

- **Camp** : designates one of the two players: Koniev and Zhukov. "Units of the Zhukov Camp" refers to both the Soviet and the German units commanded by the Zhukov player.
- **Zone index** : number present in each zone of the map; the further west the zone, the lower the index number.
- **Victory zones**: zones which contain Victory Points.

TIME SCALE

A game turn represents either one or two days of real time.

Design note : *Most of the turns represent 1 day as there was a lot of activity during the fighting on the Oder and the Neisse. Turn 1 covers 2 days as the breakout and the crossing of the rivers was slow. The +2 modifier on the dice for the end of turn roll is there to allow each unit to be activated. As the Soviets fought their way further and further into Berlin, operations outside Berlin began to be less important because the Stavka was focused on Berlin.*

UNITS

Each Soviet army is represented by 2 counters, and each German division by 1 counter.

Exception : *The Soviet 31st Army (Koniev camp) is represented by only one counter.*

The Soviet and German units of the Zhukov player have a black NATO symbol, those of the Koniev player a white NATO symbol.



THE MAP

- The map is separated into zones. Each zone is delineated by zone boundaries (dark lines) or by rivers. Two zones are said to be adjacent if they share a common boundary (exception : the zones in the map insert are treated differently – see below). Two zones connected only at a corner are not adjacent. For example the zones of Zossen and Luckau, or the zones of Fürstenberg and Reppen are not adjacent.
- Each zone contains a number in a black circle. This is the zone's index.
- Certain zones contain a flag with one or more letters in it. This is an aid to setup. At the start of the game those units which have a letter on their counter are placed in the zone with the flag bearing that letter.
- Certain zones have a red star above a number. These are victory zones and indicate the number of Victory Points to be won in the zone.
- Certain zones contain a green and white emblem marked with a number. (ex : Jüterbog). These zones mark the path of the American advance and the figure indicates the particular track (1, 2 or 3).
- The Berlin zones contain a shield symbol bearing a number. This number represents the value of the zone's garrison.
- Lines formed by black triangles (for example in the Guben zone) represent German defence lines. If a Soviet attack is made across such a line it suffers a DRM penalty of -1 (see CRT).
- The map contains an insert which is an enlargement of the Seelow Heights zone.

The zones in the insert are considered to be adjacent to zones on the main map, for movement and for combat, if they are connected by a white line. For example, the zone of Prötzel is adjacent to those of Bernau, Strausberg and Fustenwalde. These white lines may be marked "river" or "road". This means that any movement or attack between these two zones is considered to be along a road or across a river.

Design note : *Since most of the fighting in the north took place in a limited area until the German lines were broken, I had to separate and enlarge this part of the map. Otherwise this area would have had lots of counters on only 3 or 4 zones, which would have reduced playability.*

1. GAME SEQUENCE

A- Administrative Phase

- A.1- Reinforcements
- A.2- American Advance
- A.3- Orders from Hitler
- A.4- Event Chits

B- Logistics Phase

- B.1- Supply
- B.2- Replacements

C- Operations Phase

- C.1- Soviet impulse - Zhukov camp
- C.2- Soviet impulse - Koniev camp
- C.3- German impulse - Koniev camp (north)
- C.4- German impulse - Zhukov camp (south)
- C.5- Test for end of Operations Phase

D- End of Turn Phase

2. ADMINISTRATIVE PHASE - A

During the Administrative Phase the players check the availability of their reinforcements, check the American advance and determine

Hitler's orders. Finally each player may draw an Event Chit.

2.1 REINFORCEMENTS – A.1

2.1.1 At the start of each game turn, each Soviet army (note : only one roll even if the army consists of two counters) and each German division allowed to do so (11.5 – 11.6) must make a reinforcements roll. If the result is higher than 6 (1d6 + the current turn) the unit is available and placed unactivated on the map. This test is not carried out for German units of XII Army.

2.1.2 From turn 4 onwards, the Zhukov player tests to see if the units of the German XII Army are available. On a result higher than 8 (1d6 + the current turn), the units of XII Army may enter the game from the following turn. 2 units per turn are chosen at random and placed on the map in their arrival zone.

Design note : *The German XII Army was positioned to defend western Germany but was brought back to break the encirclement of Berlin. Harboring no illusions about the outcome of the battle, its commander preferred to break the encirclement of IX Army so that its units could cross the Elbe and surrender to the western allies. Its concentration was slow, and XX Corps could only start its attack on the 24th April.*

2.1.3 A unit which arrives as a reinforcement is placed in its arrival zone. If that zone is occupied by a unit from another nationality, it enters through the nearest supply point at the edge of the map.

2.2 AMERICAN ADVANCE – A.2

2.2.1 The players test for the advance of the American troops each game turn by rolling

a 1d6 on a table, depending on the current game turn.

- Turns 1 to 3 :

1 to 2 : capture of a zone on track 1

3 : capture of a zone on track 2

4 to 6 : no effect

- Turns 4 to 8 :

1 to 2 : capture of a zone on track 1

3 : capture of a zone on track 2

4 : capture of a zone on track 3

5 to 6 : no effect

- Turns 9 and 10 :

1 to 2 : capture of a zone on track 1

3 to 4 : capture of a zone on track 2

5 to 6 : capture of a zone on track 3

2.2.2 The American tracks 1 and 2 begin in the "Leipzig" zone and track 3 begins in the "Kyritz" zone. The Americans progress from adjacent zone to adjacent zone along the tracks. Each time the Americans progress along a track, a US control marker is placed on the newly captured zone.

The Leipzig zone only requires one marker; when the US control marker is placed in it, both tracks are considered to have advanced.

2.2.3 As soon as a zone is captured by the Americans it is no longer accessible to Soviet and German units.

2.2.4 If US troops progress to a zone containing a Soviet unit the American advance stops permanently on all 3 tracks. The Soviets retain control of the zone in question.

Design note : *Contrary to what Stalin believed, the western allies had no intention of capturing Berlin. They were not going to oppose Soviet units once they encountered them.*

2.2.5 However, American troops may

progress into a zone which is Soviet controlled if it is free of any Soviet troops. In that case, the player who had controlled the zone loses control of it.

2.2.6 If the Americans progress to a zone containing German units, each German unit undergoes a test (on a 1d6). If the result is less than or equal to 4, the unit is withdrawn from the game. If the result is greater than or equal to 5, it is placed in an adjacent zone with a higher index than the zone in question (at the choice of the owning player) clear of any Soviet units. If this is not possible the unit is withdrawn from play.

Design note : *Some German units continued to fight in an attempt to cover the retreat of civilians and other military units towards the zone occupied by the western allies.*

2.2.7 If a German unit retreats into an American zone it is withdrawn from the game.

2.2.8 If a Soviet unit retreats into an American zone, it may not attack as long as it stays there and must leave the zone as soon as it can be activated. In addition, the US advance is permanently halted.

2.2.9 If the US advance reaches one of the Berlin city zones, both players lose the game. **Design note :** General Eisenhower had no intentions of going as far as Berlin and provoking a possible incident with the Soviets, but Stalin thought that the Americans were hiding their true intentions from him. He therefore gave the order to encircle the city to prevent the Americans arriving before the Soviets.

2.3 ORDERS FROM HITLER – A.3

2.3.1 Each turn, from turn 1 to turn 5 included, one of the players rolls 1d6. If the

result is a 5, Hitler orders a counter-attack by German forces in the north (units from the Koniev camp) ; if the result is a 6, he orders a counter-attack by German forces in the south (units from the Zhukov camp).

2.3.2 During the next German activation of the relevant camp, the German forces must attack with at least 2 divisions (if possible; failing that with 1 division) of which at least one must be an armoured division (if possible; failing that with 2 divisions of any kind). If there are no units next to a Soviet formation, at least 2 divisions (if possible; failing that 1 division) of which one should be an armoured division (if possible), must be moved adjacent to a zone containing Soviet units. German units in a zone containing a fortification line or which are in a Berlin city zone are not affected by these requirements.

Design note : *Adolf Hitler ordered several counterattacks which were completely disconnected from the reality of the situation on the ground. Once the Red Army had disrupted German communications, these orders no longer arrived at German units, forcing even the OKW to send its orders in clear on the radio.*

2.4 EVENT CHITS– A.4

2.4.1 During the game set-up the Koniev player takes Event Chit No 1 (*Heinrici*) and the remainder are placed in an opaque container.

2.4.2 Each player without an Event Chit (No.1 excepted) draws an Event Chit at random which he keeps secret. The Koniev player draws first.

2.4.3 A player may decide to play his event chit at any moment (subject to the restrictions below), whose effects are applied immediately.

2.4.4 All Event Chits which have been discarded or played are returned immediately to the draw, unless it is specified that they can only be used once or cannot be played once certain events have occurred, or beyond a certain time limit.

2.4.5 Description of the Event Chits:
See Annex

3. LOGISTICS PHASE - B

3.1 SUPPLY – B.1

3.1.1 In this phase, each player checks that his units are capable of tracing a line of zones free of enemy units between the zone where the units are located and a supply source for his camp. Soviet units of the Zhukov camp can only be supplied by Soviet supply zones of the Zhukov camp (see map), and Soviet units of the Koniev camp can only be supplied by supply zones of the Koniev camp. The German units of both camps can be supplied by any German supply zone.

3.1.2 A Soviet supply line cannot pass through a zone occupied by a Soviet unit from the opposing camp. An empty zone is not considered to be free of enemy units if it is controlled by the Americans or if it is adjacent to a zone containing an enemy unit.

A German unit in a Berlin zone is not considered to be adjacent to an empty zone outside Berlin if a Soviet unit is occupying the same Berlin zone as it.

A supply line may be traced through a contested zone (see glossary) if the zone is contested by troops from the same camp.

3.1.3 A unit which is out of supply has its strength points divided by 2 (rounded up). It

can only move a maximum of one zone and cannot be activated in reserve mode. The relevant marker (OOS) is placed on the units concerned.

3.2 REPLACEMENTS – B.2

3.2.1 Each player has one replacement point per turn which he may use to :

- return a reduced Soviet unit (reverse side of counter) to full strength (front side of counter). A unit which is Out Of Supply (OOS) cannot benefit from this replacement point.
- return a destroyed unit to the game : this unit enters the game reduced. It is placed in a Soviet supply zone belonging to its own camp.

3.2.2 Each Soviet player may decide not to use the replacement point, converting it instead to a support point which can be used for the current turn (cf. 9.2). He can also voluntarily place his own supplied units OOS. Each unit placed OOS generates a support point for the current turn. The "Support" marker is adjusted on its track.

3.2.3 Replacement and Support points may not be accumulated from one turn to another. If they are not used, they are lost.

4 OPERATIONS PHASE - C

4.1 OVERVIEW

4.1.1 Each Operations Phase is composed of 4 impulses. At the start of the Operations Phase the "Operations" marker is placed on the Operations Track. This phase is played a certain number of times, determined randomly (4.3).

4.1.2 During an impulse, a player may activate up to 4 units of his own camp (i.e. up to 4 Soviet units during his Soviet impulse

and up to 4 German units during his German impulse).

4.1.3 When a unit is activated it can be activated in one of 3 modes : movement, combat or reserve.

The first to be played are those in movement mode, then those activated in combat mode and finally those activated in reserve mode.

All units to be activated must be designated as such before starting any movement.

4.1.4 When an impulse is finished all those units which have been activated are turned through 180° to indicate that they cannot be activated again this turn.

4.1.5 A player may decide not to activate any units during an impulse (i.e. missing his turn). If both players miss their turn in successive Soviet impulses (stages C.1 and C.2), the Operations Phase finishes automatically at the end of the following C.5 stage and the players move to the End of Turn phase.

4.2 UNIT ACTIVATION – C.1 TO C.4

4.2.1 A unit activated in movement mode cannot enter an enemy zone, with the exception of the Berlin zones (7.4). Stacking (6) is checked after movement.

4.2.2 A unit activated in combat mode may only engage in combat. After the engagement, if the defending units retreat, at least one of the attacking units must advance into the attacked zone (8.4).

4.2.3 A unit which is OOS may never be placed in reserve. A unit activated in reserve mode may move half of its movement points. Before doing so it may also follow units from its zone which have advanced after combat (8.4) if this can be done without exceeding

stacking limits (This move does not cost any movement points).

4.3 END OF THE OPERATIONS PHASE – C.5

4.3.1 Once the 4 impulses of the Operations Phase have been completed, roll a 1d6 to see if the players move to the End of Turn phase, or if a new Operations Phase is to be played. If the result is less than or equal to the current Operations Phase (see the "Operations" marker on the track), the phase is completed and the players move to the End of Turn phase. If not both players start a new Operations Phase (stage C.1) and the "Operations" marker is advanced one space.

A DRM of +2 is applied to the d6 for the tests in the 1st game turn.

Exception : *If both players have missed their turn in the 2 Soviet impulses (C1 and C2), the turn ends automatically (4.1.5).*

5. END OF TURN PHASE - D

5.1 In the End of Turn Phase, all those units which were not activated during the turn (i.e., those which were not turned through 180° - 4.1.4), and which are not OOS, may move one zone. This movement does not allow entry into a Berlin city zone and the restrictions on German units moving west still apply (7.2.2). This movement is carried out in the same order as the impulses of the Operations Phase.

5.2 In turns 7, 8 and 9, if there is a Soviet unit in each zone of Berlin, test to see if the game has finished. One of the players rolls 1d6 modified as follows.

- +1 for each Berlin zone with a Soviet progress level of 2 (9.1)

- +2 for each Berlin zone with a Soviet progress level higher than 2 (9.1)

If the result is higher than 8 the game ends and the Victory Points are tallied; otherwise the game continues. At the end of game turn10 the game finishes automatically.

5.3 Each unit is reoriented so that it can be activated again in the following turn.

5.4 All support points not used are lost (3.2.3).

5.5 If a player still has his Event Chit he may discard it, or retain it for use in the following turn.

Exception : *Event Chit No 1 may not be discarded.*

5.6 The Game Turn marker is advanced one space.

6. STACKING

6.1. OVERVIEW

6.1.1. Stacking is checked at the end of each movement, each combat, each reserve activation and at the conclusion of the End of Turn Phase (5.1).

6.1.2. The stacking limit is 2 Soviet units OR 3 German units in one zone. German and Soviet units may never be in the same zone

Exception 1 : *In each Berlin zone the stacking limit is 2 Soviet units AND 1 German unit.*

Exception 2 : *The zones east of the Oder-Neisse line, as well as the bridgehead over the Oder, may contain any number of Soviet units.*

7. MOVEMENT

7.1 OVERVIEW

7.1.1 Movement takes place from one adjacent zone to another, up to the Movement Point limit of each unit.

7.1.2 It costs 1 MP to enter a zone. Crossing a river to enter a zone adds +1 MP. Following a main road to enter a zone costs 1/2 MP and cancels the penalty for crossing a river.

7.1.3 A unit can always carry out a minimum move of 1 zone.

7.1.4 Where zones touch at a corner, units may not move diagonally from one zone to another (exception : 7.4.4).

7.2 MOVEMENT OF GERMAN UNITS

7.2.1 German units may not cross the Oder-Neisse line.

7.2.2 A German unit activated in movement mode must pass a 1d6 test to be able to move freely. The test succeeds on a roll higher than 3 up to and including game turn 4, higher than 2 on turn 5 and higher than 1 on turn 6. If the test is failed, the unit may not enter a zone whose index is lower than the zone occupied at the start of the unit's movement. From game turn 7 onwards, this restriction no longer applies.

Design note : *Adolf Hitler refused to allow any retreat and forced the German IX Army to remain engaged with the enemy, bringing about its encirclement in the Spreewald.*

7.3 MOVEMENT OF SOVIET UNITS

7.3.1 The 2 units which compose a Soviet army should ideally remain in the same zone or be in 2 adjacent zones.

- If this is the case at the start of a Soviet impulse, the 2 units may be placed in contravention of the rule as a result of movement or combat.
- If however at the start of a Soviet impulse both units are in contravention of this rule and one of the 2 units is activated, it may only be activated in movement mode, and then solely to conform with the rule by the end of the activation.

7.3.2 Soviet units may not voluntarily cross the boundary separating the two fronts. If a Soviet unit is forced to retreat over the boundary, it must be activated as soon as possible in order to return to a zone belonging to the front it was allocated to.

Design note : *The 2 marshals had a zone of operations clearly defined by Stalin himself as far as Berlin; however this was left deliberately vague once the capital was reached, to intensify competition.*

7.3.3 Soviet units from the 2 camps may not voluntarily end up in the same zone. If a Soviet unit from one camp is forced to retreat into a zone containing Soviet units from the other camp :

- It does not participate in the defence of that zone ;
- If, as a result of combat, the Soviet units from the other camp are forced to retreat, the unit is immediately eliminated (there is no reduction through step losses) ;
- It may only be activated in movement mode to enable it to leave the zone and go to another zone free of any Soviet units from the opponent's camp.

7.3.4 When a Soviet unit enters a Victory Point zone, it places a control marker from its

camp in the zone.

If a Soviet unit from the other camp subsequently enters a zone already controlled, control of the zone does not change camp for the final tally of Victory Points (10.1).

If, on the other hand, German units retake control of the zone by entering it, the marker is removed and either of the 2 Soviet camps may attempt to regain control of it.

7.4 MOVEMENT IN BERLIN CITY ZONES

7.4.1 A German unit may not enter a Berlin city zone from a zone outside the city if the Berlin zone is contested (see glossary) or controlled (9.3.3) by the Soviets.

7.4.2 A German unit in a Berlin city zone which is controlled or contested by the Soviets may not move to a zone outside the city.

7.4.3 A German unit's movement ends immediately it enters a zone which is controlled or contested by the Soviets.

7.4.4 German units may while moving or retreating (8.3.5) use the nexus in the centre of Berlin to move from one zone of Berlin to another.

7.4.5 Under no circumstances may units from both of the Soviet camps be present in the same zone at the same time.

7.4.6 A Soviet unit's movement ends immediately it enters a Berlin city zone which is not Soviet controlled.

Example: *The Tempelhof zone contains one German and one Soviet unit; it has a City Progress level of 1 (see 9). A second Soviet unit located in Zossen enters Tempelhof and has to stop because the zone is not controlled by the Soviets.*

The first Soviet unit may enter the Zehlendorf

zone (empty) and has to stop there for the same reason.

8. COMBAT

8.1 OVERVIEW

8.1.1 Combat takes place between all the units defending a zone and a number of attacking units (attacker's choice) situated in one or more zones adjacent to the defending zone. **The Berlin city zones may not be attacked: they are covered by special rules.**
Exception: see 9.2.4.

8.1.2 For combat the players calculate the ratio between the sum of the strength points of the attacking units and the sum of the defending units' strength points. The value of a unit's strength points may be modified (cf. Combat Results Table). This ratio is rounded in favour of the defender.

8.1.3 A zone may only be attacked once per impulse.

8.2 STEP LOSSES

8.2.1 A result of "A#" means the attacker suffers # step losses. A result of "D#" means the defender suffers # step losses. A step loss is realised by reducing a unit (the counter is turned onto its reverse side) or by the elimination of a unit which has already been reduced.

8.2.2 During combat, all the units from one side must suffer one step loss before any unit suffers a second step loss (and is consequently eliminated). If German units belonging to both players are defending, the losses must be shared equally. In this particular case, the camp which is not attacking suffers the 1st

EXAMPLE OF COMBAT

4 Soviet units are activated. 3 are in the Oder bridgehead (2 units of the 1GTA, and 1 unit of the 8GA – mechanised counter 20), and a fourth is on the other side of the Oder (1 unit of the 8GA), in Göritz. The zone being attacked is Lebus which contains 2 German units (606 and 5Jäg).

The German units are doubled (difficult terrain), making a total of 22 strength points. The Soviet unit attacking across the Oder is divided by 2, which when added to the units in the bridgehead makes a total of 74 strength points. The Soviets benefit from DRMs of +1 because

at least one complete Soviet army is attacking, +1 because the attack is being launched from 2 zones, -1 because armoured units are attacking a zone in difficult terrain and -1 for the defensive line, giving a final DRM of 0.

The ratio is 3:1 ($74/22 = 3.3$ i.e. 3:1) and the Soviet rolls a 5, giving a result of D2R. The German therefore flips his 2 units (he cannot destroy either of them, he has to inflict one step loss on each unit before he can allocate a second step loss to a counter) and retreats one zone.

The Soviet player must advance one of his units, and is permitted to advance up to 2 (maximum stacking level – only the Soviet start zones allow more than 2 units to stack per zone). He elects to advance the 2 counters of the 8th Guards Army.

loss, the attacking camp suffers the 2nd loss and so on.

8.3 RETREATS

8.3.1 A result of “R” obliges the defender to retreat into an adjacent zone. If several units have to retreat, they may retreat into different zones.

8.3.2 In the first instance a retreat should be made into a zone with an index lower than or equal to the original zone for the Germans, or a zone with an index higher than or equal to the index of the original zone for the Soviets. From amongst these possible zones the player should choose a zone free of units from the opposing camp, or if that is not possible, a zone free of units of the other nationality.

Failing that units may retreat into any zone regardless of the index, but first and foremost into a zone free of units from the opposing camp, or if that is not possible, a zone free of units of the other nationality.

8.3.3 Retreats must if possible comply with stacking restrictions (6.1.2). If stacking limits cannot be complied with, the retreating unit may pass through a friendly zone controlled by its own nationality where the stacking limit has already been reached, in order to enter an adjacent zone where retreat is possible.

8.3.4 If a retreat is not possible (i.e. all the adjacent zones are occupied by enemy units), all the defending units take an extra step loss and do not move.

8.3.5 A German unit may not retreat into a Berlin city zone from a zone outside Berlin if the Berlin zone is contested or is controlled by Soviet units. German units may use the nexus in Berlin when retreating in the event of a

violation of stacking rules (7.4.4). Soviet units may only retreat into a Berlin city zone if they already control it (9.3.3).

8.3.6 The restrictions on German movement towards the west (7.2.2) do not apply to retreating German units.

8.3.7 Retreats into a zone controlled by the Americans are governed by special rules (see 2.2.7 and 2.2.8)

8.4 ADVANCE AFTER COMBAT

8.4.1 If the defender retreats or all his units are eliminated, the attacker must advance at least one of his units into the empty zone. He may advance as many units which took part in the combat as he wishes, in line with stacking limits.

8.4.2 All units in reserve mode and in the same zones as the attacking units may also advance into the conquered zone (4.2.3), in line with stacking limits.

8.4.3 Rule 7.2.2 does not apply to German units advancing after combat.

9. PROGRESS INTO BERLIN

9.1 OVERVIEW

9.1.1 Stacking and movement in the Berlin city zones are governed by special rules. See 6.1.2 exception 1 and 7.4

9.1.2 A Berlin zone which does not have a City Progress marker is considered to have a City Progress level of 0. This level can only be increased by rolling on the City Progress CRT (9.2)

9.1.3 A Berlin zone with a City Progress level lower than 2, and which contains at least one Soviet unit, is considered to be contested.

9.1.4 A Berlin zone is controlled by one of the Soviet camps when the City Progress level is 2 or higher.

9.1.5 A Berlin zone which is contested or controlled by the Soviets must always contain at least one Soviet unit at the end of an impulse. If this condition is no longer met then the City Progress level returns to 0, and the Soviet player who left the zone (leaving it empty) loses the value of the zone in VPs. If he used to control the zone, he then loses twice the value of the zone.

Example : *a Soviet unit controls the Tempelhof zone but exits it, leaving the zone empty. The Soviet unit's camp loses control of the zone, the zone's 3 Victory Points as a result of losing control of it, and 3 extra VPs for leaving a Berlin zone empty, thus returning control of it to the Germans.*

Design note : *A retreat within Berlin would have been a serious setback for the marshal concerned, and would have incurred Stalin's wrath .*

9.2 PROCEDURE

9.2.1 When Soviet units are in a Berlin zone they may be activated in combat mode in order to attempt to penetrate further into the capital. Equally, a German unit in a Berlin zone can be activated in combat mode, to try to repulse the Soviet incursion into the city. To do this, the units activated in the zone must carry out an attack on the City Progress CRT. Each Soviet City Progress die roll costs 1 support point (3.2.2) to the camp concerned.

9.2.2 Soviet units may not carry out a City Progress die roll if they are OOS. German units in Berlin are always in supply.

EXAMPLE OF AN ATTACK ON THE CITY PROGRESS CRT

The Soviet player has the 2 units of the 8th Guards Army (mechanised counters, 20 strength points each) in the Tempelhof zone, and the German player has the SS Nordland division (counter of 6 strength points). The present Progress Level is +1. The Soviet player spends a first supply point to allow the City Progress CRT die roll, and a second supply point to give a DRM of +1.

The strength ratio is 40 against 20+6, i.e. 1 against 1 and the Soviet player enjoys a DRM of +1 for having a complete army and another DRM of +1 for the extra supply point (i.e. +2). The Soviet player rolls a 5, modified to 7. The level of Soviet control therefore increases from +1 to +2 and the Nordland Division is reduced. The Tempelhof zone is now controlled by the Soviets (affecting the victory conditions, and giving a DRM of +1 for any future City Progress CRT rolls in adjacent zones, even if these are Soviets from the opposite camp). Further progress points in Tempelhof will count for progress in Berlin (they can however only count towards the 5VP for the Soviet player with the highest level of City Progress).

9.2.3 To calculate the ratio for the City Progress die roll, add the zone's garrison value to that of the defending unit if that unit is German. If the zone does not contain any German units, the defending strength points amount to the zone's garrison value. The garrison may not be activated in attack.

9.2.4 In exception to 8.1.1, the German player may carry out an attack on the City Progress CRT using as reinforcements units

situated in one non-city zone adjacent to the Berlin city zone in question. These units are included in calculating the total strength points of the attacking German units. Example : The German player is making an attack on the City Progress CRT in the Tempelhof zone where there is a German unit with 8 strength points and a Soviet unit with 7 strength points. The German player also chooses to activate his two units in the Trebbin zone adding another 8 strength points, making a total of 16 strength points and a ratio of 2:1.

9.2.5 The Soviet player may spend one (and only one) supplementary support point to avail himself of a +1 DRM on the d6 roll on the City Progress CRT.

9.3 RESULTS

9.3.1 The results "A#" and "D#" are treated as in 8.2. Garrisons are never affected by step losses.

9.3.2 If the result is "+/- #", the City Progress level increases by # in the zone if the Soviets are attacking, or decreases by # if the Germans are attacking. The relevant marker is placed in the zone.

9.3.3 A Berlin zone is considered to be controlled by the Soviets if the City Progress level is 2 or more. There is no upper limit to the City Progress level in a Berlin city zone. The City Progress level may not be lower than 0. If a German unit gains a result of "+/- 1" on the City Progress table in a zone where the City Progress level is 0, the Soviet defenders suffer a step loss and the City Progress level remains at 0.

Design note : The fighting in Berlin was bitter and the Soviets deployed huge resources to

take the city, while the Germans were reduced to mobilising children and old men. The ultimate target of the Soviet advance was the Reichstag, seen as the ultimate symbol of German power. To carry off victory from the other marshal, attacks took place to penetrate as far as possible into the Reich's capital.

10. END OF THE GAME AND VICTORY

Victory is determined once the game has finished, i.e. on a successful end of game roll during the End of Turn Phase from Game Turn 7 onwards (5.2), or automatically at the end of Game Turn 10. The Victory Points (VP) are totalled as the game progresses.

10.1 TERRITORIAL OBJECTIVES

10.1.1 The values of those zones with VPs are allocated to the Soviet player who controls them (7.3.4). For Berlin city zones, see 9.1.5 and 9.3.3.

10.2 SPECIFIC OBJECTIVES

10.2.1 Shelling of Berlin : The first player to activate a Soviet unit from his camp in a zone adjacent to a Berlin city zone, but without carrying out any further action with it (i.e. turning it immediately through 180°) gains 1 VP.

Example : *The Soviet player activates and immediately turns through 180° a unit in Zossen without making it do anything else. He scores 1 VP.*

10.2.2 The first Soviet player to gain a City Progress level higher than 0 in a Berlin zone gains 2 VPs.

10.2.3 The Soviet player with the highest level of City Progress (this must be at least

4) at the end of the game wins 5 VPs. These points can only be won if each of the 6 Berlin city zones is occupied by at least one Soviet unit, of whatever camp.

Design note : *To draw attention to their progress, the two marshals tried to be the first to shell the German capital and to penetrate as far as possible into it in order to win Stalin's favour. Obviously, since encircling the city remained the priority, entering Berlin counted for nothing until the city had been isolated by a ring of Soviet troops.*

11. SETUP

Event Chits 2 to 11 are placed in an opaque marker, and Event Chit 1 (Heinrici) is given to the Koniev player. The Game Turn Marker and the Operations Marker are placed on the first space of the Game Turn Record Track. The Support and VP Markers are placed next to the Turn Record Track, and will rise on it once they go over 0. The units of both camps are then placed in their respective zones.

11.1 SOVIET UNITS - ZHUKOV

(Red with a black NATO symbol)

Bärwalde (B) : 61st Army (61), 1st Polish Army (1 POL) - **Küstrin (D)** : 47th Army (47), 3rd Shock Army (3SHA), 2nd Guards Tank Army (2GTA) - **Bridgehead (E)** : 5th Shock Army (5SHA), 8th Guards Army (8GA) - **Reppen (M)** : 69th Army (69) - **Ziebingen (Q)** : 33rd Army (33) - **Goritz (F)** : 1st Guards Tank Army (1GTA)

11.2 GERMAN UNITS - ZHUKOV

(Green with a black NATO symbol)

Görlitz (DD) : 10th SS Panzer Division (10 SS Pz), 72nd Division (72), 17th Division

(17) - **Niesky (CC)**: Brandenburg (Branden) - **Rietschen (Z)**: 615th Division (615)
Muskau (X): 545th Division (545)
Spremberg (FF): 1st SS Panzer Division (1 SS Pz), 344th Division (344) - **Dresden (EE)**: 404th Division (404) - **Forst (V)**: 342nd Division (342) - **Guben (T)**: 36th SS Division (36 SS), 214th Division (214) - **Lieberose (S)**: 275th Division (275), 35th SS Division (35 SS) - **Cottbus (GG)**: 21st Panzer Division (21 Pz)

11.3 SOVIET UNITS - KONIEV

(Red with a white NATO symbol)

Triebel (W): 3rd Guards Army (3GA), 13th Army (13), 3rd Guards Tank Army (3GTA)
Priebus (Y): 5th Guards Army (5GA), 4th Guards Tank Army (4GTA) - **Sanitz (AA)**: 2nd Polish Army (2 POL) - **Penzig (BB)**: 52nd Army (52)

11.4 GERMAN UNITS - KONIEV

(Green with a white NATO symbol)

Fürstenberg (P): 391st Division (391), 32nd SS Division (32 SS) - **Beeskow (O)**: Division Rägener (Ragen.) - **Frankfurt an der Oder (N)**: 286th Division - **Lebus (L)**: 712th Division (712), 169th Division (169)
Seeelow (G): 303rd Division (303), 20th Panzergrenadier Division (20 Pz Gr)
Falkenhagen (K): Panzerdivision Kurmark (Kurmark), 156th Division (156) - **Nördl. Oderbruch (A)**: 606th Division (606), 5th Jäger Division (5 Jäger) - **Südl. Oderbruch (B)**: 9th Fallschirmjäger Division (9 Falsch), 309th Division (309) - **Letschin (H)** Müncheberg (Münch) - **Prötzel (J)**: 25th Panzergrenadier Division (25 Pz Gr) - **Müncheberg (I)**: 541st Division (541)

11.5 REINFORCEMENTS - ZHUKOV

11.5.1 Soviet Reinforcements

- 3rd Army (3) : through a Soviet supply zone (Zhukov camp)

11.5.2 German Reinforcements

- 1st Fallschirmjäger Division (1 Falsch) : through a zone touching the southern edge of the map.

11.5.3 German reinforcements of the II

Army (see 2.1.2): all enter through a German supply zone on the west edge of the map.

Theodor Körner (T. Körner), Ulrich von Hutten (U. v Hut), Ferdinand von Schill (F. v Schill), Scharnhorst (Scharn), Clausewitz (Clause), Hamburg (Hamburg), von Hake (v. Hake), 199th division (199), Herman Goering JagdPanzer (H. Goer), Friedrich Ludwig Jahn (F L Jahn)

11.6 REINFORCEMENTS - KONIEV

11.6.1 Soviet Reinforcements

- 28th Army (28) : through a Soviet supply zone (Koniev camp)

- 31st Army (31) : through a Soviet supply zone (Koniev camp)

11.6.2 German Reinforcements

- 11th SS Division (11 SS) : Joachimsthal.

- 23rd SS Division (23 SS) : Joachimsthal.

- 18th Panzergrenadier Division (18 Pz Gr) : Joachimsthal.

ANNEX : EVENTS

1- Heinrici

German units retreat before combat and do not suffer any losses. Normal retreat rules apply (8.3). The Soviet units enter the zone as if for an advance after combat (8.4). The Heinrici chit is then handed over to the other player who may (without any obligation) use it from the next turn onwards.

>>To be used by the German player in combat before the die is rolled (does not affect Event 8).

Design note: *General Heinrici was a master of the art of defence, several times saving the German army in Russia in 1942, or in Hungary in 1944.*

2- Rybalko crosses the Spree

A Soviet army (both counters) can be activated without being affected by river penalties for the current impulse (to be chosen at the moment the event is played).

>> To be played at the start of the player's Soviet impulse.

Design note: *On the evening of 17th April General Rybalko decided not to wait for the arrival of the engineers' pontoons, pushing an armoured brigade across the Spree which took up position on the far bank of the river, allowing Marshal Koniev's 2 tank armies to cross the Spree at night.*

3- The Allies push towards Berlin

The Americans advance one zone on the track chosen by the player playing the event. This event is not returned to the draw once the American advance has been halted (2.2.4 ; 2.2.8).

>>To be played at the start of the player's German impulse.

4- Planned Retreat

During the turn the German units of the player playing the event are not affected by Hitler's restrictions on movements towards the west (7.2.2). This chit is not returned to the draw after Turn 6.

>>To be played at the start of the player's German impulse.

5- Speer and Heinrici try to save Berlin

The Berlin zones have their garrison value reduced to 10 for the current game turn. This Event Chit can only be played once.

>> To be played at the start of the player's Soviet impulse.

Design note: *Albert Speer and General Heinrici attempted to limit the destruction of Berlin by preparing a withdrawal of the city's garrison, in order to allow the Red Army to enter the city more quickly. Thus on 18th April the order for the garrison to leave was given, but only a few battalions were actually dispatched by General Reymann, commander of the German capital's defence.*

6- Everyone to the front

One Soviet army activated in combat in the current impulse is given a DRM of +2. This bonus applies to each combat if the units of the army concerned are fighting in different zones. After combat, these units act as if they had been placed in reserve.

>> To be played at the start of the player's Soviet impulse.

Design note: *Furious at the failures of Mar-*

shal Zhukov's offensive, Stalin made it clear that he might need advice from the Stavka and 2nd Belorussian Front. To avoid such a humiliation Zhukov ordered on 18th April that the offensive should be intensified and pursued day and night without letup.

7- Trucks

One Soviet army (1 or 2 counters) may move and attack in the same impulse.

>> To be played at the start of the player's Soviet impulse.

8- Collapse of German conscripts

One German unit is reduced before combat (at the choice of the Soviet player). A unit may not be destroyed by this event.

>> To be played before combat by the Soviet player.

Design note: *By April 1945 German units were often made up of the scrapings of the barrel, and several units literally crumbled under fire, the most famous example being the 9 Parachute Division whose conscripts fled from the Soviets to the great anger of Hermann Goering.*

9- Destruction of the bridges over the Oder by the Luftwaffe

The player using this Event Chit chooses a zone west of the Oder or the Neisse and

which borders that river (ex : "Forst"), or a zone adjacent to a zone which borders the river (ex: "Kathlow"). The Soviet units in this zone become out of supply for the current turn. This Event Chit can only be played once.

>> To be played at the start of the opponent's Soviet impulse, before he activates any of his units or plays an Event Chit.

Design note: *At the start of the Soviet offensive what remained of the Luftwaffe prepared to sacrifice itself in an attempt to destroy the bridges linking the Soviet bridgehead over the Oder to its eastern bank. Only a few bridges were destroyed, with no effect on the fighting.*

10- Coordination

Six Soviet units may be activated instead of 4 for the current impulse of the side playing the event.

>> To be played at the start of the player's Soviet impulse.

11- Surprise counter-attack

The strength points of attacking German units are doubled for this impulse. Cannot be used for an attack on the City Progress CRT (9.2).

>> To be played at the start of the player's German impulse.

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SPECIAL THANKS to all those who have helped, whether for playtesting, proofreading or research :

David Chauvel, Gonzague Depondt, Jean-Baptiste Euzet, Christophe Foley, Philippe Gicquel, Knut Grünitz, Anthony Jacob, Yves Le Quellec, Dominique Marshall, Philippe Parmentier, Arnaud Pierre Pierre, Nicolas Rident.