

Fortress Berlin

Questions and Answers as of Apr. 1, 2021

Q. Are units limited to one type of attack per combat phase, or could a single tank unit, for example, participate in a mixed bombardment, then direct fire, and then close assault the same hex?

A. Yes, only one type of attack per player-turn per unit is allowed (so choose wisely). A defending hex, however, can be attacked in multiple ways each combat phase, first bombarded, then a direct gun fire attack, and then close assaulted.

Q. What happens when a unit already in a ruins hex gets a D result? Does it have to flip to Maneuver Mode?

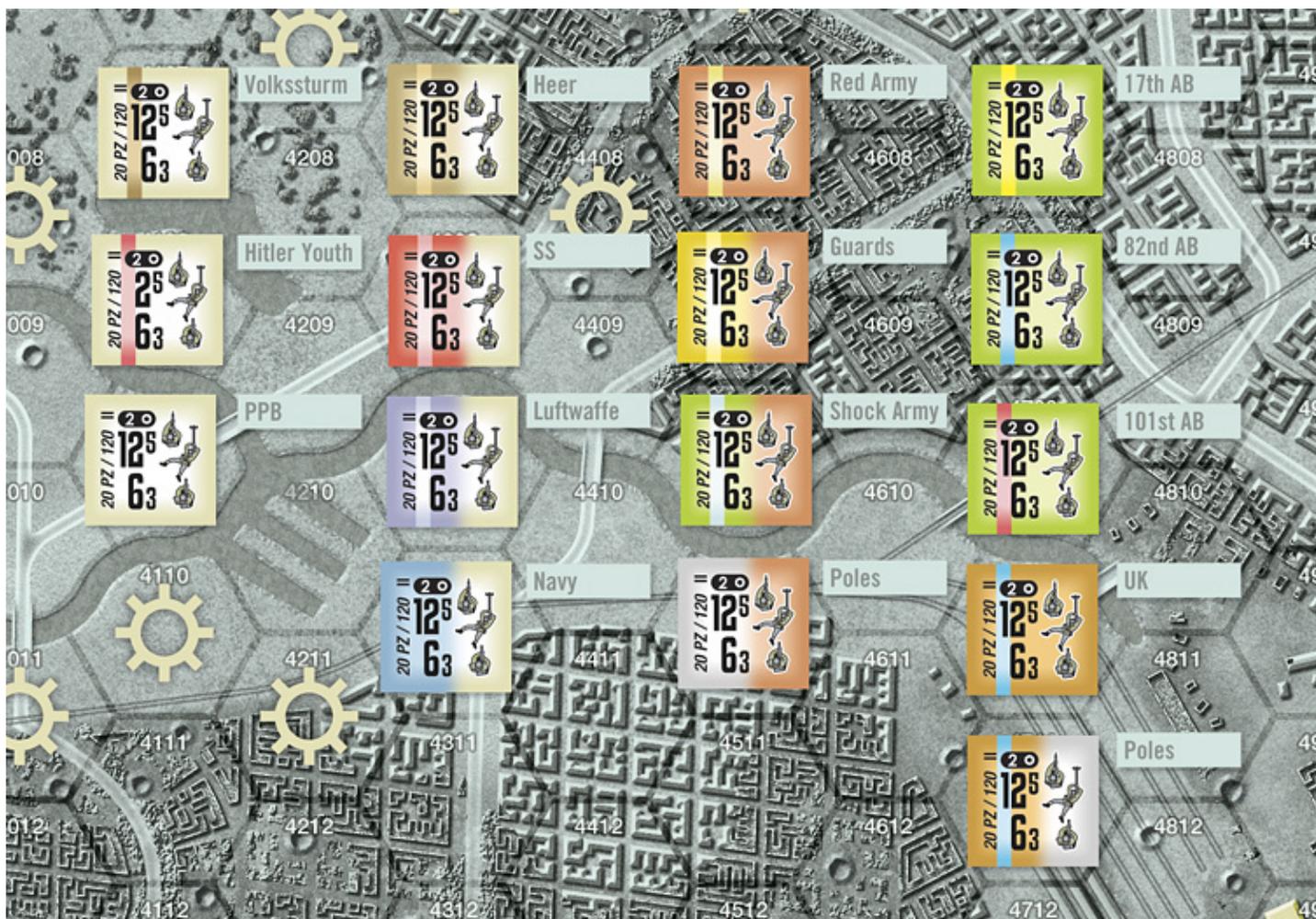
A. If in combat mode, yes, it flips. See the second sentence of Section 8.8. While case 9.0.2 says a unit in Maneuver Mode can't enter a Ruins hex, they can, of course, remain there.

Q. During "Direct Fire" at a two or more hex range, does an "EX" result on the CRT still apply? Or is this considered like "bombardment" and a "No Result."

A. Yes, during "Direct Fire," and at whatever range, an "EX" result on the CRT still does apply.

Q. Is there an easy way to tell the units apart by their colors?

A. Use the following illustration below to quickly identify units:



Q. In an Exchange, if no single attacking unit matches the defender's FS or PF, does the attacker lose more than one unit until the total FS or PF matches the defender?

A. The attacker can only lose one unit maximum in an exchange.

Q. If a Volkssturm unit is defending a strongpoint hex and is Close Assaulted with a result of "EX" the VS unit is eliminated but what happens to the intrinsic garrison of the strongpoint? Is it still there and the hex has to be assaulted again in order for the Soviet attackers to actually enter the hex?

A. If there are no units in the strongpoint following an attack with an EX result, the intrinsic garrison is also kaput. The attackers can then advance into that hex (even if the result wasn't an "R" as the intrinsic garrison is now gone).

Q. When conducting a Close Assault against a strongpoint with no other defending units in the hex, do you use the FS or PF of the strongpoint for purposes weapon type for Rule 8.4.2, step 3?

A. Use the strongpoint's FS of (1).

Q. Are the boxed "b" at the airports the bunkers referenced on the TEC?

A. Yes, the "b" squares at the airports are bunkers.

Q. As Flak Towers increase range by 2 for units occupying them, can they fire over built up hexes?

A. Yes, Flak Towers can/do fire "over" the built-up terrain (as long as they are standing that is). Nothing blocks the Flak Tower's LOS. Note also, the range enhancement for a unit in a Flak Tower is only for Direct Fire units (increased to 4 from the normal 2 hex range).

Suggested CRT Clarification: Slightly alter the entry for the Differential Calculation column for Bombardments/Mixed Bombardments from "Total FS minus Total PF" to instead read "Total FS minus (Total PF plus best terrain PF)." This is stated in the bombardment rule section and inking it in here makes the formula easier to remember. In fact, here are all the formulas for combat resolution expressed in simple mathematical terms:

Bombardment/Mixed Bombardment:

1. Differential = (Total Attacker FS) - (Total Defending PFs + Single Best Terrain PF)
2. Upper Matrix = (Single Best Defender PF + Single Best Terrain PF)
3. Lower Matrix Combat Results = (2D6) - (Terrain DRM)

Direct Fire:

1. Differential = (Total Attacker FS) - (Single Defending Target's PF + Single Best Terrain PF)
2. Upper Matrix = (Single Defending Target's PF + Single Best Terrain PF)
3. Lower Matrix Combat Results = (2D6) - (Terrain DRM)

Close Assault:

1. Differential = (Total Attacker FS) - (Total Defending FS or PF)
2. Upper Matrix = (Single Best Defender PF + Single Best Terrain PF)
3. Lower Matrix Combat Results = (2D6) - (Terrain DRM) +/- any Column Shifts

On To Berlin!

Addenda as of March 1, 2011

6.1 Allied Supply (clarification): When tracing supply along a road to an LZ the road graphic doesn't have to actually extend into the airfield itself, just to the area encompassing the airfield where the LZ is located (barbed wire perimeter).

11.4 Allied Airpower (addition): Allied disruptions that are imposed with Air strikes use the Red Disruption Markers and are not removed until the Recovery Phase in the following turn. Since these were just inflicted the Disruptions should not be removed in the very next phase!

14.0 Turn 2 (correction): There should be only one line of 1 x 1-2-4 Parachute Infantry Regt, not two

14.0 Turn 5 (correction): There should be only one line of 2 x 4-4-6 Mech. Infantry Regts, not two.

14.0 Turn 9 (correction): There should be only one line of 2 x 4-4-6 Mech. Infantry Regts, not two

15.2 British 6th Parachute Division (correction): The units listed are those of an American Parachute Division, it should be; 1 x 2-3-4 HQ, 1 x 3-2-0 AT Bn, 1 x 4-2-0 Artillery Bty, 1 x 4-2-4 Parachute Infantry Bn, 6 x 3-2-4 Parachute Infantry Bns, 3 x 4-2-4 Glider Infantry Bns and 1 x Landing Zone Marker.