



RULES OF PLAY

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1. INTRODUCTION

The **Fall of Berlin**, known as the Berlin Strategic Offensive Operation by the Soviets, was one of the last major offensives of the European Theatre. It wasn't the last battle but it certainly was the one that marked the end of the war in Europe. The Americans had recently crossed the Rhine and Stalin was concerned that they might capture Berlin before him. To avoid this, he divided the command of the Berlin operation between Marshal Zhukov in the center and Marshal Konev in the south. This division of the operation effectively created a race between his two front commanders, as both Zhukov and Konev were eager to take credit for capturing the German capital.

The battle took a heavy toll on both sides. Around 81,000 Soviet Union soldiers were killed and another 280,000 were wounded. Up to 100,000 German soldiers were killed, another 220,000 wounded, and nearly half a million were captured. The city of Berlin was reduced to a pile of rubble with 22,000 German civilians were killed and over a million were homeless. The Battle of Berlin resulted in the surrender of the German army and the death of Adolf Hitler. It was a resounding victory for the Soviet Union and the Allies.

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2. GAME COMPONENTS

Fall of Berlin contains:

- 1 Rule Book
- 1 map (11" x 17")
- 1 map (17" x 22") optional
- 1 sheet of .6" counters/markers (176)
- 6 Player Aids.

Players must provide 1 six-sided die (1d6).

3. SETTING UP THE GAME

The Soviet player is on the east side and the German player is on the west side. The German player sets up first, followed by the Soviet player.

Place the Turn Marker in the "1" Box (*first turn*) of the Turn Record Track printed on the map and the VP markers in the "0" box on the VP Track. Units start the game either on the map or enter as reinforcements during the game. See the Order of Appearance list at the end of the rules.

Units that arrive as reinforcements are listed in the Reinforcements section of the Order of Battle section at the end of the rules. Players may stack them off map or place them on the on the corresponding turn track box.

Both players decide whether to play the **Basic** Game (7 turns) or the **Extended** game (9 turns) (see rule 14 Victory Conditions).

4. STACKING

Only friendly units may stack in the same hex.

Up to 3 units may stack in a single hex. Up to one Garrison unit may stack freely in a hex. The Heavy Tank Support, the Schicklegruber HQ/Garrison unit, and Air Support markers do not count towards the stacking limit. During movement and retreat, units may pass or retreat through friendly-occupied hexes, even if that would violate the stacking restrictions. Units must meet these restrictions at the end of each phase. Units found in excess of this limit must conduct a retreat move (Rule 8G, moved by the opposing player), otherwise they are eliminated (owning player's choice).

Exception: See the Order of Battle Set-Up rules for the Soviet forces.

5. ZONES OF CONTROL

Each unit normally has a Full Zone of Control. A Full ZOC includes the hex the unit or stack occupies and all 6 adjacent hexes. All units have a ZOC in the hex it occupies.

Zone of Control affects movement, combat, and retreat. The following are ZOC restrictions:

- Units in Berlin do not exert a ZOC into any adjacent Berlin city hex.
- Units do not exert a ZOC across a fortification or prohibited hex-side.

Note: With the restrictions listed above, units in a Berlin hex do not exert a ZOC into any adjacent hex. They only control the hex they occupy

6. SEQUENCE OF PLAY

The Soviet player is the first player and the German player is the second player within each game turn. Each player turn follows the sequence during their Player Turn:

- Initial.
- Reinforcement.
- Movement Phase.
- Combat Phase.
- End of Turn Phase

See the Master Sequence of Play at the end of the rulebook for activities performed within each phase.

The active player is called the "Phasing Player". The activities conducted in each phase will be covered in separate rules. At the end of the German player turn, advance the turn marker to the next turn. At the end of turn 7 or 9 the game ends and both players determine the winner (Rule 13 Victory Conditions).

7. MOVEMENT

During the player's Movement Phase, the player may move any, all, or none of his eligible units. The player is never required to move any unit during this phase.

A. Movement Allowance. A unit's Movement Allowance (MA) is the number of Movement Points (MPs) it may normally spend in a Movement Phase (see Unit Diagram on the player Chart).

A unit may move up to the limit of its MA. There are situations where a unit may exceed its MA (Minimum Move). A unit spends MPs as it moves from hex to hex. The movement point costs are shown on the Terrain Effects Chart (TEC).

B. Operational Movement. A unit may move an additional 2MP when moving operationally. At the beginning of the Movement Phase, the player indicates the units that will use Operational Movement.



Mark those units with an Op Move marker. In order to use Operational Movement, the following criteria must be met:

- The unit can begin the Movement Phase adjacent to an enemy unit but it cannot move or end its move adjacent to an enemy unit, even if the hex is not in an EZOC or is a negated EZOC.

Remove all Op Move markers at the end of the Movement Phase.

C. Restrictions. A unit may never spend more MPs than its MA in any one phase. A unit may expend all or some of its available MPs to conduct movement. Any unused MPs may not be accumulated from Game Turn to Game Turn or transferred to another unit.

Once a player has completed the movement of a unit and has begun moving another, he may not go back to the previous unit to change its move. A player may not change a move without the consent of the opposing player.

Units may not voluntarily exit the map. Only units that are forced to retreat off the map may do so.

Exceptions: All units of Wenck's 12th Army and all units that exit as part of a Victory Condition or Demoralization may exit the western edge and are not considered eliminated.

Soviet units have limited areas of movement, depending upon which Front they belong to. See Rule 14 Soviet Front Sectors.



D. Allied Sectors. Allied Sectors are shown as shaded hexes on the map, with an American or Soviet flag to mark the general area. German units may not enter either Allied Sector. Soviet units may not enter the American

Sector during the Basic Game; however, they may retreat into it but must move out at the earliest opportunity. Soviet units may not participate in any combat while in an American Sector hex. During Turns 7-9 all sectors on the map are Soviet Sectors.

E. Minimum Move. A unit may always move one hex, even if the cost exceeds its movement allowance. This movement is called a Minimum Move. Units using Minimum Move may move into any eligible adjacent hex (except across prohibited hex-sides) during a phase in which it may move. To declare a Minimum Move, the cost to enter an adjacent hex must exceed the unit's available MP allowance.

F. Zone of Control. Units must stop when they enter any EZOC (*Enemy ZOC*). Units that begin movement in an EZOC may move to another EZOC, but must halt when entering an EZOC. Friendly-occupied hexes negate EZOC for retreat movement (*only*). ZOC does not extend across prohibited hexsides (*however, see optional rule 15D*).

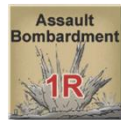
8. COMBAT



A. Regular Combat. Regular Combat between adjacent units is not mandatory. Combat is conducted by adjacent units across non-prohibited hex-sides. A defending hex may only be attacked once per player turn. The attacker indicates all the hexes to be attacked and all the attacking units (*players may use the Man. Combat marker to mark attacking units*). All targeted hexes must be attacked. Both sides declare Air and Tank support if available (*attacker declares first*) and then adds up all the combat strength points of their units (*retaining all fractions*). The final strength points are then rounded down and compared as a ratio, attacker to defender. Apply any column shifts for terrain and/or fortifications. The Attacker rolls 1d6 and consults the Combat Results Table (*CRT*). Odds worse than 1:3 are not allowed.

Odds greater than 5:1 are treated as 5:1. This adjustment is done after any column shifts are included. *For example, the attacker has 7 attack points, attacking a 1-strength point defender behind fortifications. The odds are 7:1 with a -1L shift, making the combat odds 6:1. The 6:1 odds are then reduced to and resolved at the maximum 5:1.*

After all the results are applied, the attacker may continue attacking with eligible units or ends the Combat Phase.



B. Bombardment/Assault. This combat modifier represents planning and massive artillery preparation prior to an attack.

Only the Soviet player may use Bombardment/Assault combat. Any number of Units that begin the Movement Phase adjacent to an enemy unit **in Berlin** or **on the Seelow Heights**, or if they are attacking **across fortifications** or **across the Oder River**, may declare a Bombardment/Assault.

Mark these units with an Assault marker. These units may not move during the Movement Phase.

Each Front may conduct a limited number of Bombardment/Assaults each turn.

- 1st Belorussian: **3**
- 1st Ukrainian: **2**

This limit refers to the number of *defending hexes* being assaulted, not the number of Bombardment/Assault units involved in an attack. At least 50% of the attacking force must be from the Front in order to use that Front's marker.

For each defending hex being bombarded, count the Unit Points of all the attacking units. The value for each attacking unit is shown on the Bombardment/Assault chart. Reduced units count as half their value (*retain fractions*). After totaling the value of all the assaulting units, round down any fractions. Locate the final value along the top of the Bombardment/Assault chart. Apply any modifiers (*they are cumulative*) and roll 1d6. The results are expressed as column shifts on the CRT when resolving combat. All units that were marked for Bombardment/Assault must attack the defending hex during the following Combat Phase.



C. Air Support. Only the Soviet player has Air Support. The 1st Belorussian Front has two Air Support markers and the 1st Ukrainian Front has one. Air Support markers may only support combat that involves at least one unit from the same Front as the Air Support marker.

At the beginning of the game place all three markers in the Available Air Support Holding Box on the map. Markers in this box are available to use in the current combat phase.

Air Support may only be used to support Soviet attacks. They may not support defending Soviet units. When combat is declared the Soviet player allocates the markers by placing one marker on the defending unit or stack. A maximum of 1 marker may be used against a defending hex. The other markers may be used against different defending hexes during the same Combat Phase.

The marker provides a +1 drm to the Soviet player's attack die roll. This may be used on the Bombardment/Assault table (*if used*) or on the CRT when resolving regular combat. The player must declare which die roll it will modify. When the combat is resolved remove the marker and place it off map. At the beginning of the next game turn place the used marker(s) back in the Available Air Support Holding Box.



D. Heavy Tank Support (Hvy Tk). Only the German player has Heavy Tank Support. At the beginning of the game this support is part of the Muncheberg Pz Division. At the beginning of the German Movement Phase the Heavy Tank Support marker may be created.

Exchange the Muncheberg Pz XX (*black combat factors*) with its Minus (-) counter (*the one printed with white combat factors*) and place the Heavy Tank Support marker on top of the unit. The unit is now available to be used like any other unit, however, there are some additional capabilities and limitations.

- When stacked with another unit it adds in printed combat factors to any attack or defense.
- It does not count as a unit for stacking purposes and has no ZOC outside the hex it occupies.
- When stacked with another unit (*other than the Muncheberg Pz XX*) the +1 drm is applied to any attacks (*not defenses*) made by the unit(s) it is stacked with.
- If alone in a hex the +1 drm is ignored and not applied to any attacks made by the marker.
- If used in an attack (*not defense*) and the result is at least one step loss, the first loss must be taken by this marker.
- It only has 1 step. If eliminated it does not count for VPs. Once eliminated it may not be created again and is permanently removed from the game.

If the Heavy Tank Support marker begins or ends the Movement Phase in the same hex with the Muncheberg Pz XX it may merge back into the division.

If it begins any (*Soviet or German*) Combat Phase stacked with the Muncheberg Pz XX it must immediately merge back into the division prior to resolving combat.

Remove the marker and exchange the division with its full-strength (*black combat factors*) counter. If the division was previously reduced, replace the division with its reduced side facing up.

E. Terrain Effects. Terrain in the defender's hex and/or attacks across a hex-side may alter the final odds ratio. These are expressed as column shifts to the left. Nearly all column shifts and die roll modifier (*drm*) are cumulative.

FALL OF BERLIN

For example, a defender in a hex that contains woods (-1L) and Seelow Heights (-1L) count as -2L in total. If also attacking across a minor river the -1drm would also apply. The following are not cumulative:

- Minor river and Inner Berlin Fortification (*ignore the river*).
- Berlin and Grunwald (*hex 0405, ignore the woods*).

F. Step Losses. For each step loss indicated by the CRT or due to a retreat, the owning player flips over one unit if it has a reduced strength side, (*indicated by the yellow bar*), or eliminate a single step unit.

Place eliminated units off the map. Step losses and eliminated units count for Victory Points.

When using optional rule 15E Tank Bonus, if any Soviet attack (*not defense or retreat*) results in a Soviet loss, at least one tank unit must take the first step loss.

G. Retreats. If the result indicates a retreat, the owning player retreats his unit(s) the number of hexes required by the result. This is the minimum number of hexes the unit must retreat. After retreating the indicated number of hexes, if the unit ends up in a hex that is overstacked it must continue to retreat until it is no longer overstacked. Units that cannot retreat are eliminated. Units must attempt to retreat in the following order:

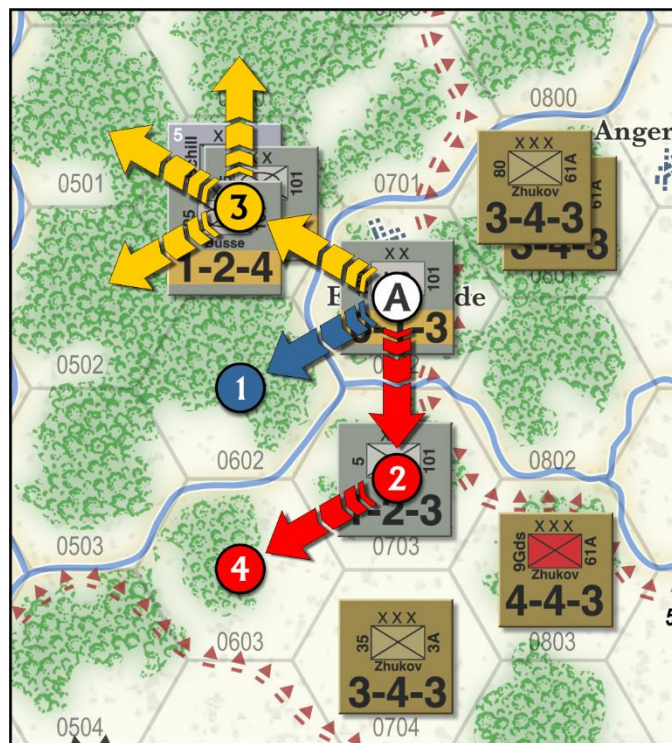
1. Into a hex that is free of Enemy Zone of Control (EZOC) and not overstacked.
2. Into a negated EZOC and not overstacked.
3. Same as the above order but into an overstacked hex.
4. Into a non-negated EZOC. Each unit loses 1 additional step.

In all the above cases, retreating units must move farther away from the originally defended hex. It may not move closer to an enemy unit unless no other path exists.

Units that retreat into a hex that is subsequently attacked in the same combat phase do not contribute to its defense, but they do suffer any further combat results of this combat.

Units (*steps*) that retreat off the map are permanently removed from the game (*exception, see Order of Battle Set-Up rules for the Soviets*). All Soviet units that retreat off the map are eliminated and count for VP. German units also count for VPs if they retreat off the map. However, during Demoralization, German units are not considered eliminated if they retreat off the western map edge.

Retreats stop the instant the unit retreats the minimum number indicated by the combat results and when it no longer violates the stacking rules, otherwise it is eliminated. Retreating defenders in a stack must remain together unless they would violate the stacking rules.



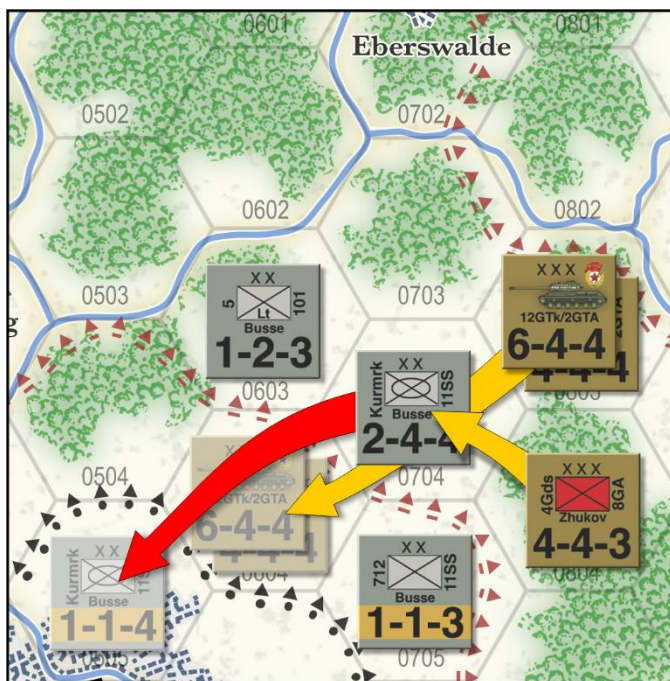
Example 1: Unit A receives a DR1 result. The blue path would be used because it meets the first requirement for retreat.

Example 2: If the red path was the only option available it would be allowed because the German unit in hex 2 negates the EZOC.

Example 3: If the only path available was yellow, the unit would be overstacked with the units in hex 3, so it would have to continue retreating until it reaches a hex it can retreat into and remain in.

Example 4: If unit A received a DR2 result and the only path available was the red path to hex 4, it would retreat through hex 2 and into hex 4. Since hex 4 is in an EZOC, the unit must take a step loss.

H. Advance After Combat. Any or all of the attacking units may advance and occupy any hex vacated by the defending units due to elimination or retreat. The attacker is not required to advance and may remain in the attacker's original hex. If the result indicates a retreat of 2 hexes (R^2), any/all attacking units may advance 2 hexes (*into the vacated hex plus 1 additional hex*). All non-tank/mech units must stop when they enter an EZOC. Tank and Mech units may ignore EZOC and move the additional hex.



Example: The three Soviet units attack the Kurmark XX. The result is D1R². Kurmark XX takes 1 step loss and retreats 2 hexes. All 3 Soviet units may occupy vacated hex 0704. 4Gds XX must stop in hex 0704 because it entered the ZOC of 5 XX (hex 0603). The Soviet tank and mech units may advance to hex 0604 because they ignore EZOC. Note that if 5 XX was not there, the Soviet 4Gds XX could also advance into hex 0604 because 712 XX does not exert a ZOC into hex 0704.

9. SUPPLY AND REPLACEMENTS

There are no Supply or Replacement rules in the game.

10. REINFORCEMENTS

A. Entry. Reinforcements enter the game during the Movement Phase after all on-map movement is completed. German units enter along the map edge in a map-edge hex adjacent to a German Balkenkreuz symbol. Soviet entry locations are given in the OB list. Units pay the cost of the first hex they enter. They may enter an EZOC (and halt), but not an enemy occupied hex. If they cannot enter the map the units are delayed until the following turn. Players may elect to delay entry any number of turns, but the player must announce each delay to the opponent.

B. 12th Army (Wenck). All German forces listed under Wenck may enter the game the turn any of the follow occur, otherwise they enter the game on Turn 5:

- Berlin is Isolated.
- If any Berlin or Potsdam hex is attacked.

- Any Soviet unit moves within 3 hexes of a West Reinforcement Entry Hex. A line is shown on the map to indicate this limit.

If 8 Belarussian units have exited the map (see *Extended LOA-1*), all Wenck units that have not entered the game may not enter for the rest of the game.

Restrictions:

- Wenck's units may not voluntarily move past (east of) the 03xx hex row. If forced out they must move back by the shortest route available (if one is open).
- If at least one Wenck unit is on the map, and a special LOC path can be traced from Berlin or Potsdam to any Wenck entry hex, the German player receives 1VP at the end of each German player turn that the special LOC exists. The LOC path cannot be longer than 4 hexes, measured from any Potsdam or Berlin hex (exclusive) to any entry hex in the 01xx hex row (inclusive). The entry hexes are 0107-0110. This LOC cannot be traced through un-negated Soviet ZOC's.
- If his special LOC is established and the 1VP is awarded, Wenck units may voluntarily exit the map. This awards the German player 1VP for each unit that exits. If no LOC was ever established, or the unit is forced off the map, the German player does not receive the 1VP.

11. FORTIFICATIONS

Fortifications in the game are shown on the map as either **Outer** (red dashes/arrow) or **Inner** (black dots/arrow) with the arrow indicating their facing.



Example: A Defending unit in hex 0508 is behind fortifications against an attack from hex 0509.

Units that are attacked across an **Outer Fortification** line receive a -1L column shift and a -1drm bonus.

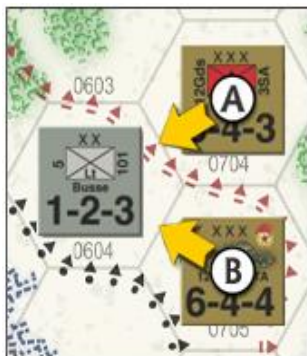
Units that are attacked across an **Inner Fortification** line receive a -1L column shift bonus.

A column shift moves the odds one column to the left (i.e., from 2:1 to 1:1). Fortification modifiers are cumulative with all other shifts or die-roll modifiers.

All German units in a fortification or Berlin hex may ignore the retreat requirement if at least half (round up) the units in the hex take a step loss. This loss is in addition to any losses indicated by the result.

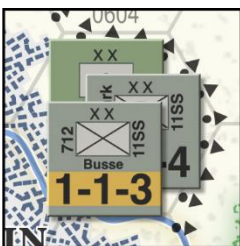
Apply CRT result losses first, then losses to half of the remaining units for not retreating.

Units in a fortification do not exert a ZOC across a fortification hexside.



Example 1: Unit A is attacking across an outer fortification hexside and Unit B is not. If both units attacked the defender, the defender would receive the -1L, -1drm combat bonus. If only unit B attacked, the defender would not get the bonus.

Example 2: If the German unit attacked Soviet unit A, the Soviet player would not receive the bonus because the fortifications are facing in the wrong direction.



Example 3: Ignore Retreat Result. In this example the Combat Result was D1R¹. The player decides to have the Garrison take the mandatory loss. To ignore the retreat the stack must take 2 additional losses (half rounded up).

Since the Garrison can't retreat it takes one loss and one of the other two units must take the other loss.

12. CITY GARRISON UNITS



Only the German player has Garrison units. These units defend specific areas, such as Berlin, Potsdam, and Frankfurt an der Oder. They are normal combat units but they do have some restrictions.

- Units with a "0" movement allowance may not leave the city they are assigned to.
- During the German Movement Phase Berlin Garrison units may move to any city hex in Berlin as long as a valid city hex path exists, of any distance, that is free of Soviet units.
- The Potsdam unit may leave Potsdam but may only enter a Berlin hex (*and vice versa*). Once in Berlin it moves like a Berlin Garrison unit.
- Garrison units do not retreat. If a retreat result is indicated the unit must take a step loss instead and remains in the hex (*unless eliminated*). This is in addition to any losses given in the combat result.
- Up to one Garrison unit may stack freely in a hex (*does not count towards the stacking limit of the hex*).



B. Schicklegruber HQ/Garrison Unit.

This is a Garrison unit with additional characteristics. Once placed in Berlin it may not move for the entire game. This unit does not count towards the stacking limit of the hex. This is in addition to any Garrison unit that may also stack freely in the hex (*i.e., this unit plus 3 Units and 1 Garrison unit, for a total of 5 units*).

13. SOVIET FRONT SECTORS

A. Zhukov and Konev. Both Front commanders wanted to be the one to capture the German capital. In the end it was decided that Zhukov's 1st Belorussian Front would get the task of taking the city and encircling it from the north and Konev's 1st Ukrainian Front would support and encircle the city from the south. Because of this competition, the two fronts will have their own sectors in the eastern portion of the map and will have certain limits when in combat.



B. Front Boundary. This boundary is shown on the map as a dotted line. Units from both fronts may not move or attack into the other Front's sector. If a unit is forced to retreat across the boundary and into the other sector it may do so with no effect, but they may not participate in any attacks (*may defend normally*) until it moves back into its own sector.



Note: The line does not extend across the map. The original line extended all the way to the Elbe, but Stalin erased it to allow both Front commanders the opportunity to capture Berlin. Once beyond this endpoint, units are no longer restricted by the boundary rules.

C. Inter-Front Cooperation. The following restriction apply to units from different Fronts.

1. Stacking. Units may only stack with units of the same Front. The only exception is for retreats. They may stack if forced to by the retreat rules, but must unstack at the first opportunity.

2. Defense. If stacked together as the defender against a German attack, units from different Fronts may participate normally.

3. Attack. Units may not participate in attacks with each other against defender hexes outside of Berlin. If units from different Fronts are eligible to attack the same defender, the Soviet player must decide which Front is conducting the attack, and only units from that front may participate.

Units from different Fronts may attack the same defender if the defender is in a Berlin or Potsdam hex. If the hex is vacated, the Front with the higher number of units (*reduced units count as half a unit*) in that combat may advance after combat. Select at random (1d6, high roll wins) if both fronts are equal.

D. 2nd Belorussian Front. Some units from Rokossovsky's Front are included in the game. These units operated just within the northern edge of the map. These units move and conduct combat as normal (*no Inter-Front restrictions*). However, they must always be adjacent to the northern map edge. If forced off the map they are not counted as eliminated but may not re-enter the game. They are considered Out of Sector if forced in a direction that is not adjacent to the northern map edge. They may not participate in any attacks (*may defend normally*) until they are adjacent to the northern map edge.

14. VICTORY CONDITIONS

A. Victory. Victory is determined at the end of the game. The game ends when Game Turn 7 (*Basic Game*) or Game Turn 9 (*Extended Game*) is completed. If all mandatory conditions are met, the player with the most points is the winner. See the Victory Point Chart for a detailed explanation of all the conditions. The following is a summary of the Victory Conditions.

Mandatory Condition, both games:

- **Basic Game:** One (1) hex of Berlin must be captured by the Soviet player by the end of Turn 7.
- **Extended Game:** All hexes of Berlin must be captured by the Soviet player by the end of Turn 9.

The German player wins if any of the mandatory conditions are not met. All other conditions listed below are not mandatory. Both players may gain VPs if the conditions are met or not met.

1. Basic Game: The game ends at the end of Turn 7.

- Limit of Advance (*start of Turn 6*)
- Berlin not Isolated (*beginning on Turn 2*).
- Schicklegruber in play.
- VPs for losses and exited units.
- 25 April LOA (*turns 1-5, Konev occupied hexes*).
- 25 April LOA (*occupied star hexes*).
- LOA-1 (*exited Soviet units*).
- Wenck LOC and exit.

2. Extended Game: The game ends at the end of Turn 9.

- Limit of Advance (*start of Turn 6*).
- 25 April LOA (*turns 1-5, Konev occupied hexes*).
- 25 April LOA (*occupied star hexes*).
- LOA-1 (*Turns 7-9*) Soviet units may exit the map. German Player gets VPs for Soviet units that do not exit.
- LOA-2 (*end of Turn 9*) Both players gain VPs for occupied/unoccupied hexes.
- Berlin not Isolated (*beginning on Turn 2*).
- Schicklegruber in play.
- VPs for losses and exited units.
- Wenck LOC and exited units.

B. Berlin Isolated. Stalin's goal was to not only take Berlin, but to prevent the US and/or UK forces from taking it or sharing the honor with the Soviets. To do this they had to cut off any path to Berlin from the west. Berlin is isolated if a German Line of Communication (LOC) cannot be traced from any Berlin hex to the western edge of the map from hex 0100-0110. A Line of Communication is any path of contiguous hexes, free of Soviet units or their ZOC. A LOC may be traced across a Lake hexside. Hexes occupied by German units negate a Soviet ZOC in that hex. This path cannot be traced through any hex east of hex row 06xx (*shown as "LOC" and an arrow on the map*).

Beginning on Turn 2, the German player receives 1 VP for each turn Berlin is not isolated, awarded at the beginning of each turn. This VP award permanently ends if Berlin is isolated at the end of any turn, even if the isolation is subsequently broken.

C. Demoralization.

This occurs at the beginning of any turn Berlin is Isolated or if any hex of Berlin is Soviet-occupied for the first time. Place the marker (1-2 side) on the turn track. During the Initial Phase of the turn Demoralization occurs, the German player rolls 1d6. This is the number of Steps (*not units*) that must be eliminated. The German player selects the units that take a step loss (*maximum of 1 per unit*) This loss die roll is for the first turn of Demoralization only. Required losses in excess of available units are ignored.

German units in Berlin and Potsdam hexes are not subject to the effects of Demoralization.

Thereafter, if a combat result indicates a step loss or a retreat for a German unit or stack, apply that result and immediately roll another 1d6. A roll of 1 or 2 results in one unit taking a step loss. This loss is in addition to the original combat result.



At the beginning of the second turn of Demoralization, flip the maker to the 1-3 side. A die roll of 1-3 indicates a step loss. Once Demoralization occurs it remains in effect for the rest of the game. Demoralization losses do not count as Soviet VPs.

Each German unit that voluntarily exits the western map edge during Demoralization is removed from play and awards 1VP to the German player (*Ex: Wenck units only earn VP for exiting the map as per the rules in section 10B*). A unit counts as 0 VP if it enters the game and voluntarily exits during the same turn.

D. The Allies Limit of Advance. This is the general line of advance and the eventual limit that the forces would halt at that the Allies agreed upon at Yalta. In the game these lines are called the Limit of Advance (*LOA*). The LOA as of 25 April is shown on the map by Soviet stars. There is a Front boundary that divides each sector of responsibility along this LOA.

25 April LOA: (Turns 1-5): If all 1st Ukrainian Front (Konev) 25 April LOA hexes are occupied, the Soviet player earns 2VP per turn that this condition exists.

25 April LOA: (Turn 6): The Soviet player must have a unit occupy all 11 starred LOA hexes. Each occupied hex awards 1VP for the Soviet player. Each hex not occupied awards the German player 1VP. This requirement is in effect at the end of Turn 6 and ends at the beginning of Turn 7.

LOA-1: (Basic: Turn 7, Extended: Turns 7-9): The number of Soviet units listed below must exit (*by movement or by retreat*) the western edge of the map from or through a ★ (*star*) hex in order to meet the LOA requirement. Place these units in the Exited Soviet Units LOA box on the map. These units may include the occupying units from the 25 Apr LOA above. This requirement is in effect at the end of each turn indicated. No VPs are earned for numbers above these.

- 1st Belorussian units - 8
- 1st Ukrainian units - 7

Basic LOA-1: The Soviet player receives 1VP for each unit that exits during Turn 7.

Extended LOA-1: The Soviet player receives 1VP for each unit that exits. The German player receives 2VP for each Soviet Command (*Zhukov and Konev*) that does not meet the required number of exited units at the end of Turn 7, 8, and 9.

Extended LOA-2 (end of Turn 9): All west map edge hexes *without* a star (*0100-0104*) awards the Soviet player 1VP for each hex *occupied* by a Soviet unit at the end of Turn 9, and 1VP for the German player for each hex not Soviet-occupied.

E. Berlin Captured: The Soviet player must occupy some or all the hexes of Berlin to win the game, depending upon the scenario being played.

Basic Game: At the end of turn 7 one (1) hex of Berlin must be Soviet-occupied. Hex 0506 (*Reichstag*) counts as two hexes.

Soviet Player:

2VP Per Berlin hex occupied by the Soviet Player.

Extended Game: All hexes of Berlin must be Soviet-occupied by the end of Turn 9. The German player automatically wins the game if all hexes of Berlin are not Soviet-occupied by the end of Turn 9.

Soviet Player on Turns 7 and 8:

1VP Per Berlin hex occupied by the Soviet Player.

German Player on Turns 7 and 8:

2VP Per Berlin hex occupied by the German Player.

F. Soviet Step Losses. Each *step* loss suffered by the Soviet player awards VPs to the German player.

1VP German player for each Soviet step loss.

Exception: 2VP for each Soviet Tank Unit step loss if *Optional Rule D: Tank Bonus* is used.

G. German Unit Losses. Each German unit that is eliminated awards VPs to the Soviet player.

1VP For each German unit that is eliminated (*eliminating the Heavy Tank Support marker does not award this VP*).

15. SET-UP

The Fall of Berlin

A. Set-Up. The German player sets up first, followed by the Soviet player. To assist set-up, unit starting locations are printed on the map with the formation name (*Corps or Armies*) and the number of hexes from that location that they may be deployed in.

During Set-Up and Turn 1 all Soviet units may overstack without penalty. All normal stacking rules must be met by the end of the Turn 2 Movement Phase. However, only the top 3 units in the hex may attack and defend. The remainder do not count and are not affected by any combat results.

All Soviet units that are forced to retreat off the eastern map edge may re-enter the game as a reinforcement on the next turn.

GERMAN PLAYER SET-UP

9th Army (Busse)

101 Corps

Within 2 hexes of 0901 (Angermund):

1	2-3-4 PzG XX (25)
2	1-2-3 Inf XX (309, 606)
1	1-2-3 Lt Inf XX (5)
1	1-2-3 KG XX (1001)

56 Pz Corps

Within 1 hex of 0904:

1	3-3-4 PzG XX (20)
1	2-3-3 Para XX (9)
1	2-4-4 PzG XX (11SS)

11SS Pz Corps

Within 2 hexes of 1005 (Seelow):

3	2-3-3 Inf XX (169,303,712)
1	2-4-4 PzG XX (Kurmark)

5SS Mtn Corps

Within 2 hexes of 1107 (Frankfurt):

1	1-4-3 VGr XX (32SS)
1	1-3-3 Inf XX (286)
1	1-2-3 Sec XX
1	2-4-4 PzG XX (23SS)

9th Army Reserve

Within 5 hexes of 0906 (Münchenberg):

1	4-6-4 Pz XX (Mücheberg)
1	1-3-3 Inf XX (156)
1	1-3-3 VGr XX (541)
3	1-2-3 VArt XXX (404,406,408)

4th Pz Army (Gräser)

5SS Mtn Corps

Within 3 hexes of 1012 (Cottbus):

1	3-4-4 Pz XX (21)
1	1-4-4 PzG XX (36SS)
2	1-3-3 Inf XX (275,342)
1	1-3-3 Pol XX (35SS)



Garrison Forces

Berlin

One unit per Berlin hex:

6	0-2-0 Garrison XX (Berlin)
---	----------------------------

Reichstag

Reichstag (0506):

1	0-2-0 Schicklegruber
---	----------------------

Potsdam

Potsdam (0307):

1	0-2-2 Garrison XX (Potsdam)
---	-----------------------------

Frankfurt

Frankfurt an der Oder (1107):

1	0-2-0 Garrison XX (Frankfurt)
---	-------------------------------

Heavy Tank

Place *Muncheberg XX (-)* and *Hvy Tk* marker in the Heavy Tank Holding Box.

Turn 4 Reinforcement:

Army Detachment Steiner (Optional Unit)

3rdSS Corps

Any North Map Reinforcement Entry Hex:

1	1-2-2 Police XX (4SS)
---	-----------------------

Turn 5 Reinforcements:

Enter if Berlin is Isolated, any Berlin or Potsdam hex is attacked, or any Soviet unit moves within 3 hexes of a West Reinforcement Entry Hex. Otherwise, they enter on Turn 5.

12th Army (Wenck)

20th Corps

West Reinforcement Entry Hexes (any):

3	1-2-3 In XX (Schrnhst, Hutten, v Schill)
1	0-2-3 RAD XX (Körner)

Note: If Optional Rule G is being used, these units also enter as per the conditions above.



SOVIET PLAYER SET-UP

1st Belorussian Front (Zhukov)

61st Army

Hex 1101:

- | | |
|---|------------------------|
| 1 | 4-4-3 Gds Inf XXX (9G) |
| 2 | 3-4-3 Inf XXX (80,89) |

1st Polish Army

Hex 1001 or 1002:

- | | |
|---|-------------------|
| 1 | 3-4-3 Inf XXX (1) |
|---|-------------------|

3rd Army

Hex 1102:

- | | |
|---|--------------------------|
| 3 | 3-4-3 Inf XXX (35,40,41) |
|---|--------------------------|

47th Army

Hex 1103:

- | | |
|---|----------------------------|
| 3 | 3-4-3 Inf XXX (77,125,129) |
|---|----------------------------|

2nd Guards Tank Army

Hex 1202:

- | | |
|---|-----------------------|
| 1 | 6-4-4 GdsTk XXX (9G) |
| 1 | 6-4-4 GdsTk XXX (12G) |
| 1 | 4-4-4 Mech XXX (1) |

3rd Shock Army

Hex 1104:

- | | |
|---|----------------------|
| 1 | 5-4-4 Tk XXX (9) |
| 1 | 5-4-3 GShk XXX (12G) |
| 2 | 4-4-3 Shk XXX (7,79) |

5th Shock Army

Hex 1203:

- | | |
|---|----------------------|
| 1 | 5-4-3 Shk XXX (26G) |
| 2 | 4-4-3 Shk XXX (9,32) |

8th Guards Army

Hex 1204:

- | | |
|---|---------------------------------|
| 3 | 4-4-3 Gds Inf XXX (4G,28G, 29G) |
|---|---------------------------------|

1st Guards Tank Army

Hex 1205:

- | | |
|---|-------------------------|
| 1 | 6-4-4 Gds Tk XXX (11G) |
| 1 | 5-4-4 Tk XXX (11) |
| 1 | 4-5-4 Gds Mech XXX (8G) |

69th Army

Hex 1206:

- | | |
|---|-----------------------|
| 2 | 3-5-3 Inf XXX (25,61) |
| 1 | 3-4-3 Inf XXX (91) |

33rd Army

Hex 1207:

- | | |
|---|--------------------------|
| 1 | 3-4-3 Gds Cav XXX (2G) |
| 3 | 3-4-3 Inf XXX (16,38,62) |

2nd Belorussian Front (Rokossovsky)

49th Army

Hex 1100:

- | | |
|---|------------------------|
| 2 | 3-4-3 Inf XXX (70,121) |
|---|------------------------|

1st Ukrainian Front (Konev)

3rd Guards Army

Hex 1210:

- | | |
|---|---------------------------|
| 1 | 5-4-3 Tk XXX (25) |
| 3 | 3-4-3 Inf XXX (21,76,120) |

3rd Guards Tank Army

Hex 1211:

- | | |
|---|----------------------|
| 2 | 6-4-3 Tk XXX (6G,7G) |
| 1 | 4-5-3 Mech XXX (9) |

13th Army

Hex 1212:

- | | |
|---|---------------------------|
| 3 | 3-4-3 Inf XXX (24,27,102) |
|---|---------------------------|

Air Support:

Place in the Air Support Holding Box:

- | | |
|---|---|
| 1 | 2 nd Air Army (Konev) |
| 2 | 16 th , 18 th Air Army (Zhukov) |

Turn 1 Reinforcements

1st Ukrainian Front (Konev)

Enter through hexes 1210, 1211, and/or 1212:

4th Guards Tank Army

- | | |
|---|------------------------|
| 1 | 6-4-4 Tk XXX (10G) |
| 2 | 4-5-4 Mech XXX (5G,6G) |

28th Army

- | | |
|---|-------------------------|
| 1 | 4-4-3 Gds Inf XXX (38G) |
| 2 | 3-4-3 Inf XXX (20,128) |

5th Guards Army

- | | |
|---|-----------------------------|
| 1 | 6-4-4 Tk XXX (4G) |
| 3 | 4-4-3 Inf XXX (32G,33G,34G) |



16. OPTIONAL RULES

Any or all Optional Rules may be used if both players agree. Use these for adjusting play balance (*or if you just like them!*).

A. Surrender. (*Favors German player*) At the beginning of the German player turn, the German player may elect to surrender any reduced units that cannot trace a LOC to the western map edge.

Each reduced unit that surrenders awards half ($\frac{1}{2}$) a Victory Point to the Soviet player. Count the total number of units surrendered during that turn and round any $\frac{1}{2}$ VP down (*i.e., 1 $\frac{1}{2}$ VP = 1VP*).

Units may not surrender during the last game turn (*Turn 7 or 9*). The Schicklegruber garrison unit and German SS units (*black unit type boxes*) may not surrender.

B. Artillery Support. (*Favors German player*) German artillery units may provide support in the form of a -1drm to a defense if it is adjacent to the defending hex AND the artillery unit is not being attacked in the same combat phase. Each artillery unit may only support one defense per combat phase (*it may even support another artillery unit*). When supporting a defense in this manner, it is not affected by the combat results of the defender it is supporting. However, it may choose to retreat if the result indicates a retreat requirement.

A maximum of 1 artillery unit may provide artillery support for each defending hex per turn (*i.e., 3x artillery units = 3 different defending hexes*).

C. 4th SS Polizei Division. (*Favors German player*) This counter represents elements of the 4th SS Polizei Panzergrenadier Division, 7th Panzer Division, and the 2nd Naval Infantry Division. By Hitler's order these units were to be assigned to Steiner's Detachment to counterattack from the north. However, these units only existed on paper and in Hitler's mind. They were just shattered remnants and of little to no combat value.

If both players agree, this "unit" may be available as a reinforcement.

D. EZOC and Movement. (*Favors Soviet player*) Friendly units negate EZOC for regular movement. This allows for greater Soviet breakthrough movement.

E. Tank Bonus. (*Favors Soviet player*) If two or more Soviet tank units are attacking the same defending hex the Soviet player receives a +1 drm to the die roll.

However, if Soviet losses are indicated, at least one step loss must be from a Soviet tank unit.

Tank Bonus cannot be used if attacking a Berlin or fortification hex.

When using this bonus in an attack, each Soviet tank step loss counts as 2 VP for the German Player.

2VP All Soviet tank step losses.



F. Multi-Player. (*Neutral*) The game can be played with 3 players. The first player controls all the German forces. The second player controls the units under Zhukov and Rokossovsky and the third player controls Konev's units. Victory points are awarded to each Soviet player. There are a few changes to how Soviet VPs are awarded.

Players still track the German and Soviet VPs as normal. This will determine the overall winner between the two sides. Zhukov and Konev VPs are tracked separately (*using their VP markers on the same VP track*) in order to determine the winner between the two Soviet players.

Both: Receive VPs for the following:

- 1VP** for each eliminated German unit.
- 1VP** for each 25 April LOA hex occupied on Turn 6 in their respective front sectors (*shown on the map*). (*Rule 14C*).
- 1VP** for each LOA-1 unit that exits.

Zhukov:

- 1VP** each occupied Berlin hex (*awarded at the end of the game*).

Konev:

- 3VP** each occupied Berlin hex (*awarded at the end of the game*).
- 2VP** each turn if all 25 April LOA hexes are occupied at the end of turns 1-5. This bonus ends after the end of Turn 5.
- 1VP** for each LOA-2 hex not occupied by a Zhukov unit.

G. Wenck Obeys His Orders. (*Neutral*). Wenck was ordered to move east and reinforce Berlin. He decided that this was a hopeless task and instead only moved enough units to open a path of escape from Berlin for civilians as well as for soldiers. This rule removes all the restrictions listed in Rule 10B (*Restrictions*), including the German VPs. Treat all Wenck units as a normal reinforcement.