

# TWO EYES FOR AN EYE

Dragon Scenario COI D7

060723



**Berlin, April 29, 1945:** "Two eyes for an eye" was the Russian's motto as the drive for Berlin had begun. Four Russian armies, 4,000 tanks, 22,000 guns and mortars, and over 4,000 aircraft had begun the drive on the German capital on the night of April 15th/16th. By the 25<sup>th</sup>, the defenders had erected barricades of masonry, cars, trucks or anything they could find. Households were converted in Bunkers and roads into minefields. By the 2nd of May, the day the Reichstag fell, over 300, 000 Berliners had surrendered, and 150, 000 lay dead in the streets and in burning buildings. Germany had finally fallen.

## BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Russians must take the Berlin Town Hall (building X4). Any other result is a German victory. Taking the Berlin Town Hall is defined as removing all non-broken German infantry units from it, and occupying it with at least one squad or crew.

## TURN RECORD CHART:

<table border="1"> <tr> <td>+</td> <td>German Sets up First</td> </tr> <tr> <td>★</td> <td>Russian Moves First</td> </tr> </table>	+	German Sets up First	★	Russian Moves First	1	2	3	4	5	6	7	8	END
+	German Sets up First												
★	Russian Moves First												

**Remnant elements of the Wehrmacht, Hitler Youth and Volkstrum;** set up anywhere in buildings T2, T4, T7, X4, Y8, and AA4:

9-2	8-1	8-0	4-6-7	4-3-6	1-8-8	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	8 4 X9+
			3	9			2	4	

**Elements of the 1008th and 1010 Regiments of the 266th Infantry;** set up in buildings Q4, Q5, Q6, R1, R7, W9, CC3, CC7, and EE6. The Stalin Organs and crew may set up to any of the above positions.

9-1	8-0	6-2-8	4-4-7	2-3-7	HMG 50 cu 8-20 B12	LMG 2-6 B10+	30 A	Rct 300*
	3	9	18	2		6	2	2

## SPECIAL SCENARIO RULES:

**SSR D7.1: TERRAIN:** Buildings V4 and V5 are considered to be clear terrain. Buildings S4, S7, T6, V7, W1, X7, Z1, and AA9 are considered to be afire, and fire counters should be placed in these buildings.

**SSR D7.2:** All Germans in the town hall benefit from Fanaticism (26).

**SSR D7.3:** Mines and wire must be put in hexes adjacent to the town hall.

**SSR D7.4:** The German sniper sets up last in any non-Russian occupied building hex.

**SSR D7.5: SIDE SELECTION PROCEDURE:** Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominant squads to be

added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that bid.

**AFTERMATH:** The Russian superiority in manpower bludgeoned the German defenders back into the Town Hall itself. Katyushka rockets fired at point blank range and the Soviet demo teams dynamited the walls. The German defenders, fanatic and terrified of Russian retribution, fought to the last man and boy. Yet, the Russians were also strongly motivated (by the Gestapo atrocities), and it was only a matter time before the Berlin Town Hall fell.

This scenario was originally published in the **DRAGON(tm)** magazine issue 47, March 1981, p67. Originally designed by Bryan Beecher. It then appeared in ON ALL FRONTS number 4 with permission. Extensive clarifications and modification have been made to the original scenario and modified by Bill Thomson. Updated 060717

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