

Vistula-Oder-Berlin: the campaign in Poland and East Germany, 1945.



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1. Introduction.

Vistula-Oder-Berlin (VOB) is a game for two or more players that simulate the campaign of 1945 in Poland and Eastern Germany.

1.1 Abbreviations

MA : Mobile Assault
 LC: Logistical Column
 CF: Combat Factors.
 LOC: Line of Communication
 MP: Movement Points
 HQ: Headquarters
 RRW: Reinforcement, Replacement and Withdrawals
 1d6, 2d6: one or two six sided dice
 +1 R: +1 to the right
 -1 L: -1 to the left

1.2. Scales.

Each hex on the map represents approximately 20km. The German units are divisions and brigades, the Allies are Army Corps. Air units represent air corps or armies of 200 to 400 planes. Each game turn represents two weeks of real time.

1.3 Allied Forces

When Allies are mentioned it refers to Soviet and Poles, unless the rule states otherwise.

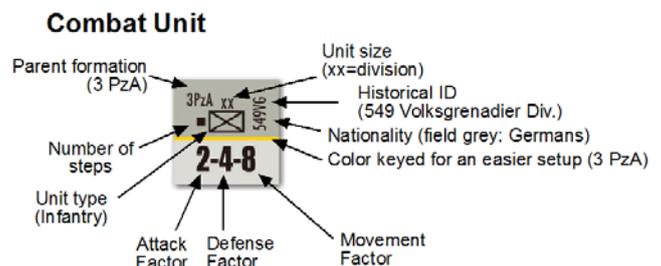
1.4. The Game Map.

The game map represents the area in which the historical campaign was fought. The map shows the Polish, Czechoslovakian, Soviet and German borders of 1939 and surrounding areas. A hexagonal hex grid has been superimposed on the map to help control the movement and placement of units.

1.5. Unit Counters.

There are 288 counters, representing combat units. All others counters are markers used for certain game functions such as out of supply status, turn record track, etc. The use of every marker is explained in the corresponding section of the game rules.

Sample units:



1.6. Historical names used on map and counters:

Inf: Infantry
 Mech: Mechanized

Germans

B: Berlin
 BG: Brandenburg
 Clswtz: Clausewitz
 Dbz: Döberitz
 Flak: Anti Aircraft Artillery

FJ: Fallschirmjäger (Parachute infantry)
 Fr.Gr: Freiwillige Grenadier (Volunteer Grenadiers)
 Fr: Freiwillige (Volunteer)
 F.v.S: Ferdinand von Schill
 GD: Grossdeutschland
 Gr: Grenadier
 HG: Hermann Göring
 HW: Horst Wessel
 J: Jäger (light infantry)
 KmK: Kurmark
 Kriegsmarine: German Navy
 KW: Kommando Warschau
 Lit: Lithuania
 Lk: Langemarck
 Mar: Marine
 Mchb: Müncheberg
 23.Nd: Div. SS Nederland
 11.Nd: Div. SS Nordland
 Pol: Polizei (police)
 Pz: Panzer (tank)
 Pz. A: Panzer Armee
 Sch: Schwere (heavy armor)
 Schrst: Scharnhorst
 U.v.H: Ulrich von Hutten
 VG: Volksgrenadier
 WL: Wallonien (28th SS Division)

Allies

Soviet Units

D: "Donskoi" (Донской) Honorific title of the 1st Guards Tank Corps.
 Gd: Guards.
 MK: Mechanized Corps (Механизированные Корпус)
 KK: Cavalry Corps (Кавалерия Корпус)
 B: Belorussian
 R: Artillery Breakthrough Corps (Артиллерийский корпус прорыва)
 R: (Setup code): Reserve
 T: 'Tatsinskaya'. Honorific title of the 2nd Guards Tank Corps.
 TK: Tank Corps (Танковые Корпус)
 U: Ukrainian
 UR: Fortified Zone (Укрепленный район)

Poles

AWP: *Armia Wojska Polskiego*, Polish Army.
 1.KP: 1.Korpus Pancerny, 1st Armored Corps.

2. Sequence of Play.

Each turn is composed of two segments (Allied and Germans). Each sequence is further divided into more phases which each player must follow.

1. Reinforcement, Replacement and Retirements (Mutual Phase)

2. Allied Phase
 - a. Movement
 - b. Combat
4. German Phase
 - a. Movement
 - b. Combat
5. End of turn (Mutual Phase)
Supply check and Victory Conditions

After both players have conducted their segments, the turn marker is advanced one space on the Turn Record Track. If it is the last turn of the scenario being played, determine the victor at the end of that turn.

3. Zones of Control (ZOC)

3.1. In General.

The six hexagons immediately surrounding a hex constitute the "zone of control" (ZOC) of any unit in that hex. Only armour, cavalry, infantry and mechanised infantry exert ZOC. HQs, artillery and aviation units do not exert ZOC.

3.2. ZOCs and Movement.

A unit which enters an enemy ZOC must stop its movement immediately and can not move further for the remainder of the turn. (Exceptions: see [8.4 Advance after Combat](#), [8.5 Breakthrough](#) and [8.6 Exploitation](#)) It is not allowed to move into an enemy ZOC directly from another enemy ZOC.

3.3 ZOCs and Lines of Communications

A unit can trace a Loc through an enemy ZOC only if that hex is occupied by a friendly unit

4. Stacking.

A maximum of 4 units of whatever type may be stacked in a single hex. Units may move through a hex with 4 units if it does not stop its movement there.

Polish units can stack with Soviet units.

4.2 Effects of Over Stacking.

If at any moment of the sequence of play a hex is over stacked, the units in excess can not use their combat power if the hex is attacked. Also if an over stacked hex is attacked, the excess units must lose one step and retreat towards their friendly board edge Allies south or east, Germans west or north.

5. Logistics.

5.1 In General

Both side's units must be capable of tracing a LOC or Line of Communications towards a friendly source of supply to allow the use of their full movement and combat factors.

For a unit to be supplied, it must be able to trace a LOC, free of enemy units and their ZOCs to a Supply Source hex or a friendly HQ (see [10.HQs](#)). A Loc can pass through a ZOC if the hex is occupied by a friendly unit.

5.2 German Supply.

German units are considered to be in supply if they can trace a LOC of a maximum length of 10 hexes, towards the following hexes: 0832, 0129, or 0121, or towards any one of their HQs. In turn, the HQ can be partially or fully supplied (see 10.2).

There is not limit to the number of German units which can trace a LOC towards a given HQ unit.

East Prussia supply sources: German units may trace LOC to the cities of Königsberg (hex 0210) and Danzig (0415).

E5.3 Allied Supply

The Allies are in supply if they can trace a LOC of a maximum length of 8 hexes, towards any one HQ which can be supplied fully or partially (see 10.2) or towards a friendly supply source hex (hexes 1401, 2301, 2314 or 2307.)

Also, the number of Allied Corps that can trace a LOC towards the same HQ is limited see ([10. HQs](#))

5.4 Soviet Allies.

Polish units function in the same way as the Soviets when tracing their LOCs.

5.5. Out of Supply Effects.

If a unit can not trace a LOC towards a supply source it is considered to be out of supply (OOS). During the supply check at the end of the turn non-supplied units receive a «non –supplied» marker. Non supplied units are halved in combat (round down remainders). Armoured, cavalry and mechanised infantry also have their movement factors halved (rounded down). Armoured and mechanised Germans can not perform Mobile Assaults. Artillery units can not use their support factor. A unit can be out of supply for an indefinite length of time. It is not eliminated just for being out of supply.

5.6. Over extended LOC.

An Allied unit which traces a LOC of more than 8 hexes towards an HQ suffers a penalty of one column to the left in attack and one column to the right in defence.

5.7 Supply Check.

At the end of the each turn both sides check which units are in supply. If a unit can not trace a line of Supply towards a supply source, place an OOS marker on it. Withdraw OOS markers from units marked with OOS markers that can now trace a line of supply to any supply source.

5.8. Logistical Columns (LCs)

5.8.1 In General

Logistical columns represent the stock of munitions of all sorts which are necessary for offensive operations or defensive on the grand scale, plus the necessary transport means to move them to the front.

Each point of LC allows one move to the right in attack and one column to the left in defence to all Allies units that are stacked or adjacent to that LC. No matter how many LCs are used in a single combat the odds ratio can not be modified by more than 3 columns shifts (left or right). Once a LC is utilised, that point of LC is retired from the map (although the physical marker can be reused any number of times during the game.) A LC can only be used for a single combat even if it is adjacent to several combats.

If a LC is attacked by other ground units it uses its combat factor of 1 and the combat is resolved normally.

Example of LC use:

The Allied player attacks with 2 units (a total of 30 factors) a German unit (with a defence factor of 5). The combat odds are 6:1. If the Allied Player decides to use 1LC the attack is then resolved as a 7:1. The LC is then retired off the map.

5.8.2. Arrival of LCs

During the RRW Phase each HQ linked up to a supply hex will receive 3LCs if they trace a railroad LOC to a supply source hex, or 1 LC if they trace a non-railroad LOC to a supply source hex. Once the LC is received, they can be placed normally and use their full movement factors during the movement phase.

If there is not an HQ in range to receive the LC during a turn, the LCs in excess are lost.

Example: on turn 6, three Allied HQ are on map. All three HQs trace non-railway LOC to a supply source hex so they can only receive 1 LC that turn. If that turn the Allied player receives 4, 5, i.e., more than 3 LCs (see reinforcements, replacements and withdrawal chart) the excess LCs received for that turn are lost.

LC can be used from turn to turn. They can be accumulated from turn to turn.

Allied LCs can be used by either Polish or Soviet units.

6. Reinforcement, Replacements and Withdrawals (RRW.)

6.1 In General

During the phase each side performs the following actions:

- Arrival of Logistical Columns (LCs)
- Arrival of Replacements
- Arrival of Reinforcements
- Unit withdrawals according to scenario instructions.
- Transfer of aerial units among HQs (Allies only).

6.2. Logistical Columns (LCs)

Each turn, the German Player receives:

- 2 LC enters in turns 1 to 5
- 1 LC enters in turns 6 to 9

Allies.

The Allied player receives each turn:

- 4 LC enters on turns 1 to 6
- 5 LC enters on turns 7 to 9

If there is not an HQ in range to receive the LC then the LC are all lost.

6.3 Replacements

Each side receives replacements as per the RRW table. A replacement can flip a damaged unit to its full strength side or rebuild an eliminated one. It costs 1 Replacement point per step rebuilt.

For a reduced unit to receive a replacement it must be able to trace a LOC of any length with a friendly HQ.

A rebuilt eliminated unit can be placed **on or adjacent to a friendly supply source hex.**

Units rebuilt can be moved during the movement phase on their entry turn. They can make a strategic movement on their turn of entry.

Replacements can not be accumulated from turn to turn. Each nationality receives its own replacements. Replacements of different nationalities can not be used to rebuild a single unit. That is, Polish replacements can only be used to rebuild Soviet units, Soviet replacements can only be used to rebuild or replenish Soviet units, etc.

6.4 Reinforcements.

The units indicated as reinforcements (the entry turn is also indicated in yellow or red on the counter) are placed on a supply hex of their side during the RRW

phase of their turn of entry. German units also have their entry hex printed on the counter. For instance, a unit with “2H” on the upper left corner of the counter means that it enters play on turn 2 at hex H (2119).

Eliminated units which are rebuilt can be placed in a supply hex on or adjacent to a friendly HQ which can trace a LoC via a railroad towards a supply hex.

6.5 Unit Withdrawals.

If a designated unit to be retired is already eliminated or cannot trace a LOC to a friendly supply hex then an identical replacement can be removed instead. The unit to be retired needs only to be of the same type. It can be reduced or at full strength (for a unit of two sides) and it does not need to have the same combat or movement factors. In the case of a infantry unit withdrawal a Jäger, light infantry, infantry or mountain unit is considered as the same type.

Example: *The German player must withdraw one infantry division on turn 8, January II 1945. Historically they withdrew the 168 ID but the Germans player may withdraw another infantry, jäger or mountain division, be it reduced or at full strength with the same or different steps and/or factors as the 168th ID.*

7. Movement and Mobile Attacks.

7.1 In General

The value printed on the right lower corner of the counters represents its movement factor. This is the number of Movement factors the unit can use each turn. During the movement phase, units can use their MP to move through the hexes and pay the cost of entry of each hex or hexside crossing (river). The costs of entry and passage are indicated on the Table of Terrain Effects. All units have a minimum movement ability of 1 hex per turn even if the cost of crossing one hexside is greater than their printed movement factor.

A group of stacked units can be moved as one unit, but they must use the MP of the unit with the lowest movement factor.

7.2. Bridges

A unit can cross a river hexside by paying only the cost of the hex entered if moving across a river hexside connected by a railroad line or are crossing a hexside adjacent to a town or city, with the proviso that both hexes by the river are both friendly controlled.

Example: *any unit may cross the Oder across the 0926-1026 hexside paying a cost of 1 MP only*

because the town of Stettin is in one of these hexes. The unit may only do so if both 0926 and 1026 are friendly controlled.

7.3. Mobile Attacks (MAs)

During their movement turn German Mechanised and Armour can use a type of combat called Mobile Attack (MA). Only German units can perform this type of combat.

To launch a Mobile Attack (MA) the units that will participate must begin their movement phase stacked together. It is not necessary for them to begin adjacent to the objective. The stack moves adjacent to the objective and then declares a MA on that hex. They must pay the normal cost of the hex and add +2 MPs. Then a combat can be resolved normally (see [8. Combat](#)) with a change of 1 column to the left in favour of the defender. If the unit attacked is eliminated the stack may continue to move with any movement points left. An MA can be assisted by air support units see [9. Aviation](#)).

A logistical column can assist an MA if it is stacked at the beginning of the movement phase with the stack performing the mobile assault AND can pay the cost in movement points of performing the mobile assault.

Example of Mobile Assault. *Three panzer divisions stack together at hex 1316 at the beginning of the movement phase of turn 2. The Germans player decides to launch a mobile attack against a reduced Soviet corps (combat factors: 3-5-8) placed in hex 1213. The three-division stack moves to hex 1214 paying normal movement costs (3 MP +1 for crossing the Weichsel river + 2 MP for launching a mobile assault, for a total of 6 MP; they have 6 MP remaining.) The German stack adds its attack factors and they have a total of 28 factors. They roll on the German Combat table (applying any modifiers for terrain, mobile assault, supply, etc.) and the final result is 0/4. The Soviet corps is eliminated and the three Panzer divisions may resume their movement. They can expend some, all or none of their 6 remaining MPs, and launch more MA if they have enough MPs to do so.*

7.4. Strategic Movement.

Allied units can use Strategic movement during the Movement phase. To use it a unit may never start its move adjacent or end its movement adjacent to an enemy unit. Strategic movement doubles the movement factor of the unit. Strategic Movement can be combined with Railroad movement which allows movement paying ½ MP per hex entered.

8. Combat.

8.1 In General.

During the Combat phase a player can attack enemy units adjacent to his own. It is not mandatory to attack adjacent enemy units.

No unit may attack more than once per turn. An enemy unit can be attacked several times per turn if they are attacked by different units.

The player announces and resolves, one by one, all the attacks he wishes to make.

All defending units in a hex have their defence factors combined, i. e., they cannot be attacked separately. Likewise, all units attacking the same hex must combine their attack factors.

8.2 Combat Resolution

Determine which unit is attacking and which is defending, then work out the attack and defence factors.

The total attack factor is divided by the defence factor to obtain the attack ratio. The attack ratio can be modified by terrain, fortifications or other modifiers as per the usual tables. Roll 1d6 and then apply modifiers. German units roll on the German Combat Table when attacking. Allied units of any nationality roll on the Allied Combat Table when attacking.

8.3 Soviet Artillery Corps (SAC).

To use a Soviet Artillery Corps one LC must be expended. The LC must either be stacked or adjacent to the firing unit. The LC is retired after its use. If a Soviet Artillery Corps fires, it can add its support factor to the combat factors of the attacking or defending Allied units. The SAC unit must be stacked or adjacent to the friendly units receiving support, but not to the German enemy unit(s) under attack.

The SAC can not be used if the sum of the attackers is less than the SAC firing factor. That is, a SAC with a support factor of 12 may only support attacks of 12 or more combat factors.

Each Artillery corps unit counts as a corps for LOC tracing purposes.

8.4. German Advance after Combat

If the attacked hex is empty of Allied units at the end of the combat, the German player can advance all or one of his units into the hex. This is not mandatory.

8.5. Advance after Combat – Soviet (Front Breakthrough)

If the result of a combat causes the German player more step losses than available steps of units in that hex, then the excess step losses are transformed into bonus movement points. This is called a Front Breakthrough. Only Allied Armoured, Mechanised or cavalry which participated in the attack can move during a Front Breakthrough.

The first hex must be the hex just attacked but otherwise the units performing the Front Breakthrough may enter any hex not occupied by enemy units and that could be entered during normal movement (no movement across Lake hexsides, for instance.) They may ignore any enemy ZOCs during that kind of movement.

Example of Front Breakthrough.

Two Soviet Mech and one Tank Corps are placed in hex 0402 and attack an German stack located in 0502. The German force is composed of two infantry divisions. The two divisions have three steps combined. After solving combat the final result is 1/6, that is, 1 step loss for the attacker and 6 for the defender. Since the German units only have three steps the Allied player has achieved a “Front Breakthrough.” The Soviet mech, tank or cavalry units have each three additional MPs available to perform Front Breakthrough movement. The two Soviet Mech. Corps move to hex 0502, then one moves to hex 0503 and one to 0404. The Soviet Tank Corps moves to hex 0502. During their “front breakthrough” movement both units ignore enemy ZOCs and they pay the normal cost of entering each hex and/ or crossing each hexside.

8.6. Exploitation.

If a result of Front breakthrough is obtained and there are Soviet or Polish Tank, Mechanised or Cavalry which are not adjacent to German units and have not been in combat that turn, they can perform an Exploitation Movement. After performing any Front Breakthrough movement, the Allied player declares that he is going to perform an exploitation movement. A unit which performs an Exploitation Movement may use ½ of its movement allowance (round up remainders: half of 5 is 3) to exploit the breach. Its movement must pass through the hex just emptied of German unit during combat. During the Exploitation move enemy ZOCs are ignored. They pay the normal movement costs of entering each hex or crossing a river hexside.

The game includes two “mobile reserve” markers that may be used to mark those units eligible for exploitation.

Exploitation Example. *Following the Front Breakthrough example, another Soviet TK unit, placed in hex 0301, it is not adjacent to any German unit and has not fought yet during the Allied combat phase. The TK has a movement factor of 12 MPs, and therefore it can expend up to 6 MP to perform its exploitation movement. The 18 TK must move to hex 0502 (the hex just emptied of German units) then continue moving if it has MPs remaining.*

8.7 German Lines of Fortification

Printed on the map are several German Lines of Fortification: Meseritz, Hubertus, and others. These positions give a shift of 1 column to the left for German units in defence.

The modifiers for the fortified line are added to any other terrain modifiers in the hex. The modifiers are not applied if less than ½ of the combat factors attack across a non-fortified line hexside (if attack factors are equal, apply the modifier).

Example. *One German unit placed in hex 0405 is attacked from hexes 0304 and 0505. 10 attack factors from 0304 and 12 from 0505. There is a fortified line in the 0405-0304 hexside but the number of attack factors attacking across the non-fortified hexside are bigger. Therefore, the -1L odds shift modifier does not apply in this case.*

8.8 Urban Combat

Units defending in a city have a -2L odds shift modifier. They have their combat losses halved, rounded up (half of 5 is 3) That is, if a stack or unit defending in a big city suffers a result of 3 step losses, the final result will be 2 step losses.

Note that this rule applies only to the three big cities (red icons): Königsberg, Prague, Berlin.

8.9 Concentric Attacks

An attack against any hex by units which are attacking from opposite sides gives that attack a +1 column shift to the right. The concentric attack modifier does not apply against a city hex.

Example 1: *one German unit located in 0506 is attacked simultaneously by soviet units located at 0606 and 0407. The Allied attack will get a favourable +1R odds shift.*

Example 2: *The same German unit located in 0506 is attacked by three Soviet units located respectively at 0407, 0607 and 0505. The Allied attack will get a favourable +1R odds shift.*

8.10. Kriegsmarine

The *Kriegsmarine* counter is used like an artillery corps. The German player may place it during the German movement phase in any coastal hex.

The *Kriegsmarine* unit adds its support factors (6) to any adjacent German unit or stack attacking or defending during the subsequent combat phase.

8.11. Frozen Rivers & Lakes.

During game turns January I 1945 and January II 1945 both sides' units ignore the cost for river crossing. (Rivers were frozen to the point that they could withstand the weight of tanks, vehicles and troops).

Furthermore, during game turns January I 1945 and January II 1945 rivers lose their value as defensive obstacles.

The lake in hex 0705 (East Prussia, SW of Lötzen) is frozen as well and therefore loses its value as a defensive obstacle and it is treated as a clear hex on turns 1 and 2.

8.12. Turns 1 and 2 special rules

On game turn 1, after calculating and factoring in all combat odds and modifiers, the Soviets get an additional +2R odds shift.

On game turn 2, after calculating and factoring in all combat odds and modifiers, the Soviets get an additional +1R odds shift.

9. Aviation.

9.1 In General

Each side uses air support markers.

9.2. Using Air Support markers.

During the combat phase, both sides may use air Support markers to provide Support to its defensive or offensive operations. Air support counters may only be used once per turn, either on the attack or on the defense.

The attacker must announce first if he is going to use air Support to support an attack.

Then, the defender may announce if he is going to use air or naval support.

After that, the attacker announces how many air support markers he is going to use. Then, the defender does the same.

Each air support marker generates a +1R odds shift in attack or a -1 L leftward odds shift in defense. Each marker used cancels one of the enemy.

The maximum number of odds shifts that apply when using air or naval markers (no matter how many support markers used) is +2R or -2L.

German air support markers may be used to support MA attacks.

10. HQ Units.

10.1 In General

HQs represent the centre of administration and logistical support of the Soviet Fronts and German armies.

10.2 HQ Supply.

A HQ is considered fully supplied if it can trace a LOC and its total length entirely follows railroad lines. An HQ is considered partially supplied if the LOC is not completely on a railroad.

A Totally Supplied HQ can:

- Receive up to three Logistical Columns per turn.
- Receive any number of Replacements.
- Supply a maximum of 18 corps/divisions (Soviet HQs only).
- Use replacements to rebuild eliminated units and place stacked or adjacent to it.

A Partially Supplied HQ can:

- Supply a maximum of 10 corps/divisions.

It can not:

- Receive more than 1 replacement
- Receive LCs or Logistical Columns (no more than 1/turn)
- Rebuild units.

An Out of Supply HQ can not:

- Supply Units.
- Receive replacements of any type.
- Receive LCs.

HQ Supply Examples: *The 2nd Belorussia Front HQ is located in hex 1305 and traces a LOC to supply hex 0901 following the rail road line connecting both hexes. There are no German units adjacent to any hex of this LOC so it is considered that the 2nd Belorussia*

Front HQ is fully supplied. Therefore the 2nd Bielorrusia HQ can supply up to 18 Allied Corps or Divisions of any type.

On the contrary, the 1st Bielorrusia Front is in hex 1604. It can trace a LOC to hex 0901 but not a rail road LOC. Therefore the 1st Bielorrusia Front HQ is considered to be “partially supplied”. It can only provide supply to up to 10 Corps/Divisions.

10.3 Movement of HQs

An HQ can move normally during its movement phase and use 2 movement points.

An HQ can not cross a river other than across a bridged hexside ([see 7.2.](#))

An HQ which moves along a railroad uses ½ movement point per hex.

HQ units may not perform strategic movement.

10.4 HQ Elimination.

An HQ attacked alone in a hex is automatically eliminated. If it is the last unit in a stack it is also eliminated. An HQ which is eliminated it is returned as a reinforcement unit 3 turns later on any friendly Supply source hex.

Units supplied by the destroyed HQ incapable of tracing a LOC to another HQ are considered to be Out of Supply. Air units subordinated to that HQ can be transferred to another HQ in the following turn.

Example: One HQ unit is eliminated on turn 2. It may return as reinforcement during the RRW phase of turn 5.

11. How to Win

11.1. In General

The winner of Vistula-Oder-Berlin is determined by the capture of certain geographical objectives. The objectives are the towns and cities marked with a value in brackets, which correspond to the Victory Points (VP) awarded. For instance, Berlin is worth 3 VPs. At the end of the game both sides tally up their VPs.

See the victory conditions for each scenario to determine the winner.

11.2. Occupation of target hexes by Western Allies.

Beginning with game turn April I 1945, before beginning the RRW phase, the German player rolls 1D6 for each of the following cities that are still under German control:

Prague, Leipzig, Chemnitz, Dresden, Rostock.

During game turn April I 1945, these cities fall under W. Allies control on a die roll of 1 (That is, roll one D6 for Prague. If the result is “1”, then place an Allied Occupation marker on that city then do the same for Leipzig, Chemnitz, etc.

During game turn April II 1945, these cities fall under W. Allies control on a die roll of 1 or 2.

During game turn May I 1945 these cities fall under Western Allies control on a die roll of 1, 2 or 3.

All these cities that are still under German control fall automatically under W. Allies control (no die roll needed) at the beginning of game turn May II 1945.

When one of these cities falls under W. Allies control, place a “Western Allies occupation marker” on it. The Soviet player won’t be able to attack or enter them and therefore he won’t be able to add up VPs for their control.

Any German units deployed in these cities are automatically destroyed when the city falls to the Western Allies.

11.3. Fall of the Bunker.

Every turn that begins with Berlin (hex 1529) under Soviet control, roll 1D6, **BUT ONLY after rolling for occupation of target cities by Western Allies.** On a die roll of 1-4, the War ends. Add up total number of VPs and determine the victor.

Example. *On game turn April II 1945, Berlin falls to the Soviet army, as happened historically. At the beginning of the following game turn (May I 1945) roll 1D6 for occupation of target cities by Western Allies, provided that some of the cities listed at 11.2. are still under German control. After doing that, roll another D6 to check if the German Reich surrenders. On a die roll of 1-4, Germany capitulates. On a die roll of 5-6, the game continues for one more turn. Game ends automatically at the end of game turn May II 1945.*

12. Optional Rules.

12.2. Air Support on Game turn 1.

Due to bad weather (fog, snow) on game turn 1 (January I 1945) only half of the available air units may be used.

This reflects the smaller number of sorties carried out by both side’s air forces during the first days of the Soviet offensive in Poland.

12.3. Defense in Depth.

Beginning with game turn March II 1945, the German player may implement “defense in depth” defense.

12.3.1. Procedure.

When the Soviet player attacks a given hex the German player may declare in depth defense and withdraws to its second line, moving one hex to the west side of the map.

The German player may announce “in depth defense” after calculating combat odds and after assignation of air and artillery support.

12.3.2. Effects

A withdrawal to the second line halves the value of the Soviet artillery (round up remainders).

The Soviet player, in turn, may advance to the hex just vacated by the German player and attack from there. Artillery and air support, however, are halved in this new attack (round up remainders).

12.4. German Air interdiction.

During the Soviet movement phase, German air units (only) may launch air interdiction missions against Soviet or Polish units.

Place the German air support marker on a Soviet land unit or stack and roll 1D6. Check the interdiction table.

German Air Interdiction Table.

	1 air unit	2 air units
1	-	-
2	-	-
3	-	1
4	-	1
5	1	1
6	2	2

1, 2: steps lost by the Soviet units under attack. The Soviet player may choose which units are eliminated.

Modifiers.

+1 die roll modifier if attacking an hex containing four or more Allied units.

+1 during the Thaw turn.

12.5 Fuhrerbefehls (Orders of the Fuhrer)

At the beginning of each game turn, starting with Turn 4 (February II 1945) the German player must see if it has to carry out a Fuhrers’ Offensive. Roll one d6. On a die roll of 5 or 6 the Fuhrer orders an Offensive.

There cannot be more than one Fuhrer’s Offensive per game.

Effects.

The German player receives during that turn two additional 2 LC in addition to the LCs received during the turn normally. The German must launch a one attack with a minimum strength of 8 steps, of which 4 must be Armoured or Mechanised units.

Historical Note

This rule simulates the ill conceived and poorly executed German counteroffensive in Pomerania in February 1945.

12.6. Thaw.

Beginning with game turn 2, roll one die for thaw. On a die roll of 1-3, thaw happens on game turn 2. If no thaw happens, roll 1d6 at the beginning of game turn 3. Thaw happens on a die roll of 1-5. If no thaw occurs, thaw happens automatically at the beginning of game turn 4.

This event may only happen once per game. Place a “thaw” marker on the corresponding turn of the game turn track.

Effects of Thaw.

All units have their movement factors reduced by half (round up remainders: half of 5 is 3).

German air interdiction has a +1 drm on the thaw turn.

13. Scenarios.

In General

The set up instructions indicate which units are initially available and where to deploy them at the beginning of the scenario. The initial deployment lines for each scenario (January I 1945 and April II 1945) are printed on the map. Initial set up units show the army/front they belong to: 4A, 9A, 1U, etc. They are also colour-keyed for ease of set up: for instance, 3PzA units have a red stripe in the middle of the counter.

Therefore, if the scenario set up indicates that a certain group of units must deploy “between 2617 and 2115” it means that these units may deploy on any of the following hexes: 2617-2516-2417-2316-2214-2115. Units must always deploy respecting the stacking limits. If the scenario instructions say that the units must deploy “within 2 hexes of the front line between 2617 and 2115” the units may deploy in a friendly controlled hex adjacent or within two hexes of the specified front line. Some of the scenarios specify as well that some of the units do not deploy at full

strength, but reduced. When the phrase “X number of reduced units” appears, this means that some of the two step units of that group of units must deploy at reduced strength.

Example:

3rd Pz. Armees: between frontline hexes 0104–0502:

549 VG, 349 VG, 548 VG, 561 VG Divisions.
1, 69, 56, 286 Infantry Divisions.
5 Div. Pz.
511, 505 Sch. Panzerabteilung.
Hex 0106 (Liebenfelde): HQ 3rd Panzearmee.

When the scenario instructions say that a given side has a certain number of LCs these LC units may deploy adjacent or stacked with any friendly HQ unit. They can be placed also in any friendly supply source hex.

SCENARIOS

13.1. Red Storm over the Reich (Der Katastrophe). January-March 1945.

Scenario Length: 5 turns (turns 1–5, January II 1945 to March II 1945)

The scenario begins with the Allied movement phase game turn 1 (January II 1945). German player sets up first, Allied second.

The territory controlled by each side is defined by the game turn 1 set up line (red) which shows the frontline by mid January 1945.

Victory :

Soviet victory: 7 or more Soviet VPs
Draw: 5–6 Soviet VPs
German victory: 4 or less Soviet VPs.

Initial Setup

a) Germans

Army Group Center (Renamed Army Group North after January 25, 1945).

3rd Panzerarmee : frontline hexes 0104–0502:

549 VG, 349 VG, 548 VG, 561 VG Divisions.
1, 69, 56, 286 Infantry Divisions.
5 Pz. Div.
511, 505 Sch. Panzerabteilung.
Hex 0106 (Liebenfelde): HQ 3 Panzerarmee.

4 Armees: frontline hexes 0603–0806 :

2 Pz. Gren. Div. HG
547, 562, 558, 61 VGD
28 Jager Div.

21, 83, 23, 203, 131, 50, 170, 357 Inf. Div.
Hex 0607 (Angerburg) : HQ 4 Armees.

Reserves 4 Armees: within 2–4 hexes of frontline hexes 0603–0806 :

18 Div. Pz.Gr.
Fallschirm-Pz-Div. 1. *H. Göring*
Brandenburg Div. Pz.Gr.
24 Div. Pz.
2 Armees frontline hexes 0906–1407:
252, 35, 7, 299, 102, 14 Inf. Div.
541, 542 VG Div.
5. Jäger Div.
Pz. Gr. Div. “GD”

Hex 1110 (Proszkowo) : HQ 2 Armees.

Reserves 2 Armees :

7. Div. Pz: within 2–4 hexes of frontline hexes 0906–1407.

Army Group « A » (Renamed Army Group Center after 25 Jan 1945)

9 Armees frontline hexes 1506–2004:

73, 17, 214 Inf. Div.
337, 6, 45 VG Div.
Kdt Warschau
Hex 1907: HQ 9 Armees.

Reserve 9 Armees: within 2–4 hexes of frontline hexes 1506–2004

19 Pz. D.
25 Pz. D.

4 Panzerarmee:

Between frontline hexes 2104–2405:
342, 72, 88, 291, 168, 68, 304 Inf. Div.

Reserves 4 Panzerarmee: within 2–4 hexes of frontline hexes 2104–2405 :

10 Pz. Gren. Div
20 Div. Pz. Gr.
16 Div. Pz.
17 Div. Pz.

424 Schwere Panzerabteilung.
Hex 2306 : HQ 4. Panzerarmee.

Elements 17. Armees: frontline hexes 2504–2802:

371, 359 Inf. Div.
78, 544 VG Div.

Hex 2705: HQ 17 Armees.

Reserve 17 Armee: Hex 2705 (Tarnow) 344 Div. Inf.

Air Units :

2 air support markers.

LC available: 2

b) Allies

3rd Bielorrussia Front:

39 Army

113, 94 Corps Inf.

5 Corps Inf. Gd.

152 UR

2e TK Gd.

5 Army

72, 45, 65 Corps Inf.

3 TK Gd.

28 Army

3 Corps Inf. Gd.

128, 20 Corps Inf.

31 Army

71, 36, Corps Inf.

11 Army Gd.

8, 16, 36 Corps Inf. Gd.

2 Guards Army

11, 13 Corps Inf. Gd.

60 Corps Inf.

Frontline reserves: within 2-4 hexes of frontline
hexes 0103–0501

44 Corps Inf.

5e Corps Breakthrough Artillery

Hex 0202: HQ 3 Belorussia Front.

2nd Belorrussia Front:

Frontline hexes 0602–1306:

50 Army

69, 81 Corps Inf.

49 Army

70, 121 Corps Inf.

91, 153, 161 UR

3 Army

35, 40, 41 Rifle Corps

48 Army

29, 42, 53 Corps Inf.

2nd Shock Army

108, 98, 116 Corps Inf.

8 Breakthrough Artillery Corps.

65 Army

18, 46, 105 Corps Inf.

70 Army

114, 96, 47 Corps Inf.

5e Guards Tank Army

10, 29 TK

Front Reserves

1, 8 TK Gd.

3 Guards Cav. Corps.

8 Mot. Corps

Hex 1205: HQ 2 Bielorrussia Front.

1st Bielorrussia Front

Between frontline hexes 1406–2003:

47 Army

77, 125, 129 Corps Inf.

61 Army

80, 89 Corps Inf. 9 Corps Inf. Gd.

2 Guards Cav. Corps.

5th Shock Army

9, 32 Corps Inf.

26 Guards Infantry Corps

3rd Shock Army (Reserve)

7, 79 Corps Inf.

12 Guards Infantry Corps.

69 Army

11 Tank Corps

25, 61, 91 Corps Inf.

115 UR

33 Army

16, 38, 62 Corps Inf.

8 Guards Army.

4, 28, 29 Corps Inf. Gd.

12 TK Gd.

1 Guards Tank Army

11 TK Gd.,

8 MK Gd.

2 Guards Tank Army

9 TK Gd.

1 MK

1st Polish Army (*Pierwsza Armia Wojska Polskiego*)

Front Reserves

7 Guards Cav. Corps

9 TK

4 Breakthrough Artillery Corps

6 Breakthrough Artillery Corps

Hex 1604: HQ 1 Bielorrusia Front.

1st Ukraine Front

Frontline hexes 2103–2803:

6 Army

22, 74 Corps Inf.

77 UR

3 Guards Army

21, 76, 120 Corps Inf.

25 TK

13 Army

24, 27, 102 Corps Inf.

52 Army

48, 73, 78 Inf. Corps

5 Guards Army

32, 33, 34 Corps Inf. Gd.

60 Army

15, 28, 106 Corps Inf

4 Tank Army

6 MK Gd.

10 TK Gd.

3 Guards Tank Army

6, 7 TK Gd.

9 MK

Front Reserves:

59 Army

43, 115 Corps Inf.

21 Army

55, 117, 118 Corps Inf.

Front Reserves:

31 TK

1 Corps Cav. Gd.

7 MK Gd.

4 TK Gd.

7, 10 Breakthrough Artillery Corps

Hex 2403: HQ 1st Ukraine Front.

Air Units:

8 air support markers.

LC available: 8, stacked or adjacent to Soviet HQ units.

13.3. Campaign Scenario: Deutschland Kaputt ! (January- May 1945)

Scenario Length : 9 turns (turns 1–9)

Scenario begins with the Allied movement phase of game turn one. German player sets up first, Allied player second.

The territory controlled by each side is marked by the game turn 1 set up line (red).

Initial Setup:

Same as scenario 13.1 « Red Storm over the Reich ».

Victory:

Soviet victory: 14 or more Soviet VPs

Draw: 13 VPs

German victory: 12 or less VPs.

14.0. Design Notes.

The two-step Soviet corps (other than Tank, Mech or Guards units) represent independent divisions or regiments assigned to each Soviet Army. Thus, for instance, the units of the 2nd Bielorrusia Front' 50th Army have three infantry corps with three infantry divisions each plus another three independent infantry units. These extra divisions are simulated by the extra factors added to each infantry corps.

The air combat system originally designed for more balanced situations such as Kursk or Hungary has been simplified because by this stage of the war the Soviets had complete air superiority so simulating air combat was not worth the effort and the 60+ air unit counters needed.

15.0. Credits

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