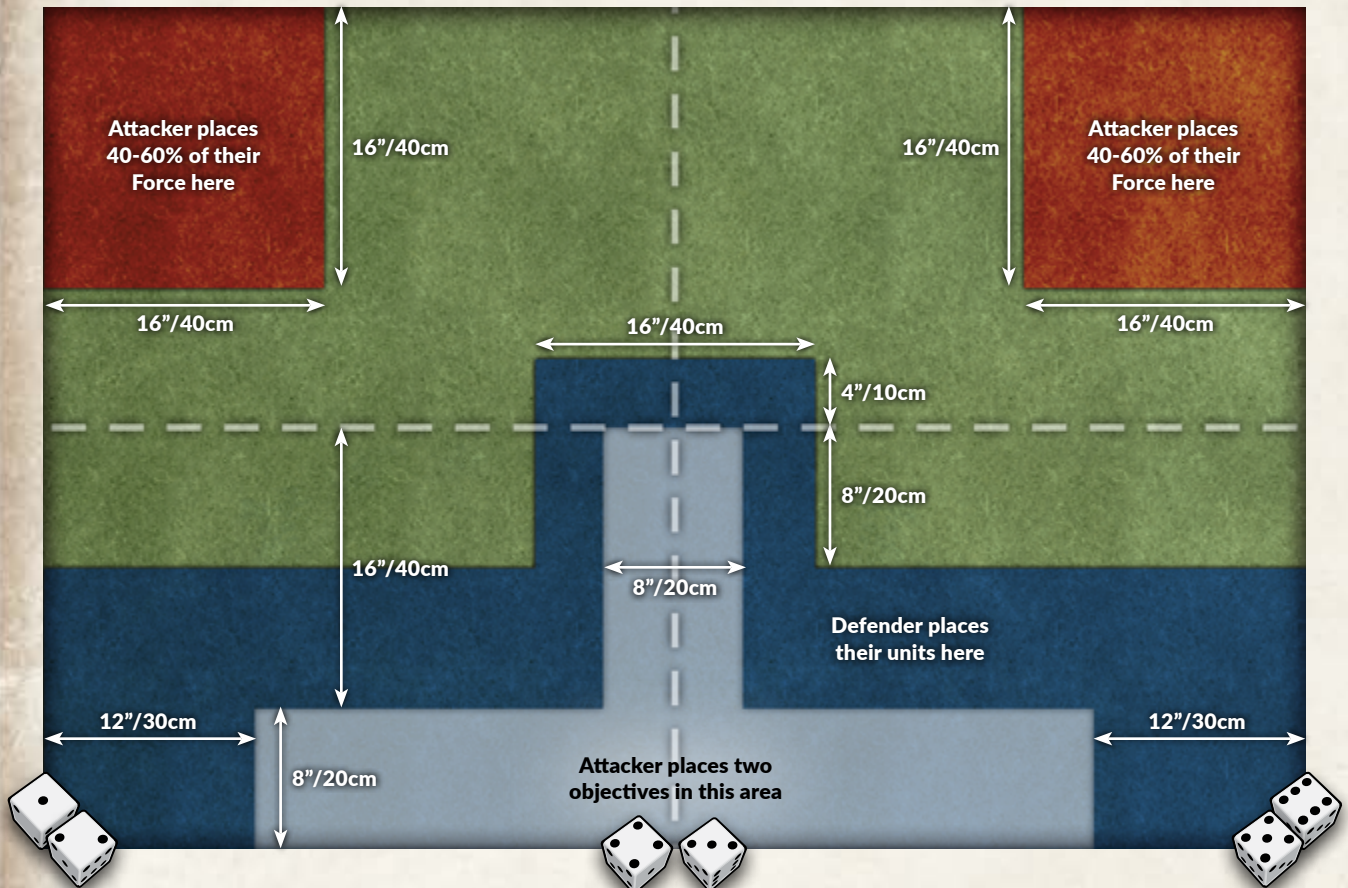6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Defender has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they have Repelled the Attack at the end of their turn on or after the sixth turn.

ENCIRCLEMENT

Attacker places 40-60% of their Force here

16"/40cm

16"/40cm

16"/40cm

16"/40cm

16"/40cm

16"/40cm

Attacker places 40-60% of their Force here

4"/10cm

8"/20cm

16"/40cm

8"/20cm

Defender places their units here

12"/30cm

12"/30cm

8"/20cm

Attacker places two objectives in this area

Defender rolls to see where their Reserves Arrive

The enemy has pushed forward too fast, leaving their flanks unsecured. Your counterattack will encircle and destroy them.

SPECIAL RULES
- Ambush (Defender) (see page 103 of the rulebook)
- Immediate Scattered Reserves (Defender) (see page 104 of the rulebook)

SETTING UP
1. The Defender picks a long table edge to defend from. The Attacker attacks from the opposite side of the table.
2. The Attacking player places two Objectives in the Defender's table half. Objectives must be either at least 16"/40cm from the long table centre line and 12"/30cm from the short table edges, or within 4"/10cm of the short table centre line.
3. The Defender may place one Minefield for each 50 points in their force anywhere outside the Attacker's deployment area.

DEPLOYMENT
1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Scattered Reserve. The player will dice to see where each Unit arrives.
2. The Defender may hold one of their Units in Ambush

3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender then places their remaining Units in their table half at least 8"/20cm from the long table centre line, or within 8"/20cm of the short table centre line and no more than 4"/10cm into the Attacker's table half.
5. The Attacker selects between 40% and 60% of their force to deploy within 16"/40cm of both table edges at one corner of their table half.
6. The Attacker deploys the rest of their force within 16"/40cm of both table edges at the other corner of their table half.
7. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST
The Attacker has the first turn.

WINNING THE GAME
- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

NIGHT FIGHTING RULES

Night fights occurred throughout the war from small-scale skirmishes or raids to full-scale night battles. Such operations were tricky to launch and difficult to control, so most forces tended to avoid them altogether. However, some, such as the British, adopted night fighting on a grand scale to help ensure total surprise. Eventually, all nations adopted night-fighting tactics and even developed technology to help them on this relatively new type of battlefield.

The following pages are here as a guide to help create a night-time battlefield.

MOVING AT NIGHT

Teams may not move faster than their Terrain Dash speed at Night. In addition, Teams add +1 to their Cross number when moving through Difficult Terrain at night.

SHOOTING AT NIGHT

Teams Shooting at Night always suffer an additional +1 penalty on the score needed To Hit.

LINE OF SIGHT AT NIGHT

Units must roll on the Night Visibility Table to determine their maximum Line of Sight distance. Teams from a Unit do not have Line of Sight to Teams beyond the rolled distance. Roll immediately before checking Line of Sight.

TARGET SHOT LAST TURN

The maximum distance does not limit Line of Sight to enemy Teams that Shot in their previous Shooting step.

BOMBARDMENTS AT NIGHT

Spotting Teams do not need to roll on the Night Visibility Table. Their Line of Sight is not affected by Night. However, attempts to Range In at Night add +1 to the score needed.

NO AIRCRAFT AT NIGHT

Do not roll for Aircraft to arrive at Night.

NIGHT VISIBILITY TABLE

DIE ROLL	DISTANCE
1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

MARKING TEAMS THAT SHOOT AT NIGHT

The muzzle flash of a shooting weapon will momentarily betray the location of the shooter.

After a platoon has fired, use the tokens in the Muzzle Flash Token Set (TK905) to indicate which teams have fired and are therefore eligible targets for enemy return fire (see Shooting At Night rule).

Shooting at Night token

SHOOTING AT NIGHT

The German infantry and Marder tank-hunter want to shoot the advancing British infantry. As it is Night, they must roll to see how far they can see.

The infantry roll high enough to see the British infantry, so can shoot them. The Marder did not. However, since the Sherman tank fired last turn, the Marder can see it at any distance.

PLAYING NIGHT BATTLES

IT IS YOUR BATTLEFIELD

These rules are optional. Feel free to use all of them, but be aware that this can lead to slower and longer games.

If that isn't your style but you'd still like to add some flavour to your battle, go ahead and choose a few of the rules to use in your game and leave the others for another time and another battle.

TIME OF DAY

Other than regular Daylight, there are three types of night battles you can fight: Dusk, Darkness, and Dawn. Dusk and Dawn games are played during the transition between night and day, while Darkness is played entirely during the night.

The first step for setting up a night battle is to decide with your opponent what Time Of Day option to use. Alternatively, you can roll a die:

RANDOM TIME OF DAY	
DIE ROLL	TIME OF DAY
1-2	Dusk
3-4	Darkness
5-6	Dawn

DUSK

In a game being played at Dusk, the game starts in Daylight.

At the start of the Defender's third turn, roll a die:

- On a score of 5+, night has fallen. Once night falls, the Night Fighting rules come into effect and the rest of the battle is fought in Darkness.
- If the roll is unsuccessful, at the start of the Attacker's turn four, they roll two dice with night falling on any roll of 5+.
- If it is still light at the start of the Defender's next turn, they roll three dice, and so on with each player rolling one more die until night falls on any roll of 5+.

DARKNESS

In a game being played in Darkness, the entire game is played using the Night Fighting rules.

DAWN

In a game that starts at night, the Defender rolls a die at the start of their third turn:

- On a score of 5+, morning has broken. Once morning breaks, the Night Fighting rules are no longer used, and the rest of the battle is fought in Daylight.
- If the roll is unsuccessful, at the start of the Attacker's turn four, they roll two dice with morning breaking on any roll of 5+.
- If it is still dark at the start of the Defender's next turn, they roll three dice, and so on with each player rolling one more die until morning breaks on any roll of 5+.

RECREATING NIGHT BATTLES

The two most common sort of night battles were informal skirmishes and set-piece full-scale battles. Here's some suggestions for how to recreate these types of battles on your table top.

NIGHT SKIRMISHES OR RAIDS

Night skirmishes were relatively small, and usually accidentally triggered. This would occur when one side was caught out while manoeuvring and forced into a battle. Raids were launched to inflict damage on the enemy using night as a means of escape.

To simulate night skirmishes or raids, try using a mission that uses a blend of reserves with scattered deployment, such as Encounter (page 107 of the rulebook), Dust Up (page 106), or Bridgehead (page 111). A number of the missions from *D-Day: German* and *D-Day: Waffen-SS* as also suitable.

Such battles would usually take place at Dusk or in the Darkness.

FULL-SCALE NIGHT OPERATIONS

Some nations, such as the British, made extensive use of night-time operations, relying on stealth and surprise to achieve success.

To simulate a full-scale night operation, try using a mission where the attacker has a focused objective, such as No Retreat (page 110 of the rulebook), Hammering the Line (page 89 of *Bagration: German*), Outflanked (page 76 of *D-Day: German*), or Rearguard (page 109 of the rulebook).

Such battles would usually take place at Dawn to maximise the element of surprise and help speed reinforcements after sunrise.