

# BATTLES IN GERMANY, 1948

by Roy Easton

In 1948, Stalin sought to put pressure on the Western Allies by shutting off all of the land access routes to Berlin. The Allies responded by supplying Berlin completely through the air in the Berlin Air-Lift. These *PANZER LEADER/PANZERBLITZ* variant situations assume that the Air-Lift had failed and that the Allied leaders had decided to open the land routes to Berlin by force.

These situations use the *PANZER LEADER* boards and Allied units and the *PANZERBLITZ* Soviet units. The *PANZER LEADER* rules are used with the following modifications:

1. **STACKING**-Four Allied units may stack in a hex; three Soviet units may stack in a hex except for Soviet infantry units which can stack with only one other unit.

2. **INDIRECT FIRE**-No Soviet unit may use indirect fire; all Allied M and (H) units may use indirect fire.

3. **RANGE**-Soviet infantry units have a range of 2\*.

4. **ARMORED ENGINEER VEHICLES**-Situation 25 introduces two new types of AVRE's (Armored Vehicle, Royal Engineers) and this rule covers their use.

a. The AVRE-F units represent AVRE's carrying fascines (bundles of sticks). When this AVRE enters a stream hex, it may drop its fascine by expending an additional movement point. A "Fascine" counter is placed in this hex to indicate that the fascine has been placed in the stream. All tracked and half-tracked vehicles may now cross the stream on this hex by expending an additional 3 movement points but no more than 2 units may cross each fascine per turn. Up to 3 fascines may be dropped in a single hex and they may be crossed on the same turn that they are dropped. Each AVRE-F carries one fascine.

b. The AVRE-B units represent AVRE's equipped with bulldozer blades. An AVRE-B may remove a "Wreck" from a Clear Terrain hex by remaining undispersed on that hex for one complete Movement Phase at the end of which the "Wreck" counter is removed from the Board. The same process is used to clear a "Wreck" from Woods hexes except that at the end of the Movement Phase, the "Wreck" is replaced by a "Wreck-R(emoved)" counter which counts as a unit for stacking but does not inhibit movement (as along a road).

c. One AVRE-B can remove a "Block" counter by remaining undispersed on that hex for 2 complete Movement Phases, at the end of which the "Block" counter is removed from the game. Two AVRE-B's can remove a "Block" if each one remains on that hex undispersed for one complete Movement Phase.

d. One or more AVRE-B's can clear a Green hexside by remaining undispersed adjacent to that hexside for a total of 3 complete Movement Phases, at the end of which a "Green Side Cleared" counter is placed with the arrow pointing to the cleared side. All tracked and half-tracked vehicles may then cross this hexside by expending an additional 2 Movement Points.

e. AVRE-B's can clear minefields by using the procedure described above for removing "Wrecks".



## SITUATION 23

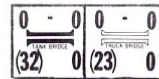
**Germany, 1948:** The Berlin Airlift has failed and President Truman has ordered the army to open sufficient land supply routes into Berlin to supply the city. The success of this attack by elements of the U.S. 2nd Armored Division depends on the speed with which the routes are opened and casualties are immaterial.



**Available Units:**

**U.S.:** Two Combat Commands each containing the following:

14 A 10 10 /531 9	14 H 10 9 5401 8	15 A 12 6 6600 9	12 A 10 2 0221 0	15 A 20 1 0231 0	3 M 12 3 022 1	60 (H) 35 7 4103 8	40 (H) 32 7 4201 8	3 I 2 10 1121 1	2 I 4 10 1531 1	2 C(I) 2 3 2414 10	0 C 0 1 2201 14
10	3	2	2			3	3	9	12	6	



1 only, can spot for any and all U.S. units.



**Soviet:** Reinforced Guards Mechanized Rifle Brigade.

15 A 8 10 134 15 95.3 11	18 A 12 14 982 8	16 A 8 15 841 8	6 I 5 18 GUARDS 162 1	8 I 1 12 545 182 1	1 I 3 8 111 1	24 M 20 2 93 0	3 M 12 3 89 1	12 A 5 2 32 0	6 I 6 12.7 mm 1	40 H 20 1 71 0	0 C 0 1 TRUCK 422 12
4	2	4	9	3			3	6	2	10	



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*Note:* Since the counter-mix does not provide sufficient counters for this situation, the player should purchase another set of Allied counters or make appropriate substitutions. Soviet mortars may not use indirect fire.

**Boards:**

A
C
D



The U.S. Zone-Soviet Zone Border runs south along Row U on Board A until it reaches the main river and then runs along the river to the South end of Board D.

**Set-Up:**

*Soviet Player:* Set up first anywhere east of the Border.

*U.S. Player:* Set up second anywhere West of the Border, move first. Each of the two Combat Commands must set-up on a different Board but there are no other restrictions on movement or firing.

**Game Length:** 15 Turns

**Victory Conditions:**

Victory is determined by the number of road exit hexes on the Eastern Edge of the Board controlled by the U.S. player at the end of the game. In order to control one of these hexes, the U.S. player must have been the last to move a unit through this hex and there must be no Soviet infantry or non-halftrack armored units within 2 hexes of the road exit hex on the last game turn.

Number of Hexes Controlled by U.S.	Victory Level
0	Soviet Decisive
1	Soviet Tactical
2	Soviet Marginal
3	Draw
4	U.S. Marginal
5	U.S. Tactical
6	U.S. Decisive

## SITUATION 24

**Germany, 1948:** As the U.S. Army drives on Berlin, the Soviets counterattack in the British Zone. A battlegroup of the 1st Battalion, Coldstream Guards, is ordered to delay the advance of a Soviet Tank Corps.

**Available Units:**