



Fortress Berlin

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18.0 SOLITAIRE GAME

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1.0 INTRODUCTION

"Der Führer lebt und leitet Abwehr Berlin!"

"The Führer lives and is leading the defense of Berlin!" screamed the final message out from Martin Bormann on April 30th, 1945. **Fortress Berlin** is a two-player tactical/operational simulation of the last great battle of World War II in Europe, the assault on Berlin. Playing pieces represent the actual units that took part in this fight, along with optional forces that might have become involved but did not do so. Using a mapsheet depicting essential portions of the city of Berlin, players use these rules to define possible game actions. Players move pieces and conduct combat during alternating player-turns within the complete turn. Play continues for fifteen (15) turns, or until the Soviet player captures the center of Berlin (the Reichstag), whichever comes first. Players score Victory Points for events throughout the game, then assess the outcome at game end.

1.0.1 Game Scale: Each Game Turn represents one day. Map scale is approximately 500 yards (457 meters) to the hex. Ground units range in size from companies to divisions.

2.0 GAME COMPONENTS

Your copy of **Fortress Berlin** should contain the following items:

- One 23" x 34" mapsheet depicting Berlin and the game tracks.
- One set of 480 die cut 1/2" playing pieces representing ground combat units, headquarters, aircraft units, and markers.
- One 16 page rulebook.
- 4 pages of charts and tables printed in the center of the rulebook.

Not supplied with this game but also required for play are two six-sided dice. If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent.

2.1 The Game Map

The game is played on a stylized map divided into hexagons (hexes). The board is a map of Berlin over which a hexagonal grid has been superimposed to regulate the movement of pieces. The map covers the general area that included the German inner defenses of Berlin. This area ranges from Treptow in the east to Spandau on the city's western side; and covers the area from Wedding-Pankow down to Mariendorf-Zehlendorf on the city's north-south axis. The hexes facilitate positioning and movement of the playing pieces. Each hex contains one or more terrain types that are referenced on the Terrain Effects Chart. A hex is also individually designated with a four-digit number, which is used in set-up. Fractional hexes without numbers may not be entered.

2.1.1 Map Features: Various types of terrain and certain features are denoted on the map, and are defined on the Terrain Key/Terrain Effects Chart. These terrain types and features are: Clear, Park, Built-up Area, Major Building, Airfield, River, Canal, Lake and Flak Tower. In addition, Roads and Railroads run through many of the features listed above.

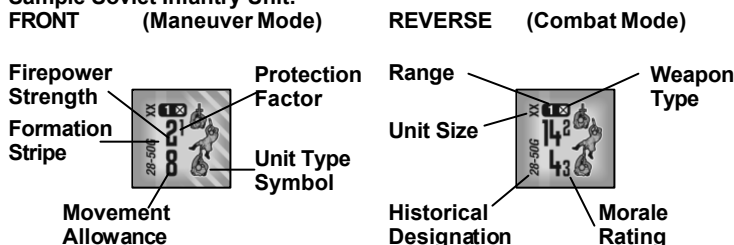
2.1.2 Map Charts and Tables: Also printed on the map is a Turn Record/Victory Point Track to record the current Game Turn and any accumulated Victory Points.

2.2 The Playing Pieces

The cardboard playing pieces (or counters) in the game should be carefully separated before trying to play. The pieces are of different types depending on the information that appears on each. In general, the pieces represent ground combat units or informational markers.

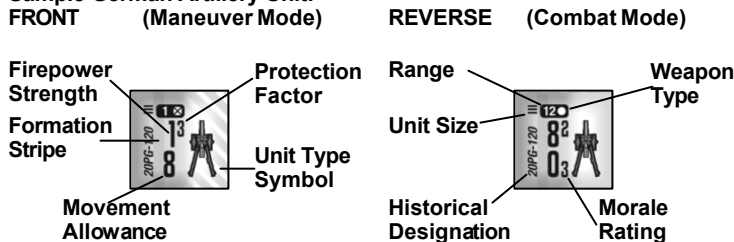
Combat units represent historical units (or forces that could potentially have participated) in the city battle. Infantry is the most common type of ground combat unit. All units are in one of two Deployment Modes. The front face of each unit counter (easily shown by diagonal color stripes along the right edge) represents that combat unit optimized for movement (its Maneuver Mode in the game), while the back of the counter shows the same unit deployed for battle (Combat Mode). The Maneuver Mode face of a counter shows its Unit Type Symbol, Historical Designation and Size printed atop its Formation Stripe, Range and Weapon Type Oval, Firepower Strength, Protection Factor, Movement Allowance, and for Headquarters units only, a Command Radius. The Combat Mode side of the counter shows all the same values above for the unit, plus a Morale Rating. Flip units over to indicate a change in their Deployment Mode.

Sample Soviet Infantry Unit:

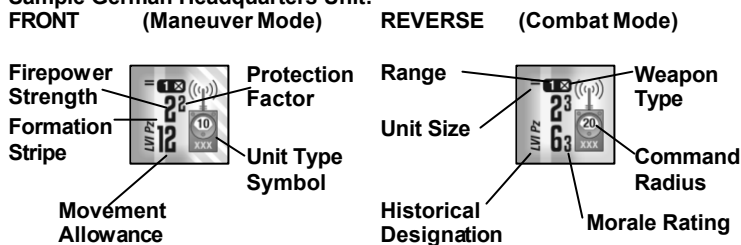


Note that the front side of a combat unit is its Maneuver Mode side while the reverse side is its Combat Mode side.

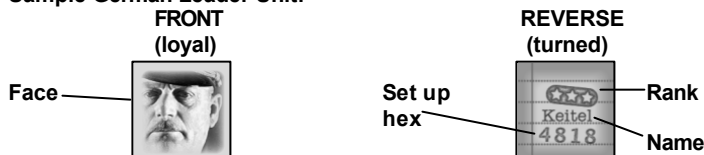
Sample German Artillery Unit:



Sample German Headquarters Unit:



Sample German Leader Unit:



2.2.1 Historical Designation, Formation Stripe and Size: The military designation of a unit and a color bar indicating to which higher formation it belongs. The identification and sizes of all units are printed vertically on each side of the counter atop the formation stripe along the left edge. The following unit size designations are used:

SYMBOL	SIZE
XXXX	Army (HQs only)
XXX	Corps (HQs only)
XX	Division
X	Brigade
III	Regiment
II	Battalion
I	Company

2.2.2 Unit Type Symbol: The following general illustrations are printed towards the right edge of the counter and indicate what kind of ground unit the counter represents:

	Maneuver Mode (Front)	Combat Mode (Back)
Infantry-Type Units		
Infantry		
Engineers		
Volkssturm (VS)		
Police, Hitler Youth (HJ)		
Plant Protection Bns.	PPB	
Motorized Infantry	or	or
Mechanized Infantry		
Headquarters		
Armor-Type Units		
Armor		
Assault Guns		
Reconnaissance		
Weapons-Type Units		
Anti-Tank		
Anti-Aircraft (Flak)		
Artillery-Type Units		
Artillery		

2.2.3 Range and Weapons Type Oval: All units have a black oval printed near the top of the counter. The oval contains the unit's Range expressed numerically (how many hexes away it may attack) and its Weapon Type (what it is armed with).

WEAPON TYPE SYMBOLS	MEANING
	Small Arms
	Heavy Weapons
	Anti-Tank
	Artillery

All units with a Range of one (mainly infantry or equivalent types) can only attack enemy units after moving adjacent to the hex they occupy. Units with a Range of two (mainly heavy weapons and anti-tank units) can use their Firepower Strength values in battles taking place up to two hexes away. Artillery units can use their Firepower Strength up to the number of hexes indicated by the Range value and this varies with the mode they are in. Weapons Type determines attack and defense capabilities as detailed on the CRT Heading Table. Note that units with the DEF value may only defend themselves in combat, they may not initiate battle.

2.2.4 Firepower Strength (FS): This value is the top large number printed in the center of the unit counter. Basically, this number is a quantification of the unit's present troop strength and weapons. A unit's FS varies depending upon its mode. Infantry-type units use this value as their Close Assault strength (their main form of attack). For anti-tank, anti-aircraft and artillery-type units, the FS is used for resolving Direct Gun Fire, Bombardment, and Mixed Bombardment attacks. Such units may not Close Assault (see the CRT Heading Table).

Note that the Weapons Type Symbol on all armor and assault gun units represents that the units are armed with dual purpose weapons and thus may use their FS value for Close Assault, Direct Gun Fire or Mixed Bombardment attacks.

2.2.5 Protection Factor (PF): This is a measure of the vulnerability of the unit in combat. The PF can vary according to which mode the unit is in. The PF is the small number printed to the right of the FS value in the center of the unit.

2.2.6 Movement Allowance (MA): This large number is printed underneath the unit's FS value in the center of the counter. It is the ground combat unit's or HQ's Movement Allowance, the maximum number of Movement Points (MPs) a unit may expend in a single Movement Segment as it moves from hex to hex. A clear terrain hex generally costs 1 MP to enter, for example. A unit's MA varies depending upon which mode the unit is in.

2.2.7 Morale Rating (MR): A measure of the cohesion (inherent morale and training) of the combat unit or HQ in combat, used when resolving Close Assault. Combat units and HQs have the same MR regardless of which mode the unit is in. The MR is printed only on the Combat Mode side of units and is the small number to the right of Movement Allowance.

2.2.8 Command Radius: A characteristic of HQs (only) is their Command Radius (expressed in hexes, not MPs). This number is printed in the center of the HQ's Unit Type Symbol. This number is used to indicate how far away (in hexes) subordinate combat units may be and still be in Command (see Section 3.5), and where Soviet off-board artillery may be targeted by the controlling HQ (see Section 11.3). An asterisk indicates infinite radius.

2.3 Markers

Markers are special pieces used to track critical game functions, such as a side's current Victory Points, or a unit's Disrupted status. Markers generally contain only a symbol or notation for their use. Pictures of markers are displayed throughout these rules alongside the relevant text.

2.4 Game Charts and Tables

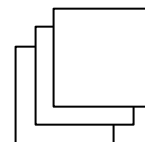
Various aids are provided to specify outcomes for game actions, or to simplify and illustrate game functions. These include the Turn Record/Victory Point Track printed on the map, the Terrain Key/Terrain Effects Chart (TEC), the Combat Results Tables (CRT), and so on. These items are printed on the map or on pull-out sheets as necessary.

3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves. These are presented here, and include the rules on stacking, zones of control, and deployment modes.

3.1 Stacking

Stacking is the act of having one or more friendly units in the same hex during and after movement. A stack of ground units in the same hex is referred to as a **force**. Units can freely combine into forces or leave them by movement (or as a result of combat) within the restrictions below.



3.1.1 Unity of Stacks: In general, all combat units in a hex must form a single stack; that is, a player cannot have more than one ground force in a hex. All units must form a single force at the **end** of any segment; that is, a player cannot have more than one force in a hex at the **end** of any segment. During Close Assault combat, all units stacked together in a hex defend as a single combined total. Markers in a stack never count as part of that force.

3.1.2 German Stacking Limit: The German player may have up to three units in a hex under all conditions. If all the units in a stack belong to the same division command (as shown by unit identification), the player may group four units in a hex.

3.1.3 Soviet Stacking Limit: The Soviet player may have up to two units in a hex normally. If all the units in a stack belong to the same tank or mechanized corps (not army), the player may group three units in a hex.

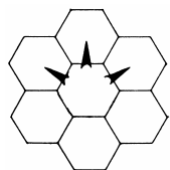
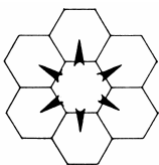
3.1.4 Joint Movement by Forces: Units freely combine into or leave stacks without any MP cost or restrictions. Units that move together as a force are limited to the Movement Allowance of the slowest unit in the force. Units present in a hex in violation of stacking limits at the end of any segment are eliminated. Units to be removed to satisfy this requirement are chosen by the owning player.

3.1.5 Limited Intelligence: A player may only inspect forces of the opposing player during resolution of combat involving those forces. At all other times, only the top unit in an enemy force on the map can be seen.

3.2 Zones of Control (ZOCs)

Combat units (including headquarters units) project a Zone of Control into some or all of the hexes surrounding the hex they occupy. A ZOC represents the capability of a unit to intervene in the area around it. These surrounding hexes are considered “controlled” hexes in that they inhibit enemy movement and the tracing of retreat paths through them.

3.2.1 Who Projects a ZOC: Each unit in Combat Mode projects a Zone of Control (ZOC) into all six hexes surrounding and immediately adjacent to the hex containing the unit (see illustration to the right).



Each unit in Maneuver Mode projects a ZOC into only the three hexes facing the unit (see the illustration to the left).

A unit's printed ratings have no impact on whether or not it projects a ZOC. Game markers, and the intrinsic defense strengths of some types of German fortifications (see Module 10.0), are not considered units and do not project ZOCs.

3.2.2 Mutual ZOCs: There is no additional effect when one or more friendly units each project a ZOC into the same hex. If both enemy and friendly ZOCs project into the same hex, they coexist mutually and both players exert control on that hex. Unless otherwise specified, the effects of enemy ZOCs are never negated by the presence of friendly units (or friendly ZOCs) in the controlled hexes. Units are unaffected by the ZOCs of other friendly units.

3.2.3 Terrain and ZOCs: Units project ZOCs into all terrain types except Lakes, Bunkers, Strongpoints, Flak Towers, and Built-Up terrain hexes. ZOCs never extend across Rivers or Canals, not even at bridged hexsides.

3.2.4 ZOC Effects on Movement: A unit or force that enters a hex into which an enemy unit or force is projecting a ZOC (a “controlled” hex) must immediately stop and end movement for that segment. Units that have stopped may not move further that segment. If at the beginning of a Movement Segment, a phasing force occupies a hex in an enemy ZOC, the phasing force may freely exit the enemy ZOC hex. However, units may not move directly from one enemy ZOC hex to another enemy ZOC hex without first moving into a hex not in an enemy ZOC. The presence of a friendly unit does not negate enemy ZOCs in a hex for the purposes of movement.

3.2.5 Combat Effects of ZOCs: Enemy ZOCs block the retreat of friendly units. If the enemy-controlled hex(es) are occupied by friendly units, a player may retreat his units through the enemy-controlled hexes. Units unable to retreat due to the presence of enemy units and/or their ZOCs are eliminated instead.

3.2.6 Disruption and ZOCs: Units that become Disrupted (see Section 8.8) lose their ZOC for the duration of their Disrupted condition.

3.3 Unit Deployment Modes

One key feature of *Fortress Berlin* is the way the forces represented by the pieces are disposed. Units can be optimized for Maneuver (movement) or for Combat (battle), and a unit's current disposition is called the unit's “mode.” Each mode is denoted by one side of the unit counter: the front side is the Maneuver Mode (the side with diagonal bars on its right edge), the back side is the Combat Mode. The movement and combat capabilities of the unit change depending upon its current mode.

3.3.1 Maneuver Mode: A unit in Maneuver Mode has its greatest movement capability but is more vulnerable (it will have a reduced PF) and just a nominal combat ability. Artillery units in Maneuver Mode cannot conduct Bombardment or Mixed Bombardment attacks. (Such a unit may or may not be capable of other attack types, as indicated by the unit's Weapon Type icon). Units in Maneuver Mode have a specific Facing (see Section 3.4 below). Maneuver Mode permits movement along roads and railroads at the lower MP expenditure rate listed on the TEC. Infantry and Engineer units in Maneuver Mode may use the U-Bahn subway (see Optional Section 17.1). Units in Maneuver Mode cannot enter or pass through hexes containing Ruins (see Module 9.0).

3.3.2 Combat Mode: A unit in Combat Mode will have its best possible FS and PF, but is restricted to a lower Movement Allowance. Units in Combat Mode may not use any special type of movement, such as using the lower road MP expenditure rate or the U-Bahn (see Optional Section 17.1). Only units in Combat Mode may enter Ruins hexes.

Exception: Soviet HQs have zero (0) MPs when in Combat Mode but may still enter one adjacent Ruins hex.

3.3.3 Changing Mode: When setting up units before play the German player may freely choose their Deployment Mode. Units entering the game as Reinforcements (see Modules 14.0 and 15.0) start in Maneuver Mode. Units can voluntarily change mode during any friendly Movement Segment. Changing mode costs 2 MPs.

Exception: Units that have zero (0) MPs when in Combat Mode may still change into Maneuver Mode.

A unit having a Movement Allowance insufficient to pay for a mode change can still change mode provided that is the only action taken by that unit in that Movement Segment. Modes can be changed before, during, or after movement so long as the unit retains sufficient MPs to do so. Units in Combat Mode that suffer a Disruption result (see Section 8.8) involuntarily change mode at that instant. Units that are currently Disrupted cannot change mode.



3.4 Facing

For units in Maneuver Mode, facing is indicated by the orientation of the vehicle/weapon/infantry icon's direction. Units in Combat Mode possess all around facing.



3.4.1 General Rule: The top edge of a unit in Maneuver Mode must always point at a specific hexside of any hex the unit occupies. This hexside and the two adjoining ones are termed “facing” hexsides; the other three hexsides surrounding the unit are called “flank” hexsides. A unit in Maneuver Mode projects its ZOC through its facing hexsides. A unit in Maneuver Mode can attack only into facing hexes. When defending, units in Maneuver Mode are vulnerable to flanking attacks in Close Assault combat (see Section 8.4). Facing is determined for these purposes during the Combat Segment.

3.4.2 Changing Facing: The phasing player aligns the facing of any units he may have in Maneuver Mode during his Movement Segment. Selection of the hexside facing is free of any movement cost and may be freely changed by the player during his Movement Segment but all units in Maneuver Mode in the same hex must face the same way. Facing cannot

be changed in the phasing player's Recovery or Combat Segments, or during the opponent's segments.

3.5 Headquarters and Command

Operational command plays a significant role in battle. Units must be under Command to exercise certain game functions. Command is provided by Headquarters (HQ) units that exist at the Division and Higher Command levels on the German side, and at the Army level on the Soviet side. German Division HQs must themselves be able to trace command to a Higher HQ to exercise complete Command functions and retain their full Movement Allowance.

3.5.1 General Rule: Command is not affected by the location of the opponent's units and ZOCs. A HQ can command any number of units within its Command Radius regardless of their type or organizational identity.

3.5.2 Combat Effects: Units must be under Command (Divisional for the German, Army for the Soviet) to initiate Direct Gun Fire attacks (see Section 8.3). In addition, each HQ unit can add its printed FS value in support of **one** Close Assault action (see Section 8.4) within its Command Radius (representing application of the HQ's assets). The HQ does not need to be adjacent to the combat hex; the combat hex just needs to be within the HQ's Command Radius. This HQ "Support Fire" can be used both offensively and defensively once per turn, but may only be used in a Close Assault situation. HQs that are being Close Assaulted themselves may not use "Support Fire" that turn. HQs that are Disrupted lose their "Support Fire" capability but continue to exert their Command capabilities.

3.5.3 German Division Commands: German Division HQs can exercise Command over any and all units within their Command Radius (printed in the radio transmitter illustration to the right of the unit counter). However, the Division HQ must in turn be in Command from its Higher Command HQ. Units of a division that is not in Command lose half of their Movement Allowance, and cannot use the U-Bahn (see Optional Section 17.1).

***Optional Rule:** Units from a specific Division can be required to trace Command only to their own Division HQ, and Division HQs can provide Support Fire only to units of their own division.*

3.5.4 German Higher Commands: There are four German Higher Command HQs; Berlin, LVI Panzer Korps, Steiner and Wenck. Each provides Command capacity to the divisional HQs (and their subordinate units) assigned it at start on the Order of Appearance, as well as all VS, HJ, and PPB units within its Command Radius. Each Higher Command HQ has a Command Radius printed in the radio transmitter illustration to the right of the unit counter (an asterisk on the unit counter takes in the entire mapsheet). In addition, each Higher Command HQ can provide direct Command capacity for any **one combat unit** within its Command Radius and can furnish offensive or defensive Support Fire per Case 3.5.2.

3.6 The Fog of War

Both sides operated throughout the campaign with poor intelligence about the opposing side's forces and objectives. To simulate this players cannot examine each other's units or stacks of units; only the top counter in any given force (even if under a marker) will be visible. Strengths of those units in a hex involved in a particular combat are only revealed by Close Assault, Direct Gun Fire, or Mixed Bombardment attacks (not by Bombardment only). In Close Assault combat, each player must reveal all of his forces involved to the opponent.

***Exception:** Do not reveal the identity or non-PF strengths of targeted units when attacks are made solely by aircraft or non-adjacent enemy artillery units.*

4.0 SEQUENCE OF PLAY

The **Fortress Berlin** game is played in "complete" turns, each of which is composed of alternating player-turns. During a player-turn, game actions are conducted in the set sequence specified below. Each step of the sequence is called a segment. Play proceeds by segments, and with completion of the last segment of a player-turn, action reverts to the opponent.

At the completion of the final segment of the Soviet player-turn, the Turn Marker is moved ahead on the Turn Record Track and play proceeds to a new turn. Each turn represents one day of time. Play begins on April 21st (Turn 1) and continues for fifteen (15) days (turns) until May 5th, or until (if earlier) the Soviet player captures Hitler or the Reichstag (hex 5015).

Upon occurrence of any of these contingencies, play is finished and victory in the game is assessed.

4.1 German Player-Turn

The German player is the first player in each turn.

4.1.1 Reinforcement Segment: The German player consults the game Order of Appearance (see Module 14.0) to determine whether and where new units arrive in the game. The Order of Appearance may also indicate units that must withdraw and be removed from play. The player may score Victory Points for such withdrawals. Finally, the German player checks for the availability of Airpower (see Section 11.4).

4.1.2 Recovery Segment: All units that are marked with a white Disruption marker are considered reorganized and regain their full capability. White Disruption markers are removed from play.

4.1.3 Movement Segment: The German player may move units on the map according to the rules for Movement (see Module 7.0). At any time during this segment a unit with sufficient MPs can change from Maneuver to Combat Mode or vice versa (see Case 3.3.3).

4.1.4 Combat Segment: During this segment enemy units that have been targeted by German Artillery or Airpower can be subjected to Bombardment and Mixed Bombardment attacks (see Section 8.2). The German player may then attempt Direct Gun Fire (see Section 8.3) followed by Close Assault (see Section 8.4) with units that are in position and within range for these activities. Combat actions are resolved in the following sequence:

Step 1.) German Bombardment and Mixed Bombardment attacks

Step 2.) German Direct Gun Fire attacks

Step 3.) German Close Assault announcements, followed by Soviet defensive Direct Gun Fire attacks, followed by Close Assault resolution.

Notice that the Soviet player is permitted to reply with Direct Gun Fire attacks in defense prior to the final resolution of each Close Assault. Combats within types are adjudicated in the order chosen by the German player. Each individual combat is completely resolved before play moves to the next one.

4.2 Soviet Player-Turn

The Soviet player undertakes the same activities in the same order and segments as just specified for the German player. In the Reinforcement Segment, the Soviet player checks his Order of Appearance (see Module 15.0) for reinforcements and withdrawals, and the availability of Airpower. In his Recovery Segment it is the red Disruption markers that are removed, not white ones. In the Combat Segment it is Soviet Artillery and Airpower that may conduct Bombardment attacks, and Soviet units that make Close Assaults. Defensive Direct Gun Fire would be from German units.

4.3 End of Turn Segment

Following the final activity in the Combat Segment of the Soviet player-turn, the complete turn is finished. The Turn marker is moved ahead to the next space on the Turn Record Track. Play then proceeds to the German player-turn of the next complete turn.

5.0 REINFORCEMENT SEGMENT

The first segment of each player's turn is when new units enter (or leave) the game. The game Orders of Appearance printed below (see Modules 14.0 and 15.0) list the units entering and leaving the game. Each listing appears with a letter or letters from "A" to "X". These letters indicate permissible entry hexes for the units contained in that listing. Units pay the

MP cost to enter on the indicated hex and move from there, paying all applicable movement costs. Units and stacks that follow the initial entering unit or stack move normally (there is no additional MP cost for following units). In the Reinforcement Segment the player consults the Order of Appearance and finds the pieces scheduled to enter the game. Their actual maneuver onto the board occurs in the Movement Segment.

5.1 Soviet Withdrawals

A few Soviet units are listed to leave the game on Turn 3. These pieces are simply removed from the map. If the listed pieces have been eliminated, the Soviet player simply removes other pieces which entered along the same map edge as the listed pieces, and which are of at least equal combat value (i.e., FS) and of the same type as the listed units.

5.2 German Withdrawals

Unlike the Soviets, when the German player is directed to withdraw units beginning on Turn 4, he must actually move these pieces through the map and get them off the board. This is done to give the Soviet player a chance to catch these retreating units, if possible. The German player scores two (2) Victory Points (VPs) for each subordinate unit of the 20th Panzer-grenadier Division that succeeds in exiting the game. The Soviet player scores one (1) VP for each turn (on and after Turn 6) that any unit of the 20th Panzergrenadier Division remains in play. Alternate units cannot be substituted.

Tactical Hint: *Although it is tempting for the German to retain the 20th Panzergrenadier Division in play, as it represents a substantial combat formation, overall Soviet strength will translate into VPs at a rate that will make it very important for the Germans to gain VPs from timely withdrawal of the 20th's units.*

5.3 Blocked Entries

If the entry hex listed for the arrival of a unit or units is occupied by an opposing unit or in its ZOC, the entering units instead appear at a hex adjacent to the specified entry hex or at an adjacent (lettered) entry hex.

5.4 Delayed Entry

The player may voluntarily delay the arrival of listed reinforcements. A one-turn delay enables the player to enter those units at the adjacent entry areas on either side of the designated arrival area, and/or at the initial designated arrival area.

Exception: *Any units listed for Entry Area "A" may not shift to Entry Area "X."*

A formation may never enter the game more than one entry hex away from that listed in its Order of Appearance (Module 14.0 for the German, 15.0 for the Soviet, as well as the variants for both sides in Module 16.0) despite the number of turns its entry is delayed (*the off-map traffic jams would've been horrendous!*).

5.5 German Volkssturm

When indicated by the German Order of Appearance, the German player rolls one die for the appearance of new Volkssturm units. On a roll of "1" to "5" that number of new Volkssturm units appear, to be selected randomly according to Case 11.2.3 and placed anywhere on the map within the Berlin strongpoint perimeter but not behind Soviet lines or in a Soviet ZOC. On a roll of "6", one Volkssturm unit deserts instead of any arriving. The German player chooses one Volkssturm unit and immediately removes it from the map.

5.6 Airpower Availability

Also during the Reinforcement Segment the player should roll two dice for setting the amount of Airpower that will be available to him (if any) during the turn, according to the provisions of Section 11.4.



6.0 RECOVERY SEGMENT

Units Disrupted during the German player-turn receive a white Disruption marker. Units Disrupted during the Soviet player-turn get a red Disruption marker. White Disruption markers are removed in the Recovery Segment

of the next German player-turn. Red Disruption markers come off in the Recovery Segment of the next Soviet player-turn. The effects of Disruption (see Section 8.8) persist until the unit recovers. Disrupted units are eliminated if they incur another Disruption before recovering.



7.0 MOVEMENT SEGMENT

All ground movement occurs during the Movement Segment of the turn. During a Movement Segment the active player may move as many or as few of his units as he desires subject to the terrain of the map and the movement capability of the pieces. The movement capability of each piece is expressed as a number of Movement Points (MPs). There are MP costs to enter any given type of hex on the map, and some hexsides have MP costs as well. The Movement Allowances of pieces change depending upon their Deployment Mode (see Section 3.3).

7.1 How to Move Units

Units move individually from hex to contiguous hex, expending MPs to enter each new hex or to cross certain hexsides. The MP cost for each type of map feature is specified by the Terrain Effects Chart. A unit expends MPs to enter hexes or cross hexsides, but cannot do so if it lacks sufficient remaining MPs to do so.

7.1.1 Movement Sequencing: Individual units or forces are moved sequentially. Once the player puts his hand on a unit or force he must complete all movement by those units or that force. Once the hand is removed, that unit or force is considered to have finished its movement for the segment. Retracing moves or changing the order of movement is not allowed.

7.1.2 Reinforcements: Units entering the game as reinforcements pay only the normal MP costs for their initial hex of entry.

7.2 Movement Restrictions

Units may move only during the Movement Segment of a friendly player-turn. Units need not expend all their MPs, but MPs cannot be accumulated from turn to turn or transferred from one unit to another. A unit's printed Movement Allowance is fully available again in each subsequent friendly Movement Segment.

7.2.1 Other Units: Units cannot enter hexes occupied by enemy units, while friendly units do not impede movement. However, the number of friendly units that may end the segment in the same hex is limited (see Stacking, Section 3.1).

7.2.2 Deployment Mode and Movement Restrictions: A unit can move up to the limit of its Movement Allowance printed on the face of the unit at the beginning of the player's Movement Segment. That is, even if a unit changes its Deployment Mode during the course of a segment, it continues to use the Movement Allowance showing on the side of the counter for the mode it was in at the beginning of the segment. Units that show a zero ("0") Movement Allowance in their Combat Mode may only change their Deployment Mode as their sole action that Movement Segment. No unit can ever expend more MPs in a Movement Segment than are showing on the face of the counter for the Deployment Mode it is in at the start of the Movement Segment.

Note: *Soviet HQs have zero (0) MPs when in Combat Mode and thus normally may not move. They still may assume Maneuver Mode, however, or enter one adjacent Ruins hex, but not both.*

7.2.3 ZOC and Disruption Effects on Movement: Both enemy ZOCs (see Section 3.2) and/or Disruption combat results (see Section 8.8) inhibit movement.

7.3 Effects of Terrain

Berlin is an extensive, built-up urban area, the largest city to be attacked during the war. As such, its terrain features require special rules.

7.3.1 Clear: In general a Clear terrain hex costs one (1) MP to enter. Other terrain types have different costs specified by the Terrain Effects Chart. There are not that many Clear hexes in *Fortress Berlin*, which is a game about a cityfight. A hex is considered Clear only if it is completely empty. If a hex has any of another terrain type in it, use the terrain effects of the other type. Any hex with three terrain types is considered to be Built-up Area. Fortifications are not terrain *per se* and do not affect determination of the type of terrain in a hex. Clear swatches within hexes of other types will not count as Clear hexes for movement purposes, but they will permit the player to trace a Line of Sight for the purpose of Direct Gun Fire (see Section 8.3).

7.3.2 Roads and Railroads: Units can move along roads and railroad lines using the lower MP costs listed on the TEC only when they are in Maneuver Mode and they exactly follow the path of the road or railroad.

Note: The U-Bahn subway lines (colored blue on the map) are not conventional railroads; they are underground and cannot be used for road-type movement. See Optional Section 17.1 for special provisions for movement by U-Bahn.

7.3.3 Rivers and Canals: Units may only cross Rivers and Canals at bridges. Close Assault combat against enemy units on the other side of a River or Canal is only allowed across Bridges.

8.0 COMBAT SEGMENT

In this module, the player initiating combat is termed the attacker, while the player whose units are being attacked is called the defender.

8.1 Elements of Combat

Combat in this simulation takes any of several basic forms. All use the same procedures for adjudication: the involved units' FS and PF scores, terrain effects, two six-sided dice, a twin-matrix Combat Results Table (CRT), and a single method of calculation explained below.

8.1.1 Unit Factors Used In Combat: Units use their Firepower Strength (FS) and Protection Factor (PF) to resolve combat, along with the map terrain and a random number generated by a roll of the dice. Close Assault combat usually compares the total FS of attacking and defending units. For weapons units defending against Close Assault, use the unit's PF. Bombardment and Mixed Bombardment attacks use the FS values of artillery or weapons units against the total defending PFs in the target hex. Direct Gun Fire attacks use the FS of armor and weapons units against the PF of individual target units.

Note: The above is a mouthful. The CRT Heading Table graphically illustrates what combination of attacks/defenses are permitted.

8.1.2 Combat Results Table (CRT): The Combat Results Table is divided into a set of lines giving strength ranges for the different kinds of combat, plus two matrices. The CRT Heading Table indicates what sort of attacks are permitted by the attacking units based on their Weapons Type. The Point Superiority columns establish basic strength relationships between attacker and defender. The Upper Matrix enables the players to derive a Lower Matrix column for resolution of the battle by comparison of FS and PF. The Lower Matrix comprises ranges of combat results arranged into columns identified by letter. Use of the Upper Matrix will send the players to a lettered column of the Lower Matrix for final resolution. The letter column may be adjusted for special conditions in the combat, and the resolution dice roll may be modified for terrain on the map. This type of CRT avoids the use of many tables for different kinds of combat. Not only is the CRT integrated in this way, it is a combat differential table. That is, in determining the proper column to use on the applicable heading of the table (i.e., the combat type lines), players simply subtract the defender's FS or PF, whichever may be appropriate, from that of the attacker. There is no calculation of odds in *Fortress Berlin*, and only addition and subtraction are required.

8.1.3 Differential Calculation: Exact procedures for establishing the combat differential vary slightly for different types of combat and are given below. In general, however, if for any attack the differential is less than the minimum number shown for the lowest number range on the heading, the

attack automatically fails and has no effect. In a Bombardment or Mixed Bombardment attack, or in Direct Gun Fire attacks, FS values are compared to the defender's PF to set the differential. For Close Assaults, consult the Close Assault Point Superiority column to see if the defending units contribute their FS or PF value to the defense (based on their Weapons Type).

8.1.4 Protection Factors (PF): Defending units use their PFs in combat situations, on the Upper Matrix, to determine the letter column to be used for final resolution. This use of a PF is separate from the use of the total PF first, in Bombardment or Mixed Bombardment or Direct Gun Fire attacks, to establish a differential with the attacker (see Case 8.2.4 step 1). In Close Assault combat, the PF is used only once, and that will be for letter column determination on the Upper Matrix.

Exception: See Section 8.3.

8.1.5 Terrain: The type of terrain the defending unit occupies on the map has a key impact on the resolution of combat. Terrain effects take the form of dice roll modifiers on the Lower Matrix, and of modifications to the PFs of defending units. Certain kinds of terrain may also affect unit FS values, attacking across a bridged river or canal hexside, which halves the attacker's units, or defending a strongpoint or flak tower, which adds its intrinsic strength to the defender. In cases where a hex contains more than one type of terrain, use the modifier most favorable to the defender. Terrain effects are usually not cumulative.

Exception: See the Terrain Effects Chart. Note that a defending unit being attacked across a bridged river or canal hexside receives the DR modifier benefit for the hexside in addition to the halving effect of the water barrier on the attacker.

8.1.6 Facing: A unit can only attack in a direction it is facing (see Section 3.4). Thus, units in Maneuver Mode cannot conduct Direct Gun Fire attacks into, or Close Assault, hexes on their flanks. Units in Combat Mode possess all around facing.

8.2 Bombardment Attacks

This type of combat features the use of ranged weapons to disrupt or destroy enemy units. Only units with the capability as listed on the CRT Heading Table may make Bombardment Attacks. Bombardment attacks are undertaken only against enemy-occupied hexes. Each friendly unit can fire only once per Combat Segment, and a given hex can be attacked only once per Combat Segment. All units Bombarding a hex combine their FS values into a single attack strength. Enemy units in a target hex must combine their PFs into a single total as well.

8.2.1 Mixed Bombardments: The player may combine the FS values of artillery units eligible to make Bombardment Attacks with Direct Gun Fire capable-units (anti-tank, flak, armor) to make "Mixed" Bombardment attacks. The last-named units would also use their FS values in establishing the combat differential. In this case, use the "Mixed Bombardment" line in the heading of the CRT to determine the column used on the Upper Matrix.

8.2.2 Range Effects: On-map artillery units firing at greater than half their Range may use only half of their FS values; fractions are ignored. Off-board artillery is unaffected by this rule.

8.2.3 Line of Sight: On-map artillery firing at over half-range and all off-map artillery must have a friendly undisrupted unit within two hexes of the target hex, and which can trace a Line of Sight (see Section 11.3) to the target hex, to spot for the artillery bombardment. Artillery units firing as part of a Mixed Bombardment are not limited by this Line of Sight requirement. Only the non-artillery units participating in a "Mixed" Bombardment attack require a Line of Sight (see Case 8.32).

8.2.4 Bombardment Attack Procedures: Use the following procedure when conducting a Bombardment attack:

Step 1.) The attacker determines what type of attack (Bombardment or Mixed Bombardment) he will deliver and totals the FS (if any) of all eligible participating units. The defender totals the PFs of all units in the

target hex and adds the single highest (**not cumulative**) defending terrain type listed on the TEC.

Step 2.) Subtract the defender's total from that of the attacker to establish the base combat differential.

Step 3.) On the CRT Heading Table, find the line corresponding to the type of Bombardment attack being delivered, and on that line find the number range that includes the combat differential. Index down from this range to a column of the Upper Matrix. If the differential is less than the lowest number range on the CRT heading, the attack automatically fails and has no effect.

Step 4.) Now take the single highest PF of any unit in the target hex. Add to that the single highest PF modifier for the defending terrain type, (**hex, not hexside**) if any. On the Upper Matrix cross-index this modified PF total with the column set by the combat differential. The result will be the letter of the column on the Lower Matrix to use as the basis for final combat resolution.

Step 5.) On the Lower Matrix of the CRT find the indicated letter column. Roll two dice. Modify the dice result for the highest hex terrain defense die roll modifier, if any. The net result on the CRT column will show the outcome of the Bombardment attack. The attacking units conducting the Bombardment or Mixed Bombardment attack never suffer any results on the CRT.

8.3 Direct Gun Fire Attacks

This type of combat features the use of the heavy weapons (guns) that are part of armored, anti-tank, and anti-aircraft (flak) units. In Direct Gun Fire attacks, unlike Bombardment attacks, units fire on specific target units within a hex, not the hex as a whole. Only units with the capability as listed on the CRT Heading Table may make Direct Gun Fire Attacks. Only armored, mechanized, or assault gun (self-propelled gun) units may be the targets of Direct Gun Fire attacks. If suitable targets are not available, Direct Gun Fire attacks cannot occur.

8.3.1 Range: Like Bombardment attacks, Direct Gun Fire attacks are ranged fire; that is, they may be made against units farther away than the adjacent hex. All Direct Gun Fire-capable units have a range of two hexes.

Exception: *Flak units positioned in any of Berlin's Flak Towers have a range of four hexes.*

However, any unit using Direct Gun Fire at greater than adjacent range must be able to trace a Line of Sight (see Case 8.3.2 below).

8.3.2 Line of Sight: A Line of Sight is traced from the center of the firing unit's hex to the center of the target unit's hex. If this line passes through built-up terrain, or major buildings, the Line of Sight is blocked. If the Line of Sight passes along a hexside between blocking and non-blocking terrain types, the Line of Sight is considered clear. Fortifications and units have no effect on Line of Sight.

8.3.3 Restrictions: Units must be in Command of an HQ to conduct Direct Gun Fire attacks (see Case 3.5.2). Only single units may be selected as targets. No unit using the Direct Gun Fire type of combat may ever fire at more than one unit per Combat Segment. Different firing units may combine their fires against a single target, however.

8.3.4 Attack Potential: Units may engage in only one type of combat per Combat Segment. Thus, if an armored unit is used for Direct Gun Fire, it may not participate in any Mixed Bombardment attacks or Close Assault combat. Players may therefore wish to consider carefully which type of combat they wish to engage in with each eligible unit during each Combat Segment.

8.3.5 Defensive Direct Gun Fire Attacks: Units capable of Direct Gun Fire attacks that are defending against Close Assault also have the opportunity to fire prior to the final resolution of any Close Assault combat against them. This fire is resolved in the normal fashion. Defensive Direct Gun Fire attacks are resolved after the attacking units announce their intention to Close Assault but before the Close Assault combat is resolved.

Designer's Note: *A successful defensive Direct Gun Fire attack can disrupt or eliminate attacking units so as to alter significantly the attacker's chance of success in Close Assault combat.*

8.3.6 Procedures: Direct Gun Fire is resolved using steps identical to those used in a Bombardment attack (see Case 8.2.4) EXCEPT that a different line is used on the CRT heading, and the targets are individual units (do not add the PFs of all the units in the hex). The targeted unit may benefit from hex and hexside terrain.

8.4 Close Assault Combat

This type of combat involves the actual attack against a position by troops and equipment, down to hand-to-hand fighting. Only units with the capability as listed on the CRT Heading Table can initiate a Close Assault.

8.4.1 Close Assault Eligibility: To make a Close Assault, attacking units must be positioned in a hex adjacent to that of the opponent, and the opponent's hex must be within the facing (see Case 8.1.6) of all assaulting units. Only opposing units or the intrinsic garrisons of strongpoints and flak towers (see Cases 10.1.3 and 10.1.4) can be subjected to Close Assault. Players cannot Close Assault empty hexes.

8.4.2 Close Assault Procedure: Use the following procedure when conducting Close Assault combat:

Step 1.) Announce the Close Assault against a hex, specifying what units and/or stacks are participating, after all Bombardment and Direct Gun Fire attacks have been resolved. Announce any Support Fire by HQs on either side. Proceed to resolution of Close Assaults in any order desired by the attacker.

Step 2.) Defending units that are eligible may engage in Direct Gun Fire against participating attackers that are valid targets for this type of fire (see Case 8.3.5). Attacking units that remain unaffected participate in the final Close Assault resolution.

Step 3.) Calculate the combat differential between the attacker and the defender. All eligible attacking units combine their FS values into a single number. Defending units consult the Close Assault Point Superiority column on the CRT Heading Table to see whether their units contribute their FS or PF value to their side's total instead. Units Close Assaulting across a bridged Canal or River hexside have their FS halved (regardless of whether or not other friendly units are Close Assaulting the defender without this penalty). Calculate each unit's FS (or PF) individually, retaining fractions, then total and round down any fraction to the closest whole number for each side. Subtract the defender's total score from that of the attacker to derive the final differential.

Step 4.) Find the Point Superiority column on the CRT that corresponds to the combat differential. This establishes an initial column on the Upper matrix. On the Upper Matrix cross-reference the defender's adjusted PF (i.e., highest defending unit and terrain PFs) to determine an initial letter column to use for the Lower Matrix. Close Assault Advantages (see Section 8.5 below) may shift the initial letter column to use to resolve the Close Assault on the Lower Matrix. Determine whether the highest-rated terrain type occupied by the defender, as well as any hexsides crossed by attacking units, as specified by the Terrain Effects Chart (TEC), require any modifications of the dice roll used to resolve combat. Roll two dice. Cross-index the modified dice result with the proper Lower Matrix CRT column to derive the result of the Close Assault. Letters, numbers, or symbols that appear at the junction of the column and line on the Lower Matrix give the result of the combat. Meanings of various combat results appear in a key printed underneath the CRT.

General Note: *For all forms of combat, column shifts to the left of the "A" column on the Lower Matrix are treated as "A". Shifts to the right of "I" are treated as "I". Adjusted dice rolls less than -4 are treated as -4, and those greater than "12" as simply 12.*

8.5 Close Assault Advantages

A variety of conditions can give advantages to one side or the other in each Close Assault situation. Each of the following advantages gives a favorable column shift on the Lower Matrix of the CRT to the side that has it.

Shifts in favor of the attacker are to the right on the CRT, those favoring the defender are to the left. Advantage column shifts are cumulative.

8.5.1 Morale Advantage: Every unit has a Morale Rating printed at the middle of the right-hand side of the unit's face in Combat Mode. Each player announces the highest MR of any single unit on his side of the combat. The side with the highest MR receives a one column advantage shift. Units in Maneuver Mode at the instant of combat nevertheless use the MR appearing on their Combat Mode faces.

8.5.2 Armor Superiority: If the Close Assault action is taking place against clear or park terrain (only), and the Close Assaulting player has armor units (including reconnaissance units) present, and if there are no negating factors, that player receives an armor superiority advantage shift of one column. Armor superiority is negated if opposed by enemy armor, engineer, anti-tank, and/or flak units; or if attacking armor has to cross a bridged canal or river hexside, or is attacking into a hex containing a bunker, strongpoint, flak tower, or major building.

8.5.3 Outflanking Attack: If a unit in Maneuver Mode is Close Assaulted from a direction in which it does not face, the attacker receives an advantage shift of one column. This advantage is negated for assaults into strongpoints, flak towers, or bunkers, or if another friendly unit in the hex does face in the direction of the attack.

8.5.4 Surrounded: If a unit is Close Assaulted such that all hexes surrounding it are occupied by enemy units or their ZOCs, the defending unit is considered surrounded. For purposes of calculating this advantage (only), enemy ZOCs in a hex are negated by the presence of friendly units. The attacker making the surrounded assault receives a one column shift advantage.

Exception: The advantage for surrounding is negated when attacking bunkers, strongpoints, or flak towers.

8.6 Combat Results Explanation

The following combat results are possible:

*** (asterisk):** If a Fire Combat of any sort (Bombardment, Direct Gun, Mixed Bombardment) is on the "D" column or higher, and the target hex is a built-up area, Ruins (see Module 9.0) are created in addition to any other combat result. If the combat is a Close Assault, on any column, one attacking stack becomes Disrupted (this is in addition to any other combat result).

-- No Effect: Just that; nothing happened.

R: Retreat: The defending units must retreat one or two hexes (owner's choice) according to the rules governing retreat. For Direct Gun Fire, Bombardment and Mixed Bombardment attacks only, units in bunkers, flak towers, or strongpoints (see Module 10.0) may ignore this result.

D: Disruptions: All defending units are Disrupted. Units Disrupted during the German player-turn receive a white Disruption marker. Units Disrupted during the Soviet player-turn get a red Disruption marker. The effects of Disruption are given in Section 8.8.

EX: Exchange: The defending player must eliminate one unit; the attacker must match that loss with a unit whose FS is at least equal to that of the destroyed defending unit's FS or PF (whichever is higher on the mode the defending unit was in when lost), unless conducting a Bombardment or Mixed Bombardment attack, in which case no attacking units are lost.

1 or 2: Number Result: The indicated number of defending units are eliminated (chosen by owner) and immediately removed from play. Surviving units, if any, must retreat one hex more than the indicated number result, according to the rules for retreat.

Note: Intrinsic garrisons of strongpoints and flak towers are not units and may not be selected for elimination in lieu of combat units. Attacking units are eligible for Exploitation Advance (see Section 8.10).

E: Elimination: All defending units in the hex are eliminated and immediately removed from play. Attacking units are eligible for Exploitation Advance (see Section 8.10).

8.7 How to Retreat Units

Retreat is not considered movement *per se* and does not cost MPs to execute. Units receiving a retreat result are moved one or two hexes by the owning player. Also, units sustaining a number combat result must retreat one hex more than the indicated number in order to make space for the attacker's Exploitation Advance (see Section 8.10).

8.7.1 Retreat Restrictions: All retreats are subject to these restrictions:

1.) Units cannot retreat into or through enemy ZOCs or units (but may retreat through enemy ZOCs occupied by friendly units), or enter terrain into which they could not normally move.

2.) Units cannot violate stacking limitations in the hexes in which they end their retreat.

3.) Units with a current Movement Allowance of zero that are required to retreat are eliminated instead.

4.) Units cannot retreat across river or canal hexsides except at bridges. Units cannot retreat into the same hex more than once, nor can they re-enter the hex in which they began their retreat.

5.) Soviet units that are compelled to retreat off the map return the next turn at the closest lettered mapedge entry hex. German units that are forced to retreat off the map are eliminated.

Units unable to retreat within these restrictions must be eliminated.

8.7.2 Subsequent Combats: If units retreat into a hex occupied by other friendly units, and the new location hex is subsequently attacked, the retreated units can use their FSs, PFs, and other values in the new combat. Units subjected to renewed combat participate in all respects, and suffer all results of the fresh battle action.

8.8 Disruption

Disruption is a temporary effect that severely hampers unit capabilities. Disrupted units immediately flip over to Maneuver Mode (or remain in Maneuver Mode if already in it), lose their ZOCs, have their MR reduced by 1, and cannot move or change mode or facing while Disrupted.



Disrupted units cannot conduct Bombardment or Mixed Bombardment attacks, provide Support Fire, make Direct Gun Fire attacks, Close Assault (except to defend against it), Advance After Combat or Exploitation Advance. When attacked, Disrupted units can use only half their printed FS. Halve the PF of any disrupted anti-tank, anti-aircraft or artillery unit (fractions rounded down). Disrupted units are eliminated if they incur another Disruption before recovery.

Note: Disrupted units located in ruins (created in the attack that disrupted them for example), must be flipped to their Combat Mode side immediately upon recovery.

8.8.1 Disruption Recovery: White Disruption markers are removed in the Recovery Segment (see Module 6.0) of the next German player-turn. Red Disruption markers come off in the Recovery Segment of the next Soviet player-turn. The effects of Disruption persist until recovery takes place.

8.9 Advancing After Combat

If all units defending against a Close Assault are eliminated or forced to retreat, surviving non-disrupted attacking units can advance to occupy the vacated hex, unless they would be unable to enter that hex in normal movement. This type of action is called Advance After Combat. All such Advance After Combat must take place before the next combat is resolved. Exploitation Advance (see Section 8.10 below) is a special form of Advance After Combat. If a Bombardment or Mixed Bombardment attack eliminates defending units adjacent to friendly units that could Close Assault the hex, those friendly units may occupy the vacated hex, subject to stacking restrictions.

Note: Such advancing units could then in turn perform Close Assault on another adjacent enemy-occupied hex (or unoccupied strongpoint or flak tower hex). Enemy-occupied hexes vacated as a result of Direct Gun Fire may not be advanced into after combat.

8.10 Exploitation Advance

The attacker is able to conduct an especially deep Advance After Combat following certain combat results. This type of Advance After Combat is termed Exploitation Advance and only occurs in the case of a number result or an Elimination result on the CRT. This effect occurs only in Close Assault combat. All Exploitation begins with normal Advance After Combat into the hex vacated by the defender. Units involved in the attack may then advance an additional number of hexes. If Exploitation resulted from a "1" result, all units may advance one additional hex. If the CRT result was "2" or "E", attacking units may advance two additional hexes. Units can only enter hexes and cross hexsides they would be able to in movement, and must stop when they enter a hex covered by an enemy ZOC.

9.0 RUINS

Buildings in cities, shelled in battle, are often reduced to ruins. In many ways the ruins are even more effective defensive positions than the former buildings, as well as being more difficult to move through.

Note: Berlin was quite in ruins before the game even begins. Ruins markers in this game represent even more destruction and rubble than usual.

9.0.1 General Rule: In *Fortress Berlin* the ruins effect occurs when the target hex of a Fire Combat is a Built-Up hex, the Upper Matrix column for resolution is a "D" or higher, and final results on the Lower Matrix include an asterisk. Mark such a hex with a Ruins marker, which remains in place through the remainder of the game.



9.0.2 Movement Effects: Units in Maneuver Mode cannot enter a ruins hex. Units in Combat Mode expend four (4) MPs to enter a ruins hex.

Exception: Soviet HQs have zero (0) MPs when in Combat Mode, but may still enter one adjacent ruins hex. Also, disrupted units that are amidst ruins after an attack will immediately flip to Combat Mode once they recover.

9.0.3 Combat Effects: Units defending a ruins hex have four (4) added to their PF when resolving combat against that hex. Also, in final combat resolution in all types of combat a dice roll modifier of -4 is applied to the result.

10.0 FORTIFICATIONS

The German player begins the game occupying Berlin, which contains a number of hexagons containing defensive works prepared in anticipation of a battle for the city. These fortifications have special properties specified below.

10.1 Fortification Types

There are four types of fortifications (of increasing defensive advantage): perimeter barriers, bunkers, strongpoints and flak towers.

10.1.1 Perimeter Barriers: Barbed wire and other obstacles to movement are laid so as to impede access to a hex. This results in an extra movement cost of +1 MP to enter the hex. The MP cost applies only when crossing the exact hexside obstructed by the perimeter barrier. In combat across a hexside blocked by a perimeter barrier, a dice roll modifier of -1 applies to final resolution of Close Assault (only).

10.1.2 Bunkers: Reinforced defensive positions designed to provide cover for defending troops. Enemy ZOCs do not extend into bunker hexes. In Close Assault combat, units in bunkers are not subject to attacker column shifts for outflanking or surrounding, or for armor superiority. Against all types of combat, the total PF of units in bunkers is increased by two (+2) and a dice roll modifier of -2 applies to final combat resolution. (Perimeter barriers around hexes containing bunkers do not further add to defense advantages.) Units in bunkers may ignore Retreat results mandated by the CRT as a result of Direct Gun Fire, Bombardment or Mixed Bombardment attacks, but Close Assault Retreat results always apply.

10.1.3 Strongpoints: Extensively prepared and reinforced defensive positions resist the attacker and provide advantage in all types of combat. Enemy ZOCs do not extend into strongpoint hexes. In Close Assault combat, units in strongpoints are not subject to attacker column shifts for outflanking or surrounding, or for armor superiority. A hex containing a strongpoint is considered to have in it an intrinsic garrison possessing a defensive FS of one (1), a PF of three (3), and a MR of one (1). These intrinsic garrisons cannot move, do not project a ZOC, and cannot attack. However, the intrinsic garrison's defensive FS value is added to that of any friendly units present in the strongpoint to calculate total FS value. The strongpoint adds three (+3) to the total PF of units occupying it (if only the intrinsic garrison is present, then the PF simply equals three). Strongpoints receive a -3 dice roll modifier against all types of combat. Units in strongpoints may ignore Retreat results mandated by the CRT as a result of Direct Gun Fire, Bombardment or Mixed Bombardment attacks, but Close Assault Retreat results always apply. Intrinsic garrisons in strongpoints alone by themselves without other friendly units present are eliminated by any sort of combat result except *. When attacking intrinsic garrisons only (i.e., no defending units are in the hex) in all types of combat, any losses required from the attacker due to "Exchange" results are ignored.

10.1.4 Flak Towers: The three flak towers were massive constructions, some of the few structures actually designed by Albert Speer. Each were garrisoned by elite crews of Luftwaffe gunners and support personnel. They were formidable defensive positions. Each flak tower has an intrinsic garrison with a defensive FS of 3 and a Morale Rating of 3. The flak tower intrinsic garrisons cannot move, do not project a ZOC, and cannot attack. However, the intrinsic garrison's defensive FS value of 3 is added to that of any friendly units present in the flak tower hex to calculate total FS value. The flak tower adds three (+3) to the total PF of units occupying it (if only the intrinsic garrison is present, then the PF simply equals three). Flak towers receive a -4 dice roll modifier against all types of combat. Units in flak towers may ignore Retreat results mandated by the CRT as a result of Direct Gun Fire, Bombardment or Mixed Bombardment attacks, but Close Assault Retreat results always apply. Intrinsic garrisons in flak towers alone by themselves without other friendly units present are eliminated by any sort of combat result except *. When attacking intrinsic garrisons only (i.e., no defending units are in the hex) in all types of combat, any losses required from the attacker due to "Exchange" results are ignored.

10.2 Capturing Strongpoints and Flak Towers

When the Soviet player captures a strongpoint or flak tower hex, he should mark it with a star marker to indicate that the intrinsic garrison has been eliminated. Strongpoints and flak towers become inactive once captured; they do not provide advantages to the Soviet player, and do not provide further advantage to the German player if recaptured.



11.0 SPECIAL UNIT RULES

Both sides mustered some special units during the battle. The rules here attempt to capture some of their strengths and weaknesses.

11.1 Hitler

Perhaps the most special unit of all, the Third Reich which came to an end with the Battle of Berlin in 1945 had always been dominated by Hitler. In the basic game, only the Hitler Leader counter is used (see Optional Rule Section 17.4 for using more Leaders).



11.1.1 Hitler Deployment: Hitler is placed on the map according to the scenario instructions, in the hex containing the Fuhrer Bunker (5017).

11.1.2 Hitler's Option: The German player may attempt to get Hitler to commit suicide. At the beginning of the Combat Segment of each German player-turn the German player may make one attempt, beginning with the turn following the turn when the Soviet player first captures a strongpoint hex. A single die roll is all that is necessary. On a roll of six (6) Hitler

succeeds and is removed from play. Until turn 10 the German player scores 2 Victory Points on the turn Hitler commits suicide. Add 1 to the die roll if a Soviet unit is within 2 hexes of hex 5017. Only a single suicide attempt can be made each turn. The German Player can receive additional VPs if Hitler survives until turn 15. 2 VPs are awarded to the German player at the end of each of turns 10-14 if Hitler is still alive (10 VPs maximum). Hitler is automatically successful and is removed from the game at the beginning of the last turn (15) of the game. The German player receives an additional 10 VPs if Hitler survives until turn 15. Aside from removal from the map after his suicide, Hitler may not move, fight, or otherwise affect play.

11.1.3 Effects of Hitler's Death: The death of Hitler by suicide has a serious military impact on the German side of play. At the beginning of the German player-turn following the death of Hitler, all Plant Protection Battalions and Hitler Youth units desert and are removed from play. Waffen SS and Volkssturm units must check to see if they also desert. Roll one die for each such unit. On a roll of 1-3 the unit stays in play, and on a roll of 4-6 it runs away and is removed from the game. Only one roll per game per unit for the effect of Hitler's death is made.

11.1.4 Capture of Hitler: Hitler may be captured if the hex he is in (5017) falls to a Close Assault launched by the Soviet player, or if Soviet units enter hex 5017. If the Soviet player succeeds in capturing the Hitler counter the game ends immediately and the Soviet player is awarded an automatic victory.

11.1.5 Hitler's Invulnerability: Hitler is not a combat unit and is not affected by combat results. Hitler may leave the game only by capture or suicide. If Hitler is left behind in a hex in which all friendly units are destroyed or forced to retreat by Fire Combat, he still cannot move and may be captured if his hex is subsequently occupied by the Soviet player (he would already be captured if the combat were a Close Assault).

11.2 Assorted German Defenders

The Germans raised an amazing array of motley units to defend Berlin. Each type has special rules applicable to them as stated below.

11.2.1 Plant Protection Battalions (PPBs): The Germans raised emergency units of old men, boys, and whomever else could be gotten together, with whatever weapons were left once the Volkssturm had been armed, to protect important buildings and factories in Berlin. These forces had minimal cohesion. PPB units have no Movement Allowance, and only have a Combat Mode side. The first time (and at that instant) a Soviet unit reaches a hex three hexes away from a PPB, the PPB must roll one die to determine whether it runs away. PPB units immediately run away on a die roll of 1-3 but remain in play on a 4-6. Only one roll per game per PPB unit is made. PPB units are destroyed if forced to retreat or change modes: for example, by Disruption (see Section 8.8). Also see Case 11.1.3 above.



11.2.2 The Hitler Youth: Units marked "HJ" (the German language acronym for the Hitler Youth), once placed on the mapboard, may not move until the first time a German SS unit engages in combat. After that Hitler Youth are free to move and fight normally, subject to Case 11.1.3.



11.2.3 The Volkssturm: Most German infantry in Berlin were of the Volkssturm (VS), overage or very young recruits with only a hodgepodge of weapons, but usually at least some regular army cadre for stiffening. The VS units enter play randomly. That is, whenever the scenario setup rules or the Order of Appearance call for arrival of VS units, the German player should choose randomly the Volkssturm units without regard to their size or combat factors. To facilitate this, the player may combine all VS units into a pile or put them in a coffee cup from which the appropriate number of VS pieces can be blindly selected. Whenever "Check for Volkssturm Units" appears on the game Order of Appearance, the German player should roll one die. On a die roll of 1-5 the player selects that number of VS units



from the pile. On a die roll of 6, the German player must instead immediately choose one VS unit already on the map to run away (remove from the game). See also Section 13.6.

Note: Do not put dead or fleeing VS units back in the cup or pile.

11.3 Soviet Off-Board Artillery

The Soviet player's ability to conduct Bombardment attacks is modeled slightly differently than the German player's. Rather than being based upon physical artillery units, artillery Fire Strengths are coordinated by each Soviet Army Headquarters (HQ) in play. When the HQ enters the game it brings with it a marker that represents the target hex to be struck by the artillery of that Army for that turn. The player simply places the target marker upon the hex he wishes to bombard. The target hex must be within the Command Radius of the responsible Army HQ and within 2 hexes of an undisrupted subordinate unit that can trace a Line of Sight to the target hex. Each artillery strike has a FS of eighteen (18). The player may combine artillery strikes from different Army HQs on the same hex within the above strictures. Bombardment attacks using Soviet off-board artillery are resolved exactly as if the artillery units were present on the map.



11.4 Airpower

Three air armies supported Soviet ground forces battling in the direction of Berlin. There is also a slight chance for German air support. To reflect this there are three air strike counters showing Soviet colors on one face and German on the other. During each player's Reinforcement Segment, the phasing player rolls two dice. Consult the Air Strike Table to determine if the player receives air strikes this turn and how many. Air strikes have a FS of twenty (20). An air strike may be conducted against any hex on the map. Multiple air strikes cannot be combined against the same hex, nor can an airstrike be combined with other Bombardment attacks. Air strikes are resolved in the same fashion as Soviet off-board artillery Bombardment attacks, except spotting the target hex is not required.



12.0 VICTORY CONDITIONS

The game *Fortress Berlin* can be won in one of three ways:

- 1.) The Soviet player wins automatically if he captures Hitler.
- 2.) Otherwise, the game continues for fifteen (15) turns or until the Soviet player occupies the hex containing the Reichstag (5015), whichever comes first.
- 3.) If the German player still retains control of the Reichstag hex by the end of turn 15 the German player earns an automatic victory. Whenever the Soviet player should gain control of the Reichstag hex the game stops and the players then compare their Victory Point (VP) totals. The player with the highest score wins. Both players earn VPs for various actions in the game in the amounts listed below.

12.0.1 German Victory Point Schedule: The German player receives VPs for the following events:

- 2 VPs if Hitler commits suicide during turns 1-9.
- 2 VPs if Hitler is alive at the end of each of turns 10-14 (10 VPs maximum).
- 10 VPs if Hitler is alive at the start of turn 15 (when he is then automatically removed from play).
- 2 VPs for each full turn from 1 to 11 the German player holds the Reichstag.
- 5 VPs for each full turn from 12 to 15 the German player holds the Reichstag.
- 2 VPs for each unit of the 20th Panzergrenadier Division successfully and timely exited from the map (see Section 5.2).
- 1 VP for each Soviet unit eliminated in combat.

12.0.2 Soviet Victory Point Schedule: The Soviet player receives VPs for the following events:

- 1 VP for each German unit eliminated in combat (German units removed due to desertion or running away do not count).

1 VP per turn, beginning with German player-turn of April 26 (Turn 6), if any unit (no matter how many) of the 20th Panzergrenadier Div. remains in play.

Variable numbers of VPs are awarded to the Soviet player if any of the variants (see Module 16.0) is selected for use in this game.

13.0 SET UP AND SCENARIOS

Only the German player needs to set out pieces on the map. All Soviet pieces enter the game as reinforcements under the rules pertaining to their arrival (see Module 15.0). To facilitate setup, the Soviet player may assist the German player in setting out the pieces listed below which appear at fixed locations. Where the German player is required to exercise choice in deploying the forces listed below, clearly, the Soviet player should not help in the setup. Unit factors that appear in the game setup instructions correspond to the Fire Strength, Protection Factor, and Movement Allowance of the piece on its Combat Mode side. The German player may choose to set units up in Maneuver Mode if desired. The Soviet player enters all units into the game in Maneuver Mode. In several cases below, rather than throwing tactical comments into designer's notes, tactical tips are woven into the setup instructions themselves.

13.1 Fixed Deployments at City Center

At Goebbels' House (hex 5115):

1x 1-2-0 Hitler Youth (HJ) unit

At Arsenal (hex 5315):

1x 2-3-6 Headquarters "Berlin HQ"

At Gestapo Headquarters (hex 5119):

1x 3-4-6 SS Mech Infantry Bn. ("Himmler Gd")

At Fuhrer Bunker (hex 5017):

Leader Hitler

2x 2-4-6 SS Mech Infantry Battalions (SS "LAH")

At Army Ministry (hex 4818):

2x 3-4-6 Mech Infantry Battalions ("GD")

At Navy Ministry (hex 4819):

1x 2-2-4 Naval Infantry Battalion ("MVK")

At Air Ministry (hexes 5117 and/or 5118):

1x 3-4-6 Mech Infantry Battalion ("H Goering" Division)

1x 1-2-4 Luftwaffe Field Infantry Battalion

At Tiergarten (hex 4915):

1x 2-2-4 SS Infantry KG "Janums"

13.2 Additional Luftwaffe Units

At Tegel Airfield (hex 3506 and surrounding airfield hexes):

1x 2-2-4 Infantry Battalion ("H Goering")

2x 6-2-0 Anti-tank Battalions ("Tegel")

2x 6-3-0 Flak Battalions ("Tegel")

At Tempelhof Airfield (hex 5225 and surrounding airfield hexes):

2x 6-2-0 Anti-tank Battalions ("Templhof")

3x 6-3-0 Flak Battalions ("Templhof")

At Gatow Airfield (hex 1023 and surrounding airfield hexes):

3x 1-2-4 Luftwaffe Infantry Battalions ("Officer School," "Ordnance School" and "Staff Academy")

1x 6-2-0 Anti-tank Battalion ("Gatow")

1x 6-3-0 Flak Battalion ("Gatow")

At each of the three Berlin Flak Towers (hexes 4218; 5208; 6113):

1x 6-3-0 Flak Battalion ("Flak Twr")

At Tiergarten (hex 4915):

1x 6-3-0 Flak Battalion ("Tiergrtn")

Near the Botanical Gardens (hex 3530):

1x 6-3-0 Flak Battalion ("Botanical")

At Grunewald subway station (hex 2922):

1x 6-3-0 Flak Battalion ("Grunwld")

Free Deployment units (anywhere on the map that is three or more hexes from the map edge):

2x 6-3-0 Flak Battalions "Berlin"

1x 6-2-0 "Berlin" Anti-tank Battalion

Minor Variant Possible: See Section 16.1

13.3 Other Berlin Forces

408th Artillery Command (place anywhere on the map within the Berlin strongpoint perimeter):

1x 15-2-0 Artillery Regiment

1x 9-2-0 Artillery Regiment

Engineer Forces (place on any major building or U-Bahn entrances):

1x 2-3-4 Engineer Battalion "Lobeck"

3x 1-3-4 Volkssturm Engineer Battalions

Anti-Tank Forces (place anywhere on the map on or within the Berlin strongpoint perimeter):

6x 6-2-0 Anti-tank Battalions "Berlin"

Police Field Forces (place on any U-Bahn entrances):

4x 1-3-0 Police Field Force Battalions ("Gendarmrie")

"Freikorps Adolf Hitler" ("FAH") (place on any strongpoint hex):

1x 1-2-4 Infantry Regiment

Tactical Hint: *The artillery units should be deployed so that their range fans take in the north and east edges of the map, which are the sectors from which the most Soviet forces enter early in the game. Anti-tank units should help garrison key strongpoints (see the Tactical Hint for Section 13.6 below).*

13.4 Plant Protection Battalions (PPBs)

Among the irregular troops mobilized by the Germans to help defend Berlin are the PPBs (see Case 11.2.1). Place 14x 1-1-0 Plant Protection Battalions. These may be placed on any major building, or in any bank hex of the Teltow Canal (defined by the canal that runs between hexes 6430/6431 at the east edge to hexes 4733/4834, then further west to hexes 3933/4034. The PPBs may not move once placed.

Tactical Hint: *These units are useful in preventing easy Soviet breaching of canal and river lines from bridge hexes, and in defending strategic buildings.*

13.5 Hitler Youth (HJ)

Not very well armed, but very enthusiastic, the Hitler Youth (Hitler Jugend) have combat values much smaller than their sheer numbers might suggest. Place 1x 1-2-0 Brigade, 5x 1-2-0 Regiments, and 5x 1-2-0 Battalions. At least one of these HJ units must be placed so as to block each of the Havel River bridges (in hexes 2011, 2012, 2013, 2017, 2109 and 2407). Other HJ units may be placed anywhere on or within the Berlin strongpoint perimeter. Their movement once set is limited (Case 11.2.2).

Tactical Hint: *Hitler Youth units are useful for blocking crossings of the Spree River and Kaiser Wilhelm Canal, the water barriers that flow east-west near the upper edge of the map.*

13.6 Volkssturm (VS)

These hastily mobilized units make up the bulk of German infantry strength for the Berlin battle. The German player should randomly select thirty (30) Volkssturm units without regard to their combat values, according to the procedure established in Case 11.2.3. These units are to be freely deployed on the mapsheet on or within the Berlin strongpoint perimeter, or within three hexes of the south edge of the map.

Tactical Hint: *It is important to garrison strongpoints -- those held merely by their intrinsic strength garrisons easily fall--and this task must largely go to the Volkssturm. There are far more hexes that need forces, however, than there are units available. The German player cannot avoid taking risks with his deployment. A good criterion for selection of strongpoints to be held in force is whether the hex in question is traversed by a road or rail link that reaches into the center of Berlin. Road and rail links are very important to the Soviet player for bringing his reinforcements quickly into battle toward the city center. Consequently, the German player should select those hexes for defense first, and may also consider posting anti-tank units in them. Any units left over after manning the essential defenses should be divided into one group to be deployed in the interior as reserves, and a second force to spread out to defend additional key points.*

13.6.1 Generating Last Ditch Volkssturm: Immobile flak batteries can be disbanded by the German player during any of his player-turns beginning with turn 2. One such unit per turn can be disbanded. The disbanded unit is removed from the map during the German Player's Reinforcement

Segment (no VPs are awarded to the Soviet player in this case) and a randomly-selected VS unit is placed on or adjacent to the Air Ministry hex.

13.7 Naval Infantry (KM)

Grand Admiral Doenitz attempted to send lightly-armed naval infantry units from his command into Berlin by airlift in response to frantic appeals for help. Roll a die on each indicated turn. On a roll of 1 or 2, one naval infantry battalion (1 SSa, 1 FuML or MarScB 803, picked randomly) appears that turn at a German-controlled airfield hex (defined as there being at least one immobile flak unit still at the airfield). No unit is received if all the airfields are otherwise controlled by the Soviet player or all airfield hexes are contested (defined as in an enemy ZOC).

13.7.1 German Player Option: Rather than at an airfield hex, the German player can attempt to have any of these randomly picked units arrive on the east-west axis road of the Tiergarten, in any hex that is German-controlled and not in a Soviet ZOC. For each unit roll a die. It arrives safely on a roll of 1 or 2. A roll of 3 or more results in the unit's elimination (and the Soviet player is awarded 1 VP for this!).

13.8 Begin Play

OK, you're ready to go. Will Berlin fall quickly, or will the "Key to Western Civilization" be forever remembered for its heroic last stand?

14.0 GERMAN ORDER OF APPEARANCE (ALL GAMES)

Turn 1 (April 21, 1945)

Entry Areas A-C:

9th Parachute Division:

- 1x 2-3-6 Headquarters
- 1x 3-2-4 Parachute Infantry Regt.
- 1x 2-2-4 Parachute Infantry Regt.
- 1x 1-2-4 Parachute Infantry Regt.
- 1x 1-4-6 Assault Gun Battalion
- 1x 6-2-0 Artillery Regt.

Entry Areas D-F:

11th SS Pz Gren. Div. ("Nordland"):

- 1x 2-3-6 Headquarters
- 1x 1-4-6 Recon Battalion
- 1x 3-4-6 Assault Gun Battalion
- 1x 6-5-6 Armor Battalion
- 2x 4-4-6 Mech. Infantry Regts.
- 1x 8-2-2 Mot. Artillery Regiment
- 1x 6-6-4 502nd Tiger Battalion

Minor Variant Possible: See Sec. 16.2

Turn 2 (April 22, 1945)

Volkssturm Reinforcement Check

Entry Areas H-K:

56th Panzer Korps:

- 1x 2-3-6 Headquarters
- 1x 16-2-0 Artillery Regiment
- 1x 12-2-0 Artillery Regiment
- 1x 3-4-6 Motorized MG Bn.
- 1x 3-4-6 Assault Gun Battalion

Panzer Division "Muncheburg":

- 1x 2-3-6 Headquarters
- 1x 1-4-6 Recon Battalion
- 1x 3-5-6 Armor Battalion
- 1x 1-4-6 Assault Gun Battalion
- 1x 2-4-6 Mech. Infantry Regt.
- 1x 3-4-6 Mech. Infantry Regt.
- 1x 6-2-0 Artillery Regiment

18th Panzergrenadier Division:

- 1x 2-3-6 Headquarters
- 1x 3-4-6 Recon Battalion
- 1x 5-5-6 Armor Regiment
- 1x 3-4-6 Assault Gun Battalion
- 2x 5-4-6 Mech. Infantry Regts.
- 1x 8-2-2 Mot. Artillery Regt.

20th Panzergrenadier Division:

- 1x 2-3-6 HQ

Turn 2 (*continued)

- 1x 2-4-6 Recon Battalion

- 1x 6-2-0 AT Battalion

- 2x 4-4-6 Mech Infantry Regts.

- 1x 4-5-6 Armor Battalion

- 1x 8-2-0 Artillery Regiment

Minor Variant Possible: See Section 16.2.

Turn 3 (April 23, 1945)

Volkssturm Reinforcement Check

Entry Areas T-V:

SS Group "Clausewitz":

- 1x 1-4-6 Mech. Infantry Bn.

Turn 4 (April 24, 1945)

Volkssturm Reinforcement Check

WITHDRAW the 20th Panzergrenadier Division (including all subordinate units listed as Turn 2 reinforcements), beginning this Turn. Exit from any south edge map hex from Entry Area P (hex 4234) to Havel River (1634) inclusive. Score 2 VPs for the German player for each unit that exits as instructed.

Major Variant Possible: See Section 16.4

Turn 5 (April 25, 1945)

Volkssturm Reinforcement Check

Naval Inf. Reinforcement Check

Turn 6 (April 26, 1945)

Volkssturm Reinforcement Check

Naval Inf. Reinforcement Check

Turn 7 (April 27, 1945)

Volkssturm Reinforcement Check

Naval Inf. Reinforcement Check

Turn 8 (April 28, 1945)

Volkssturm Reinforcement Check

Naval Inf. Reinforcement Check

Turn 9 (April 29, 1945)

Volkssturm Reinforcement Check

Major Variant Possible: See Section 16.5

15.0 SOVIET ORDER OF APPEARANCE (ALL GAMES)

Turn 1 (April 21, 1945)

Entry Areas A-B:

Elements, 1st Polish Army:

- 1x 8-2-4 Rifle Division

- 1x 2-6-6 Tank Regiment

Entry Areas B-C:

1st Mech Corps (2nd Gds Tank Army):

- 1x 4-5-6 Tank Brigade

- 1x 5-4-6 Mech Infantry Brigade

- 1x 4-4-6 Mech Infantry Brigade

- 1x 3-4-6 Mech Infantry Brigade

Entry Areas D-E:

2nd Guards Tank Army:

- 1x 2-3-0 Headquarters

- 1x 3-6-6 Tank Regiment

12th Gds Tk Corps (2nd Gds Tk Army):

- 1x 5-5-6 Tank Brigade

- 1x 4-5-6 Tank Brigade

- 1x 4-4-6 Tank Brigade

- 1x 4-4-6 Mech Infantry Brigade

Turn 2 (April 22, 1945)

Entry Areas B-D:

79th Rifle Corps (3rd Shock Army):

- 1x 9-2-4 Rifle Division

- 1x 11-2-4 Rifle Division

- 1x 12-2-4 Rifle Division

Entry Areas E-F:

12th Gds Rifle Corps (3rd Shock Arm):

- 1x 7-2-4 Rifle Division

- 1x 9-2-4 Rifle Division

- 1x 10-2-4 Rifle Division

Entry Areas G-J:

8th Guards Army:

- 1x 2-3-0 Headquarters

- 1x 2-3-6 Assault Gun Regiment

- 4x 2-4-6 Assault Gun Regiments

- 2x 1-4-6 Assault Gun Regiments

- 1x 2-6-6 Tank Brigade

- 1x 2-5-6 Tank Brigade

- 1x 1-6-6 Tank Regiment

11th Tank Corps (8th Gds Army):

- 2x 5-5-6 Tank Brigades

- 1x 4-5-6 Tank Brigade

- 1x 3-5-6 Tank Brigade

- 1x 4-2-6 Mot. Infantry Brigade

4th Gds Rifle Corps (8th Gds Army):

- 1x 12-2-4 Rifle Division

- 1x 10-2-4 Rifle Division

- 1x 9-2-4 Rifle Division

28th Gds Rifle Corps (8th Gds Army):

- 1x 10-2-4 Rifle Division

- 1x 11-2-4 Rifle Division

- 1x 9-2-4 Rifle Division

29th Gds Rifle Corps (8th Gds Army):

- 1x 14-2-4 Rifle Division

- 1x 10-2-4 Rifle Division

- 1x 9-2-4 Rifle Division

Turn 3 (April 23, 1945)

Withdraw all *1st Polish Army* forces

- 1x 8-2-4 Rifle Division

- 1x 2-6-6 Tank Regt.

(If previously eliminated, substitute

Another infantry division and tank

regiment of at least equal value.)

Entry Areas W-X:

9th Gds Tk Corps (2nd Gds Tk Army):

- 3x 4-5-6 Tank Brigades

- 1x 3-4-6 Mech Infantry Brigade

Elements, 47th Army:

- 1x 2-3-0 Headquarters

125th Rifle Corps (47th Army):

- 1x 11-2-4 Rifle Division

Turn 3 (continued)

- 1x 10-2-4 Rifle Division

- 1x 9-2-4 Rifle Division

Entry Areas D-E::

3rd Shock Army

- 1x 2-3-0 Headquarters

- 1x 2-6-6 Tank Regt.

- 3x 2-4-6 Assault Gun Regts.

- 1x 2-3-6 Assault Gun Regt.

- 1x 1-4-6 Assault Gun Regt.

- 1x 2-5-6 Tank Regt.

7th Rifle Corps (3rd Shock Army)

- 1x 11-2-4 Rifle Division

- 2x 9-2-4 Rifle Divisions

Entry Areas F-G:

9th Rifle Corps (5th Shock Army):

- 3x 11-2-4 Rifle Divisions

32nd Rifle Corps (5th Shock Army):

- 1x 12-2-4 Rifle Division

- 1x 11-2-4 Rifle Division

- 1x 9-2-4 Rifle Division

Turn 4 (April 24, 1945)

Entry Areas B-E:

9th Tank Corps (3rd Shock Army):

- 1x 5-4-6 Tank Brigade

- 2x 4-5-6 Tank Brigades

- 1x 4-4-6 Mot. Infantry Brigade

Entry Areas E-G::

5th Shock Army

- 1x 2-3-0 Headquarters

- 1x 4-4-6 Tank Brigade

- 1x 5-5-6 Tank Brigade

- 1x 4-5-6 Tank Brigade

- 1x 2-6-6 Tank Regt.

- 1x 1-3-6 Assault Gun Regt.

- 1x 2-4-6 Assault Gun Regt.

- 1x 9-2-4 Rifle Division

26th Gds Rifle Corps (5th Sh Army):

- 1x 10-2-4 Rifle Division

- 1x 9-2-4 Rifle Division

- 1x 8-2-4 Rifle Division

Entry Areas G-J:

1st Guards Tank Army:

- 1x 2-3-0 Headquarters

- 1x 4-5-6 Tank Brigade

- 1x 2-6-6 Tank Regt.

- 1x 2-4-6 Assault Gun Regt.

11th Gds Tk Corps (1st Gds Tk Arm.):

- 1x 4-5-6 Tank Brigade

- 1x 3-5-6 Tank Brigade

- 1x 3-4-6 Tank Brigade

- 1x 5-4-6 Mech Inf. Brigade

8th Gds Mech Cps (1st Gds Tk Arm.):

- 1x 5-5-6 Tank Brigade

- 3x 5-4-6 Mech Infantry Brigades

Entry Areas P-Q:

9th Gds Mech Cp (3rd Gds Tk Arm):

- 1x 3-5-6 Tank Brigade

- 1x 5-4-6 Mech Inf. Brigade

- 1x 4-4-6 Mech Inf. Brigade

- 1x 3-4-6 Mech Inf. Brigade

Entry Areas Q-R:

6th Gds Tk Corps (3rd Gds Tk Arm):

- 1x 5-5-6 Tank Brigade

- 2x 4-5-6 Tank Brigades

- 1x 4-4-6 Mech Inf. Brigade

Entry Areas R-S:

7th Gds Tk Corps (3rd Gds Tk Arm):

- 1x 4-5-6 Tank Brigade

- 1x 4-4-6 Tank Brigade

- 1x 3-5-6 Tank Brigade

- 1x 3-4-6 Mech Infantry Brigade

Turn 4 (continued):

Entry Areas P-S:
3rd Guards Tank Army:
1x 2-3-0 Headquarters
1x 3-6-6 Tank Regt.
1x 2-6-6 Rank Regt.
1x 2-4-6 Assault Gun Regt.

Turn 5 (April 25, 1945)

Entry Areas R-S:
10th Gds Tk Corps (4th Gds Tk Army):
2x 4-5-6 Tank Brigades
1x 3-5-6 Tank Brigade
1x 3-4-6 Mot. Infantry Brigade
Elements, 28th Army:
1x 11-2-4 Rifle Division
1x 12-2-4 Rifle Division

Turn 6 (April 26, 1945)

Beginning with German player-turn of April 26 (turn 6), the Soviet Player receives 1 VP each turn any unit of the 20th Panzergrenadier Division remains in play on the mapboard.

Turn 7 (April 27, 1945)

Entry Areas R-S:
28th Army:
1x 2-3-0 Headquarters
1x 17-2-4 Rifle Division
2x 14-2-4 Rifle Divisions
2x 12-2-4 Rifle Divisions
2x 10-2-4 Rifle Divisions

16.0 GAME VARIANTS

There are three minor as well as two major variants which add additional reinforcements to the German Order of Appearance. No variant can be used unless agreed to by both players. If a variant is agreed to, the reinforcements accorded enter under these rules. In general, the variants award extra troops to the German player and VPs to the Soviet player. The major variants also give the Soviet player additional reinforcements representing units that would no longer have been engaged outside the Berlin area.

16.1 Minor Variant “Reichstag Flak Tower”

In 1941, Hitler seriously considered tearing down the burned out German Reichstag (Parliament) building and constructing a fourth flak tower in its stead. Suppose he had? Set up the optional “Reichstag” flak tower and 6-3-0 flak unit counters in hex 5015 at the start of the game. This flak tower functions exactly like the other three on the map. When using this variant the Soviet player must instead capture hex 5018 (the Brandenburg Gate) to end the game.

Bonus VP Score for the Soviets for using this variant: +1 VP

16.2 Minor Variant “Latvians Come to Berlin”

One Latvian battalion, lost, of the 15th SS Division, actually entered Berlin and fought in the battle. The combat group of which that unit formed part had orders to go to Berlin but in fact skirted the city to the east and south. This variant assumes the Latvians followed orders. Add to the German Turn 1 reinforcements:

Turn 1 (April 21st):
Entry Areas G-J:
15th SS Infantry Div:
1x 2-2-4 SS Infantry Battalion.

Bonus VP Score for the Soviets for using this variant: +1 VP

16.3 Minor Variant “Stiffened LVI Panzer Korps”

At one point shortly before it came to Berlin, the LVI Panzer Korps had under its command the 156th Infantry Division. In the battle as it occurred, the 156th fell back rather than remaining under command of the formation that went to Berlin. This variant assumes the 156th Division stayed with LVI Panzer Korps. Add to the German Turn 2 reinforcements:

Turn 2 (April 22nd):
Entry Areas H-K:
156th Infantry Div:
1x 3-2-4 Infantry Regiment
2x 2-2-4 Infantry Regiments
1x 6-2-0 Anti-tank Battalion

Bonus VP Score for the Soviets for using this variant: +4 VPs

16.4 Major Variant "Steiner Counterattacks"

One of two pipedreams entertained by Hitler and those around him was that SS General Felix Steiner, with forces grouped around the headquarters of III SS Panzer Korps, might relieve Berlin by an attack from the north. This

variant illustrates that possibility. Add to the German Turn 4 and Soviet Turn 4 reinforcements as follows:

Germans Turn 4 (April 24):

Entry Areas B-C:
Group “Steiner” Headquarters:
1x 2-3-6 Headquarters
Elements of the 7th Panzer Division:
1x 2-3-6 Headquarters
1x 1-4-6 Recon Battalion
1x 2-5-6 Armor Battalion
1x 4-2-0 Artillery Battalion
Elements of the 3rd Naval Infantry Div:
1x 3-2-4 Infantry Regiment
1x 1-2-4 Infantry Regiment
25th Panzergrenadier Division:
1x 2-3-6 Headquarters
1x 2-4-6 Recon Battalion
x 3-5-6 Armor Battalion
1x 1-4-6 Assault Gun Battalion
2x 3-4-6 Mech Infantry Regts
1x 8-2-0 Artillery Regiment
606th Infantry Division:
1x 4-2-4 Infantry Division

Soviets Turn 4 (April 24):

Entry Areas U-X:
Elements of 47th Army:
1x 2-6-6 Tank Regiment
Elements of 9th Guards Tank Corps:
1x 4-2-6 Mech Inf Bde (86 Gd)
Entry Areas D-E:
Return elements of 1st Polish Army:
1x 8-2-4 Rifle Division
1x 2-6-6 Tank Regiment

Bonus VP Score for the Soviets for using this variant: +15 VPs

Note: The German player cannot earn an automatic victory in the game by retaining control of the Reichstag to the end of turn 15. The German player must have more VPs than the Soviet player to win variant 16.4.

16.5 Major Variant “Wenck is Coming!”

Hitler's other favorite pipedream was that forces of General Walter Wenck's Twelfth Army facing the Americans along the Elbe would disengage and march east, joining with General Busse's Ninth Army, then retreating past Berlin to the south. Both would link up, then turn in their tracks, assaulting northeast towards the city through Potsdam. Wenck actually did move in the direction of Berlin, but most observers conclude he did so primarily to permit soldiers and civilians trapped and fleeing behind Soviet lines to reach friendly hands. Nevertheless, Wenck had a force of significant size. Wenck's force would have been hugely stronger if, in addition, the German high command had halted the rail movement out of the area by the 10th SS Panzer Division ("Frundsberg") and the Fuehrer Escort Division ("Fuehrer Begleit" or FB). This variant assumes that action. General Wenck's forces would have approached Berlin along the right bank of the Havel River and through Potsdam, adding the forces of the 20th Panzergrenadier Division that were fighting in that outpost of Berlin. If playing this option any units of the 20th Panzergrenadier that were previously withdrawn from play will be allowed to return on Turn 9 as well.

Add to the German and Soviet Turn 9 reinforcements:

Germans Turn 9 (April 29):

Enter from map south edge, from Entry Area Q (hex 3234) to Havel River (1634) inclusive:
Group Wenck Headquarters:
1x 2-3-6 Headquarters
10th SS Panzer Division:
1x 2-3-6 Headquarters
1x 4-4-6 Reconnaissance Bn
1x 6-5-6 Armor Battalion
1x 5-5-6 Armor Battalion
1x 4-5-6 Assault Gun Battalion
1x 4-4-6 Mech Infantry Bn
1x 3-4-6 Mech Infantry Bn
1x 8-2-2 Mot. Artillery Bn
Fuehrer Begleit (FB) SS Division:
1x 2-3-6 Headquarters
1x 2-4-6 Recon Company
1x 4-5-6 Armor Regiment
1x 3-4-6 Mech Infantry Regt
1x 2-4-6 Mech Infantry Regt
1x 8-2-2 Mot. Artillery Bn

Soviets Turn 9 (April 24):

Entry Areas M-P:
4th Guards Tank Army (remainder):
1x 2-3-0 Headquarters
1x 4-5-6 Tank Brigade
1x 2-4-6 Assault Gun Regiment
2x 2-6-6 Tank Regiments
5th Gds Mech Corps (4th Gds Tk Arm):
1x 5-5-6 Tank Brigade
1x 5-4-6 Mech Infantry Brigade
2x 4-4-6 Mech Infantry Brigades
6th Gds Mech Corps (4th Gds Tk Arm):
1x 4-5-6 Tank Brigade
1x 5-4-6 Mech Infantry Brigade
2x 3-4-6 Mech Infantry Brigades

Elements, Panzer Div "Clausewitz":

1x 3-5-6 Panzer KG "Cz 139"

1x 3-4-6 Mech Infantry KG "Cz 44"

Elements, 12th SS Panzer Division ("Hitler Jugend"):

1x 2-3-6 Headquarters

1x 3-4-6 Reconnaissance Bn

2x 4-4-6 Mech Infantry Bns

Elements, 199th Infantry Division:

1x 3-2-4 Infantry Division (-)

Elements, Infantry Div "Hamburg":

2x 3-2-4 Infantry Regiments

Elements, Infantry Div "von Hake":

1x 3-2-4 Infantry Division (-)

84th Infantry Division:

3x 2-2-4 Infantry Regiments

1x 6-2-0 Anti-tank Battalion

Bonus VP Score for Soviets for using this variant: +30 VPs

Note: The German player cannot earn an automatic victory in the game by retaining control of the Reichstag to the end of turn 15. The German player must have more VPs than the Soviet player to win variant 16.5.

16.6 Very Major Variant "On To Berlin!"

In April, 1945 Berlin, the still beating heart of the Reich, angrily resisted Soviet forces totaling 2 and ½ million men. Yet just one month before, the Western Allies were planning to seize the "paper hanger's hide-out" with a mere five airborne divisions! Find out how with *On to Berlin!*, an expansion game module for *Fortress Berlin* containing the rules and extra counters required to play this exciting "what if?" Available separately in a forthcoming issue of *Paper Wars* magazine (published by Omega Games).

17.0 OPTIONAL RULES

Optional rules are just that, optional. Some add flavor to the game, others permit more than two players to participate. Use of optional rules must be agreed to by all players ahead of time.

17.1 Using Subways

Some German units are able to use a special type of rapid movement using Berlin's "U-Bahn," or subway system. U-Bahn movement takes place during the Movement Segment. Soviet units cannot use the U-Bahn. However, Soviet infantry units (only) may enter the U-Bahn at a station to block passage along the subway route.

17.1.1 Eligibility: Only infantry and engineer units are eligible for U-Bahn movement, and only battalion-size units, not larger ones. German units must be under Command to enter the subways. Units entering the U-Bahn must be in Maneuver Mode, and expend +1 MP in addition to the terrain cost to enter the U-Bahn for the first time. Entry can only be made at U-Bahn stations, which are the circles with the blue letter "U" that appear along the lines of the subway. The unit is marked with a U-Bahn marker to indicate that it is underground. Units underground cannot change mode.

17.1.2 Procedure: After entry, movement is from station to station following the path of the subway line as if the unit were on a train. Each station costs 1 MP. Exit from the U-Bahn costs +1 MP plus the MP cost of the surface terrain. Units in the subway cannot stack; only one unit may be underground in any one hex at a time.

17.1.3 Combat: Units underground in the U-Bahn cannot be Close Assaulted and are immune to Direct Gun Fire, Bombardment or Mixed Bombardment attacks. Combat underground is not permitted.

17.2 Three-Player Game

An enjoyable three-player game is possible by having two players represent the two Soviet Front commanders, Zhukov and Koniev, versus a single German player. Soviet forces that enter the game are divided as follows:

Zhukov: All units of 1st Guards Tank Army, 2nd Guards Tank Army, 3rd Shock Army, 5th Shock Army, 8th Guards Army, 47th Army.

Koniev: All Polish units, all units of 3rd Guards Tank Army, 4th Guards Tank Army, 28th Army.

Both players conduct their actions jointly during the Soviet phases. The Soviet players' forces may not stack together, nor may they conduct joint Direct Gun Fire or Close Assault combat against the same hex. Either Soviet player may deliberately bombard rival forces if the latter are adjacent to German units of any sort and no other bombardment rules are violated. Assuming the Soviet side wins, victory goes to the player whose forces specifically captured Hitler or, failing that, the Reichstag (5015) hex. Zhukov and Koniev may opt to trigger variants 16.4 and 16.5 (respectively) at their own discretion (in effect, ignoring the situation outside Berlin in order to bring more of their own forces into play in the city). Players must equally share any Air Strikes received, with the Zhukov player getting any odd numbers.

17.3 Adding More Players

Even more players (up to six) can play *Fortress Berlin*. Additional players beyond three are all assigned to the German side, simulating the overlapping command jurisdictions and confusion the defenders of Berlin endured.

17.3.1 Four-Player Game: Two Soviet players as above plus two German players. German forces are divided as follows:

1.) Hitler Player - Controls all SS, Volkssturm, HJ, PPBs, Police Field Gendarmie, and the FAH unit.

2.) Armed Forces Player - Controls all Army, Navy, Luftwaffe ground, AT and Flak units (plus any Air Strikes received).

The Hitler Player is nominally considered the senior partner of the German side and proper deference should be shown to his wishes. If the current Hitler Player feels the Armed Forces Player is letting him down in any way, he can order the Armed Forces Player shot or replaced (same thing) at the start of any German player-turn. This causes the Hitler Player and the Armed Forces Player to exchange roles. The Soviet side receives 1 VP each time this happens. The new Hitler Player can subsequently (i.e., at the start of any subsequent German player-turn) order the Armed Forces Player shot as well and exchange roles again (again granting the Soviets 1 VP). Both German players conduct all operations jointly during their phases. Unlike the Soviet players, each German player may use his units to freely stack, attack, and defend with the other German player's units. They may not attack each other. The Victory Conditions are slightly modified in that while the German side can win on points, on the turn the game ends (or if Hitler commits suicide) the current Hitler Player automatically loses (the Armed Forces Player is declared sole winner).

Designer's Note: *A ruthless Armed Forces Player may very well betray the Hitler Player by determining if the Germans are ahead on points at any time, then allowing easy capture of the Reichstag or the Fuhrer, leaving the Hitler Player holding the ultimate "booby prize". A "heroic" Hitler Player may hang on, grimly determined to sacrifice himself on the last turn of the game, gaining a German victory on points, but at the cost of personal loss of the game. A ruthless Hitler Player may opt to exchange roles at the very last moment, thus saving himself. Or both sides may opt to betray each other repeatedly, giving the game to the Soviets on points alone.*

17.3.2 Five-Player Game: Two Soviet players as above plus three German players. German forces are divided as follows:

1.) Hitler Player - Controls all Volkssturm, PPBs, Police Field Gendarmie, and the FAH unit.

2.) Armed Forces Player - Controls all Army, Navy, Luftwaffe ground, AT and Flak units (plus any Air Strikes received).

3.) SS Player - Controls all SS and HJ units.

As in the Four-Player Game, the Hitler Player can order a command shuffle on any turn he feels he is being betrayed (giving the Soviets 1 VP). He can then order the other German players to assume any German player role. Victory Conditions are the same as in the Four-Player Game with the difference being if the German side wins on points, then the current player whose forces (SS or Armed Forces) have suffered the least FS values destroyed proportionally (count the Combat Mode side) is the sole German winner. The player holding the Hitler role at game end (or when he kills himself) still loses, of course.

17.3.3 Six-Player Game: Two Soviet players as above plus four German players. German forces are divided as follows:

- 1.) Hitler Player - Controls only the FAH unit, plus Hitler's two personal SS LAH bodyguard units that set up in his hex.
- 2.) Armed Forces Player - Controls all Army, Navy, Luftwaffe ground, AT and Flak units (and any Air Strikes received).
- 3.) SS Player - Controls all SS and HJ units.

4.) Civilian Player - Controls all VS, PPBs and the Police Gendarmie units. As in the Five-Player Game, the Hitler Player can order a command shuffle on any turn he feels he is being betrayed (giving the Soviets 1 VP). He can then order the other German players to assume any German player role. Victory Conditions are the same as in the Five-Player Game with the difference being if the German side wins on points, then the current player whose forces (Armed Forces, Civilian or SS) have suffered the least FS values destroyed proportionally is the sole German winner. The Hitler player at game end (or when he kills himself) still loses, of course.

Designer's Note: *This about as close as it gets to simulating all the conflicting interests present at the battle for Berlin. True devotees can add a seventh, Luftwaffe player (controls all Luftwaffe, Flak, and Air Strikes), or a separate eighth, NSDAP player (controls all VS and HJ units), to the mix. This may force the Hitler Player to basically sit in his bunker, incapable of influencing the tactical fighting in any way, but forever threatening to "shoot all traitors". How realistic, and how droll. Enjoy!*

17.4 "Ooooh, That Adolf!" (the Character Game)

A defining characteristic of the Third Reich was the continual political and personal struggles among its leaders. Even at this stage of the war there were top leaders around Adolf Hitler who were making private deals with the Swedes, the Swiss, and, for all we know, perhaps the Soviets as well. Those leaders, with the exception of Hitler himself, who saw no way out of his dilemma, had such alternatives as attempting to escape from Berlin, trying to curry favor with the Soviets, or suicide. The following rules attempt to inject some of this flavor into the game **Fortress Berlin**.

17.4.1 Leader Counters: There are now a number of other Leader counters besides Hitler that represent political and military chiefs of the Third Reich. These other Leaders are placed on the map according to who is chosen during the pre-game turn (see Case 17.4.9) in various buildings that represent their headquarters. These other Leader counters are printed with the Leader's picture (indicating under German control) on one face, and name and set-up hex (indicating under Soviet control) on the other. These arrangements permit either player to exert control over the Leaders. Each Leader also has from one to three stars printed on the reverse face of his counter, indicating the leader's approximate value (at this time) in the Nazi hierarchy. All Leaders are initially placed under the German player's control, but their allegiance may shift during the course of play.



17.4.2 German Leader Options: The German player may attempt to get his Leaders to flee Berlin, or may attempt to have them commit suicide. At the start of each German player-turn, the player may make one attempt for any one Leader to flee Berlin by simply rolling a die. On a roll of 4-6 the designated Leader escapes and is removed from the map. The German player scores from one to three (1-3) Victory Points (see Case 17.4.8). In addition, beginning with the turn following the turn the Soviet first captures a strongpoint hex, the German player may attempt to have his Leaders commit suicide. Again, a single die roll is all that is necessary. On a roll of six (6) the selected Leader dies and is removed from play; if the suicide is that of Hitler, the player scores two (2) VPs; otherwise, no points are awarded (see Case 12.0.1). Only a single suicide attempt (i.e., by a single Leader) can be made each turn. Aside from removal from the map in either of these ways, Leaders under German control may not move, fight, or otherwise affect play.

17.4.3 Defecting to the Soviets: The Soviet player may change the allegiance of a Leader inside any hex against which he achieves a combat result of "EX," "D," "I" or "2". Convert the Leader simply by flipping him over to show his Soviet colors. The Soviet player may convert as many Leaders during the game as he achieves the required combat result. Thereafter, commencing with the next subsequent Soviet Movement Segment,

that Leader may move as if he is in Maneuver Mode, up to eight (8) MPs. The German player cannot stop or hinder this movement; the "defecting" Leader can even move through German units. The Leader may move to the Hitler Bunker and attempt to assassinate Hitler (it may take several turns to get there). A single die roll is made for the assassination attempt. On a roll of six (6) Hitler is killed and the Soviet player scores five (5) VPs. Each additional converted Leader arriving at the Bunker on the same turn adds +1 to the die roll. The defecting Leader(s) under Soviet control is automatically killed (regardless of the assassination outcome) and removed from play but no VPs are scored by the German player as a result of his or Hitler's removal.

17.4.4 Capturing Leaders: The Soviet player scores one (1) VP for each Leader he captures, regardless of rank or allegiance. This includes Leaders the Soviet player controls and merely moves into a hex containing his own units. A Leader under German control is captured if he is in a hex that falls to a Close Assault launched by the Soviet player, or if Soviet units enter the hex he occupies. Captured Leaders may not be used to assassinate Hitler; only defecting Leaders may do so.

17.4.5 Leader Invulnerability: Leaders are not combat units and are unaffected by combat results except as noted. Leaders leave the game only by capture, suicide, death as the result of an assassination attempt, or fleeing the city of Berlin. A Leader left behind in a hex in which all units are destroyed or forced to retreat by Fire combat still cannot move and may be captured when his hex is occupied by the opponent (he would already be captured if the combat were a Close Assault).

17.4.6 Effects of Hitler's Death: The effects of the death of Hitler by suicide or now by assassination remain the same. See Case 11.1.3.

17.4.7 Capture of Hitler: As always, if the Soviet player succeeds in capturing the Hitler counter the game ends immediately and he is awarded an automatic victory. If Hitler is assassinated per Case 17.4.3 the game simply continues until the end of turn 15 or, if earlier, the fall of the Reichstag.

17.4.8 Victory Point Schedule Modifications: When playing with Section 17.4, the German Player receives VPs for the following events:

1 to 3 VPs (per star of rank) for each Leader who successfully flees.

The Soviet Player receives VPs for the following events:

1 VP for each German Leader captured (regardless of rank).

5 VPs if a German Leader under Soviet control assassinates Hitler.

17.4.9 Hitler's Birthday (Pre-Game Turn 0): Hitler's last birthday on Earth (April 20th) was, by most accounts, a rather cheerless *Fest*. Nevertheless, all the major power handlers of the Third Reich showed up to wish him well and parade before the cameras. Right afterwards, a number of them fled Berlin to save themselves. To simulate the unpredictable mood of the birthday participants, before the start of the game the German player should place all the Leader counters in an opaque cup and draw out 6 (six). The remainder are set aside (and represent the hastily departed) and take no further part in the game (no VPs for either side). The chosen six are deployed on the map according to their set up hexes.

17.5 Soviet Army Coordination

Soviet Armies were very closely controlled, and coordination between them was difficult. This sometimes led to casualties from "friendly fire" as well as missed opportunities on the battlefield. Soviet units from differing armies that participate in the same Direct Gun Fire or Close Assault combat will have their attack lowered by one letter column for each Army that is participating.

Example: *If units from two different Soviet Armies would normally have an attack resolved on the F column, this attack would be lowered to the E column. If there were three different Soviet Armies involved in the same attack it would be lowered to the D column.*

Map Errata

Well, we tried hard to be perfect but after printing the map we discovered there is a bridge missing from between hexes 1631 and 1731. Ink it in.