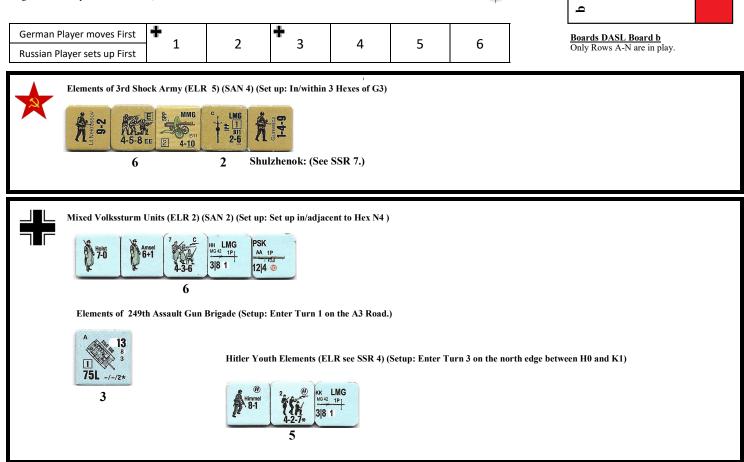
## "SHULZHENOK AND THE THREE STUGS"



## Berlin, Germany — April 24th, 1945

On April 24th, as the Germans struggled to defend Berlin, the Soviet 3rd Shock Army was heading south towards the Spree River bridges. Encountering stiff resistance, the Soviet 5th Artillery Breakthrough Division focused its efforts on a single narrow sector. In fierce fighting, this unit would kill over 120 defending Germans as its heavy guns bat-tered multiple buildings into rubble piles. The fighting would become even more bitter after the Germans put out white surrender flags only to open fire on the Russians as they emerged to take prisoners. In some cases the ruse was indeed an attempt to lure Russians into the open, but in most cases the Volkssturm units would surreptitiously place white flags only to have the more fanatical in their ranks force them to continue the fight. No matter the reason, the Russians were angry and soon no quarter hand-to-hand fighting was ramping up the already high level of horrific violence. In the early afternoon, the Russians would mixed with isolated Volkssturm units. The Germans launched a counter-attack led by three STUGS in order to reestablish their line of resistance.

VICTORY CONDITIONS: The Russians win immediately if Recon Soldier Shulzhenok destroys the three STUG's. Otherwise, the Germans win at game end if they control Hexes H1, J2 and M3.



## Special Rules/Notes:

- EC are Moderate with no wind at start. 1
- 2. Place Rubble Counters in the following Hexes: E5, F1, F3, H2, H3, H4, I2, I3, J1, J4, K4, K5 and L2.
- 3. Buildings C4 and E2 are Level 3 Buildings. (Roofs, Cellars and Sewers are N.A.)
- 4. German 4-2-7\* are Hitler Youth Troops (1.131 Critical Hit Berlin Fall of the 3rd Reich): These units represent die-hard Nazi teenagers are represented by 4-2-7/2-2-7 HS. They use all the rules for SS Troops (A25.11). They receive a +3 DRM on the Heat of Battle (HOB) DR and any result of surrender results in Berserk instead. Non-Hitler Youth/SS/Gestapo Leaders treat these units as Allied troops for all purposes. Hitler Youth troops do not suffer ELR Failure. (\* on Critical Hit counters indicates underlined Morale.) 5
- Germans are Lax (A11.18). Russians are Stealthy (A11.17).
- 6. 7. The Russian 1-4-9 represents Recon Soldier Shulzhenok. Shulzhenok begins the game with 3 x Panzerfausts (no captured use penalties). Shulzhenok begins the game HIP. Shulzenok has a Parzerfaust rate of fire of 1 and does not take the Backblast (C13.8) when firing from inside a building hex. At the end of any fireindly turn, Shuzhenok may gain concealment if not adjacent to any German MMC. Once Shuzhenok has no more Panzerfausts he may scrounge any building hex for additional Panzerfausts in no more than two Rally Phases by rolling a dr 1 or 2. Shulzhenok is limited to 5 x Panzerfausts for the entire game.

Aftermath: The counter-attacking STUGS moved through the rubbled streets and found themselves boxed in by rubble. The few isolated Russians in the area lacked any anti-tank support, so held their positions as the STUGS approached. A reinforced platoon of Hitler Youth would join the counterattack and move to support the STUGS, which had no supporting infantry. Lurking in the rubble was a recon soldier named Shulzhenok. Shulzhenok had managed to grab three Panzerfausts. As the STUGS moved closer, he would set the first one ablaze and seriously damage the second, which caused the third STUG to fall back. With their armor support eliminated, the Volkssturm units in the area quit the fight. The Hitler Youth would press on with fanatical fervor only to suffer heavy casualties. Shulzhenok's brave actions had blunted the German counter-attack. For his actions, Shulzhenok would be made a Hero of the Soviet Union. His glory would last but a day, as he was slain the following day's fighting.

