

FALL OF BERLIN: End of the Thousand Year Reich

Master Sequence of Play

Initial Phase

Soviet Player Turn only:

- **Initiative.** If playing 3-player, Soviet players roll 1d6. High score performs all activities in each phase first during the turn (this includes movement, advance after combat, etc.).

German Player Turn only:

- **Schicklegruber.** If Schicklegruber is still in play, award the German player 1 VP (starting on turn 2).
- **Berlin Isolated.** Check for Isolation. Flip the Berlin Isolated marker if necessary. Award the German player 1VP if Berlin is not isolated (starting on turn 2).
- **Demoralization Loss.** Roll for initial losses if Demoralization has occurred.

Reinforcement Phase

Phasing Player:

- Place Reinforcements in their entry areas just off the map.
- Mark any reinforcements that will use OP Movement.

Movement Phase

Phasing Player:

- **Bombardment.** Mark units that will use Bombardment/Assault this turn.
- **OP Movement Markers.** Mark units that will use OP Movement.
- **Move On-map Units.** Move any eligible units. If playing the Extended Game, remove Soviet LOA units that exit the map and award VPs. Demoralized German units may exit the Western map edge.
- **Move Reinforcement Units.** Move units.
- **OP Movement Markers.** Remove markers when all movement is completed.
- **Out of Sector Units.** Out of Sector units must attempt to move back into sector. Remove marker if unit moved back across Front boundary.

German Player Turn only:

- **Heavy Tank Support:** Beginning of Movement Phase, the German player may create the Hvy Tk Support unit. At the end of the Movement Phase the Support unit may merge back into the Munchenberg Pz XX.

Combat Phase

Phasing Player:

- Resolve Bombardment/Assault.
- Declare Attack(s).
- Assign Air Support (*Soviet Player only*).
- Assign Artillery Support (*German Player only*).
- Calculate Odds Ratio.
- Apply column shifts.
- Final odds ratio greater than 5:1 is resolved on the 5:1 column.
- Roll the die, adjust for any die roll modifiers (DRMs), and apply the results.

End of Turn Phase

End of Soviet Player Turn only:

- **Soviet LOA.** Check LOA-1 requirements. Award VPs to the Soviet and/or German player.

End of German Player Turn:

- **Berlin Captured.** (Basic Game only, Turn 7, 1 hex).
- **Berlin Captured.** (Extended Game only, Turn 9, all hexes).
- **Check LOA conditions.** (25 April and LOA-2)
- **Advance Turn Marker.** If end of game, check Victory Conditions (below).
- **Check Victory Conditions.**
 - Basic Game (Turn 7).
 - Extended Game (Turn 9).
 - Total Victory Points.