



16. Twilight of the Reich

Edited 04/24

Twilight of the Reich

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Counter	No.	ID	Nationality	Notes
8 ⁵ -3-8 (SS) Assault Engineers	12	M-X	German	
8 ³ -3-8 (SS)	18	aa-rr	German	
6 ² -5-8 (SS)	26	a-z	German	
5 ² -4-8 (SS)	26	a-z	German	
4 ² -6-8 (SS)	26	a-z	German	
4-4-7 (SS)	26	a-z	German	
8 ⁵ -3-8 Assault Engineers	12	aa-ll	German	
5 ¹ -3-7 2nd Line Square	26	a-z	German	
3-3-8 (SS) Assault Engineers HS	8	K-R	German	
3-3-8 (SS) HS	12	aa-ll	German	
3-4-8 (SS) HS	16	a-p	German	
2-3-8 (SS) HS	16	a-p	German	
2-4-8 (SS) HS	16	a-p	German	
2-3-7 (SS) HS	16	a-p	German	
3-3-8 Assault Engineers HS	8	aa-hh	German	
2-3-7 2nd Line Square HS	16	a-p	German	

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Counter	No.	ID	Nationality	Notes
9-1	1		American	Lt Killeen
8-1	2		American	Sgt Curry, Sgt McWilliams
7 ⁵ -4-7 Assault Engineers	12	e-p	American	
3-3-7 Assault Engineers HS	8	O-V	American	
HMG MG 42	3	A-C	Axis Minor	
MMG MG 34	3	A-C	Axis Minor	
PSK RP54	3	A-C	Axis Minor	
dm MMG [dm HMG]	4		Axis Minor	
6 ⁴ -4-8 Assault Engineers	12	A-L	Commonwealth	
3-3-8 Assault Engineers HS	8	A-H	Commonwealth	
8+1	3		Russian	Com Nortonov, Com Patchovich, Com Rindis
6-2-8 NKVD	26	a-z	Russian	
3-2-8 NKVD	13	a-m	Russian	
6 ² -2-8 Assault Engineers	12	KK-VV	Russian	Errata: Broken Morale should be 8 not 9
3-2-8 Assault Engineers HS	8	S-Z	Russian	
Factory 2L V-SE [Factory 2R V-SE]	4		Game-Terr	
Factory 1 V-SE [Factory 3 V-SE]	3		Game-Terr	
Factory 1 V-SE [Rooftop Access Point]	3		Game-Terr	
Russian Control [German Control]	8		Game-Basic	
Russian CVP [Low Ammo]	1		Game-Basic	
Russian SAN [PINNED]	1		Game-Basic	
Russian Turn [German Turn]	1		Game-Basic	
Russian VP [Russian 1/2 VP]	1		Game-Basic	



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T34 M40(r)	3	C-E	Axis Minor	13. Russian
T34 M41(r)	4	C-F	Axis Minor	14. Russian
T34 M43(r)	4	A-D	Axis Minor	16. Russian
Pz VG(g)	2	E-F	Axis Minor	11. Hungarian
StuH 42(g)	3	A-B; F	Axis Minor	36. German
JgdPz 38(t)	2	E-F	Axis Minor	41. Common
SPW 251/16(g)	2	A-B	Axis Minor	66. German
PSW 234/4(g)	2	C-D	Axis Minor	77. German
L3/35(i)	3	A-C	Hungarian	29. Common
INF 150* sIG 33(g)	3	A; E-F	Axis Minor	16. German
AT 47 4.7cm PaK 185	2	B; D	German	9. Belgian
Debris [Factory Level 1]	16		Game-Terr	
Debris [Factory Level 2]	8		Game-Terr	
Debris [Rail Car]	10		Game-Terr	
WCB Debris [Factory Level 1]	6		Game-Terr	
Rail Car [Factory Level 1]	10		Game-Terr	
Rail Car [Factory Level 2]	8		Game-Terr	

Scenarios

Mapboards

SK Style

Name	ID	ID	Description
Last Train to Leningrad	ASL 290	16a/b	Urban; stone buildings, rowhouses, paved roads, orchards
Bridge Over the River Queen	ASL 291	17a/b	Factories; stone and wooden buildings, sewers, towers
Four Stars of Valor	ASL 292	18a/b	City Park; stone roadhouses, paved roads, orchards, hedges
Death Solves All Problems	ASL 293	19a/b	Urban; stone and wooden buildings, hedges, cemeteries, orchards
No Man, No Problem	ASL 294	Overlays	
Death Box	ASL 295	ID	Description
Damnation Game	ASL 296	8	Park; wooden buildings, orchards, stone walls, hedges, brush
Breaching the Devil's Playground	ASL 297	9	Large Cemetery; stone buildings, woods, orchards
The Dead and the Dying	ASL 298	10	Large Cemetery; stone buildings, woods, orchards
Rails to Perdition	ASL 299	RC1	Railroad; 1 hex, railcar
Nor Will Deep Hell Receive Them	ASL 300	RC2	Railroad; 1 hex, railcar
St. Killian's Bloody Sword	ASL 301	RC3	Railroad; 1 hex, railcar
A Vast Hellish Ruin	ASL 302	RC4	Railroad; 2 hex, railcars
La Morte de Charlemagne	ASL 303	RC5	Railroad; 3 hex switches, railcars
The Rat House	ASL 304	RC6	Railroad; 3 hex, switches, railcars
No Brothers, No Friends	ASL 305	RC7	Railroad; 3 hex curve, railcars
Roads to Perdition	ASL 306	RC8	Railroad; 4 hex, railcars
		RC9	Railroad; 4 hex, switches, railcars
		RC10	Railroad; 5 hex, switches, railcars
		RC11	Railroad; 6 hex, railcars
		RC12	Railroad; 6 hex, switches, railcars
		RC13	Railroad; 7 hex, switches, railcars
		RC14	Railroad; 7 hex, switches, railcars

Overlays (Cont.)

ID	Description
RC15	Railroad; 8 hex, switches, railcars
RC16	Railroad; 8 hex, switches, railcars
RC17	Railroad; 10 hex, switches, railcars
RC18	Railroad; 11 hex, switches, railcars
RR15	Railroad; 1 hex
RR16	Railroad; 2 hex
RR17	Railroad; 3 hex
RR18	Railroad; 3 hex curve
RR19	Railroad; 4 hex
RR20	Railroad; 5 hex
RY01	Railway station; multiple stone buildings, switches, railcars
RY02	Railway station; multiple stone and wooden buildings, railcars
RY03	Railyard; 11 hex, switches, two stone buildings, railcars
RY04	Railyard; 10, hex, wooden buildings, switches, railcars
RY05	Railyard; 10 hex, 2 sidings, wooden building, railcars
RY06	Railyard; 11 hex, switches, 2 sidings, 2 buildings, railcars
RY07	Railyard; 13 hex, switches, sidings, stone buildings, railcars
RY08	Railyard; 13 hex, switches, 2 sidings, railcars
RY09	Railyard; 13 hex, switches, 1 siding, railcars
RY10	Railyard; 7 hex, siding, switches, stone building, railcars
RY11	Railyard; 8 hex, switches, siding, stone building, railcars
RY12	Railyard; 8 hex, switches, siding, stone building
X32	Factories; wooden buildings, sewers
X33	Factories; towers, wooden building, orchard, sewers
X34	Factories; stone and wooden buildings, sewers
X35	Stone buildings; two
X36	Stone buildings; two with one wooden building
X37	Stone building; 5 hexes long, additional stone building
X38	Tower; 1 hex, stone wall
X39	Stone building; 1 hex
X40	Large Factory; interior walls, sewers
X41	Wooden building; 1 hex