

Hitler's Stalingrad BRESLAU 1945 RULES OF PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Or e-mail us at: admin@atomagazine.com

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: gamesupport@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. Additionally, check out the *Against the Odds* and *Breslau* discussion folders at consimworld.com.

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1.0 INTRODUCTION

The 50,000-man German garrison and civilians within the city of Breslau defied all odds. After being cut off in mid-February 1945, with air supply by the Luftwaffe, the defenders held onto the city until the war ended!

The task of taking the city was given to the Soviet Sixth Army, composed of eight divisions, four tank regiments, and two artillery divisions. This Army contained more than 80,000 men, excluding the tank regiments and artillery divisions assigned to it. The task the Soviets faced was daunting, facing urban warfare and a very determined defender. The Sixth Army also had to use some of its forces to garrison the surrounding suburbs, so in reality, the main assault really fell upon the 74th Corps with its four divisions and other supporting units. The Second Air Army provided air support.

The main focus of Soviet attacks avoided the Oder River that sliced up the city into two main parts. Although blockaded and unimportant to the outcome of the war, the battle for Breslau was not without incident or drama. By the war's end, the Germans lost 6,000 killed while the Soviets lost at least 12,000 killed and an estimated 20,000-40,000 wounded.

1.1 Game Scale

Each turn represents one week. Each hex on the map equals about 650 yards. For the Germans, infantry units are companies, battalions, and regiments, while artillery units are battalions. Each German tank unit equals one or two AFVs and each 88mm AA unit equals two guns. For the Soviets, infantry units are companies, battalions, and regiments; artillery units are battalions and regiments; tank units are companies and battalions; aircraft units are air regiments.

2.0 GAME COMPONENTS

Each copy of *Hitler's Stalingrad: Breslau 1945* is composed of the following:

- One 22"x34" map sheet
- 319 double-sided counters
- This set of rules

Players will need to supply at least two six-sided dice (D6) to play the game, although more may be helpful.

2.1 The Game Map

The map portrays the battle area of Breslau and its environs circa 1945. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units across the area. A unit is considered to be in only one hex at any one time.

Each hex contains natural and/or man-made terrain and/or water features that can affect the movement of units and combat between opposing units. The various terrain and water features on the map alter their exact real-world configurations slightly in order to make them coincide with the hex grid, yet the relationships among them from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas faced by their historic counterparts in the real campaign.

Also note that every hex on the map contains a unique four-digit identification number to help find exact locations quickly and to allow for the recording of unit positions if the game has to be taken down before it can be completed.

Areas without hex numbers are unplayable and may not be entered.

Bridges are considered present wherever a road or railroad crosses a river hex side.

Compass Direction: For play purposes, consider the north edge of the map to consist of hexes on the xx01 row, from 1001 to 2801, with each of the other three map edges taking their designations based on that.

Front Line: A dashed red line running from 1016/1017 to 2816/2817 marks the front line between German and Soviet forces. North of the front line is the German side. South of the Front Line is the Soviet side. During German set up, no German units may be placed south of the Front Line. During the game, German units may be moved south of the line.

Fortress Hexes: The map contains 10 red-bordered Fortress hexes: 1406-1506-1507 (FAMO), 1808 (Hindenburg Plaza), 1907 (SS HQ), 2007 (Exerz. Plaza), 2008 (Train Station), 2106 (Partisan Hill), 2205 (Cathedral), and 2409 (Strassenbahn Depot). Controlling these is the goal of the game (Module 16.0).

2.2 Game Terms and Abbreviations

1D6: Roll one six-sided die.

2D6: Roll two six-sided dice and add them together to get a total

AA: Anti-Aircraft

AFV: Armored Fighting Vehicle

AT: Anti-Tank

ATG: Anti-Tank Guns

CO: Company

CRT: Combat Results Table

DR: Rolling a die or dice

DRM: Die Roll Modifier; an addition or subtraction from a DR

Eng: Engineer

Exerz: Exerzier ("Exercise")

Fired: Artillery has fired for the turn

FJ: Fallschirmjäger

HY: Hitler Youth

IG: Infantry Gun

KERS: Kersten

MP: Movement Points

Pz: Panzer

REIN: Reinkober

RR: Railroad

SP: Supply Points (optional rule)

SCH: Schultz

SSB: SS Besslein

TEC: Terrain Effects Chart

VS: Volkssturm

ZOC: Zones of Control

2.3 Counters

The game's counters represent combat formations as well as informational markers and memory aids. After reading these rules at least once, carefully punch out the counters. Trimming off the "dog ears" from their corners with a fingernail clipper will facilitate easier handling and stacking during play and enhances their appearance. Most counters represent ground units, divided into the following general types:

2.3.1 Infantry Traditionally-armed infantry units (including the SS, Festung, CO, Volkssturm, and Hitler Youth) are printed with the NATO infantry unit symbol. This class of unit also includes Fallschirmjäger, Flamethrower, all Engineers, and ATG units (as they all fight the same way as infantry when in close combat).

2.3.2 Artillery These units include classic tube-based pieces (guns, howitzers, etc.) along with rocket artillery and mortars.

2.3.3 Armored Fighting Vehicle (AFV): These units represent tanks and assault guns. These may use the Direct Fire optional rule (Section 14.5). They are distinguished by a tank (or train) silhouette.

2.3.4 Anti-Tank Gun (ATG) These units only attack other ground units. These may use the Direct Fire optional rule (Section 14.5). When fired upon, they are considered infantry. Double check combat factors (Case 3.5.2) when firing.

2.3.5 Aircraft The Soviets have ground-attack aircraft with bombardment strength. The Soviets also have the 6th Bomber Corps optional rule (Section 14.13). The Germans do not have ground-attack aircraft but do have field transport aircraft if using the Tactical Supply optional rule (Case 14.11.4).

2.3.6 Anti-Aircraft Anti-Aircraft units can be used against ground or Soviet aircraft units. These may use the Direct Fire optional rule (Section 14.5) and the Artillery Bombardment optional rule (Section 14.16). The Soviets do not have Anti-Aircraft units.

2.4 Sample Counters

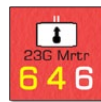
Each ground counter displays several types of information: nationality (red for Soviet, grey for German), historical identification, type, organizational size (no game effect), and three factors: Primary Combat Factor, Secondary Combat Factor, and movement rate (in MPs).



Ground units consist of one or two steps. When called upon to take a step loss, flip the ground unit over; if the reverse side is blank, the unit takes only one step loss and is eliminated. If not, the unit takes one step loss and remains on the map with the flip side (reduced capability) showing. If it is forced to take a second step loss, the unit is eliminated and removed from the map.



Anti-Aircraft counters display the same Primary Combat Factor, Secondary Combat Factor, and movement rate (in MPs), but also display two yellow Anti-Aircraft factors: “6” for use against Soviet aircraft units and an Anti-Aircraft range of 4 hexes. Its artillery range is considered “*” (Unlimited).



Artillery counters contain a yellow combat/bombardment Combat Factor, yellow range (number of hexes, or “*” = Unlimited range), and movement rate (in MPs). Note that after the artillery unit fires, it is flipped over to the reverse side (“Fired”). Artillery counters are eliminated after one hit.



2.5 Ground Unit Symbols



INFANTRY



Flamethrower



Fallschirmjäger



Combat Engineer



Construction Engineer



Anti-Tank Gun



ARTILLERY



Mortar

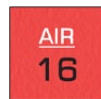


Rockets



Anti-Aircraft

2.6 Soviet Aircraft Units



Each Soviet aircraft unit displays its Air Bombardment combat factors. Movement is anywhere on the map.

2.7 Markers

Markers are special counters used to record various game functions. Markers generally contain only a symbol or notation for their use and will be explained at appropriate points in the rules.



2.8 Rules

These rules govern game actions. If an action is not specified in the rules, it cannot be performed. Optional rules (Module 14.0) are included to reflect a variety of historical events and possibilities. That said, players are free to experiment with their own optional “house” rules.

3.0 STACKING, ZOC, AND COMBAT FACTORS

“Stacking” reflects the placement of more than one friendly unit into a single hex at the same time. Stacking rules are in effect at the end of the Movement Phase (Module 8.0) and then again at the end of any Breakthrough Advance (Section 8.5) during the Combat Phase (Module 9.0).

Zones of Control impact the six surrounding hexes of a unit, possibly affecting movement and supply.

3.1 Stacking Limits

The German player may stack up to five units in one hex. The Soviet player may stack up to three units in one hex. At the end of the player’s Movement Phase, units in excess of the stacking limit are automatically eliminated (owner’s choice).

German and Soviet units never stack together at any point in a turn. Markers never count against stacking limits.

3.2 Fog of War: Inspecting Stacks

The German player may always freely inspect units in a Soviet stack.

The Soviet player never inspects units in a German stack **unless** a Soviet unit is adjacent to the German stack. The moment the Soviet player moves a unit into a hex adjacent to a hex occupied by a German unit (or vice versa), he may look at all the German units in the hex. The top unit (excluding markers) in a German stack is always known to the Soviet player.

If the Soviet player conducts an air attack or Artillery Bombardment against a German-occupied hex in which the unit may not be inspected, he is told, by the German player, which units are in the stack after the attack is declared, but only if their types would affect the resolution of the attack.

This inspection rule may be waived by the German player at any time.

3.3 Zones of Control (ZOCs)

All German (except Volkssturm) units and all Soviet units project a Zone of Control (ZOC) into the six hexes surrounding the hex the unit itself occupies, **except** that ZOCs do **not** extend into hexes across rivers, even at bridges and pontoon bridges (Section 14.15).

Units entering an enemy unit ZOC during the Movement Phase must immediately cease movement.

Units **never** leave an enemy unit ZOC except by using Breakthrough Advance (Section 8.5) during the Combat Phase.

Supply paths (Module 4.0) never trace through enemy-occupied hexes or hexes within enemy ZOCs. However, a supply path can be traced through a hex occupied by a friendly unit, even if that hex is also in an enemy ZOC.

3.4 Multiple and Overlapping ZOCs

Overlapping ZOCs from multiple enemy units have no additional effect or penalty.

If both friendly and enemy units exert a ZOC into an empty hex, both ZOCs co-exist and will block supply paths.

3.5 Primary and Secondary Combat Factors

The Combat Factor used by an individual unit depends on the type of unit performing the attack and the type of terrain held by the enemy units.

3.5.1 Combat Factors: Infantry Units

An infantry unit (Case 2.3.1) uses its Primary Combat Factor when attacking into an enemy-occupied Clear, Woods, Marsh, Suburban, or Elevated RR hex.

An infantry unit uses its Secondary Combat Factor when attacking into an enemy-occupied City, Fortress, Rubble, or Barricade hex.

3.5.2 Combat Factors: AFV and Anti-Tank Gun Units

An AFV or ATG unit uses its Primary Combat Factor when attacking into an enemy-occupied Clear or Woods hex, and also when attacking into an enemy-occupied Suburban or Elevated RR hex **if** stacked with an infantry unit.

An AFV or ATG unit uses its Secondary Combat Factor when attacking into an enemy-occupied Suburban, Marsh, or Elevated RR hex **if not** stacked with an infantry unit.

An AFV or ATG unit uses its Secondary Combat Factor when attacking into an enemy-occupied City, Fortress, Rubble, or Barricade hex, regardless of whether or not it is stacked with an infantry unit.

3.5.3 Combat Factors: Artillery and Air Units

Artillery and Air units possess only Primary Combat Factors, but the targeted hex modifies the Combat Factor depending on the terrain in the hex. See the Terrain Effects Chart for the hex modifiers. When resolving combat in a hex involving air and artillery unit participation (bombardment or support), total up all artillery and air factors before dividing by the terrain modifier, and then round if necessary (Section 3.6).

3.5.4 Combat Factors: Anti-Aircraft Units

Anti-Aircraft units use Primary and Secondary Combat Factors as per ground units (Case 3.5.1). They use the Anti-Aircraft Combat Factor only against Soviet aircraft units and only against those Soviet aircraft units within range in hexes.

3.6 Rounding Combat Factors

Round Combat Factor fractions of 0.5 to 0.99 up, and round Combat Factors of 0.01 to 0.49 down. Example 1: 16 factors divided by 3 = 5.33, which is rounded down to 5. Example 2: 8 factors divided by 3 = 2.66, which is rounded up to 3.

4.0 SUPPLY

Supply is checked for both sides at the beginning of the Supply Check Phase (Section 5.3) and any effects apply through the turn. If both friendly and enemy units exert a ZOC into an empty hex, both ZOCs co-exist and will block supply paths.

4.1 German Supply

For the German player, a unit or stack is in supply if it can trace a path of hexes free of enemy units and enemy ZOCs (Section 3.4) back to either hex 1907 or hex 2107. If not, the unit or stack is Out of Supply (Section 4.3).

As the Germans depended on supply via air during the siege, players may elect to use the optional Supply Rule (Section 14.11) to reflect more historical efforts.

4.2 Soviet Supply

For the Soviet player, a unit or stack is in supply if it can trace a path of hexes free of enemy units and enemy ZOCs that exit any east, south, or west map edge. If not, the unit or stack is Out of Supply (Section 4.3).

Soviet aircraft units are always in supply.

4.3 Supply Effects



When a unit or stack of units becomes Out of Supply (OOS), mark the unit or stack with an Out of Supply 1 marker. If supply has not been restored by the Supply Check Phase (Section 5.3) of the next turn, flip the marker over to Out of Supply 2.

If supply has not been restored by the third consecutive turn, the unit is eliminated and removed from the map. Also remove the Out of Supply marker.

4.3.1 OOS Movement Effects Out of Supply AFV, ATG, AA, and Artillery units never move. All other Out of Supply units may move, but their Movement Points are halved. Round Movement Points fractions of 0.5 up.

4.3.2 OOS Combat Effects All Out of Supply units have their Primary and Secondary Combat Factors reduced to 1.

An enemy attack on an Out of Supply unit or stack receives a -2 DRM benefit.

All Out of Supply 1 and Out of Supply 2 units do count as adjacent for purposes of artillery that fires in the Artillery Bombardment Phase (Section 7.3).

4.3.3 OOS Zone of Control Effects Units with Out of Supply 1 continue to project a Zone of Control. Units with Out of Supply 2 do **not** project a Zone of Control.

5.0 SEQUENCE OF PLAY

Turns are divided into eight “phases,” with each phase carried out to completion before starting the next phase. Once a player has finished a particular phase, he may not go back to perform some forgotten action or redo a poorly-executed one unless his opponent graciously permits it.

5.1 Soviet Air Bombardment Phase

Soviet air step reinforcements (if any) are used during this phase to add steps to depleted units or rebuild aircraft units that had been eliminated.

The Soviet player may bombard enemy units with his available aircraft units. Before the actual attack, the German player may use AA units to perform Anti-Aircraft attacks on Soviet aircraft units within range. If the Soviet player does not wish to conduct Air Bombardment attacks, skip this phase.

5.2 Artillery Bombardment Phase

Artillery Bombardments are voluntary. If neither player wishes to conduct Artillery Bombardment attacks, skip this phase.

Both players conduct Artillery Bombardments of enemy units within range. An individual artillery unit may combine Combat Factors with one or more friendly artillery units stacked in the same hex. A targeted hex may only be bombarded once in this phase.

All Artillery Bombardment is simultaneous—the Soviet player fires and resolves an attack, then the German player fires and resolves an attack, then back and forth until all Artillery Bombardments are finished. Remember that all bombardments are simultaneous, so do not remove any eliminated artillery counters until the end of the Phase.

After resolving each bombardment, flip over the firing artillery unit to its “Fired” side. Artillery that fired in the Artillery Bombardment Phase is prohibited from moving during the Movement Phase or from firing again during the Combat Phase.

Remember to remove all losses before proceeding to the next phase.

5.3 Supply Check Phase

Both sides check supply for all units. Place Out of Supply (Section 4.3) markers if needed.

5.4 Soviet Movement Phase

All Soviet reinforcement units enter the map in supply (Case 15.2.1). The Soviet player moves all, some, or none of his units.

If using the optional rule Soviet Command Directives (Section 14.4), the Soviet player rolls 1D6 to determine how many of his divisions may activate and move in the current turn.

5.5 German Movement Phase

All German reinforcement units enter the map in supply (Case 15.1.1). The German player moves all, some, or none of his units.

5.6 Combat Designation Phase

The Soviet player rolls 1D6+3 to determine the number of Attack markers he **must** use if possible. The German player rolls 1D6+1 to determine the number of Attack markers he *may* use.

Next, one player rolls 1D6: on a 1 to 4, the Soviet places all his Attack markers first. On a 5 or 6, the German player places all

his Attack markers first. After the first player places all Attack markers, then the other player places Attack markers. **Each** hex with attacking units requires an Attack marker to activate the units in the stack to attack.

Attacking units must be adjacent to enemy units in order to launch an attack.

5.7 Combat Resolution Phase

Combat is sequential, not simultaneous. The results of one attack are applied before conducting the next attack.

The Soviet player rolls 1D6. On a roll of 1 to 4, the Soviets conduct all their attacks first, then the Germans conduct their attacks. On a roll of 5 or 6, the Germans conduct all their attacks first, then the Soviets conduct their attacks. Note that before each attack, the attacker rolls 1D6 to see if the attack is a Surprise, Normal, or Ambush (Case 9.2.7).

Some attacks may result in a Breakthrough Advance—perform a Breakthrough Advance immediately and before resolving other attacks (Module 11.0).

5.8 End-Turn Phase

After all attacks have been conducted, the turn ends. Players perform various tasks to end the turn (Module 12.0).

The Soviet player checks to see if the conditions for Overwhelming Victory (Section 16.1) have been fulfilled. If so, the game ends immediately. If the Soviets did not achieve Overwhelming Victory, continue the End Phase.

If using the optional German Tactical Supply rule (Case 14.11.4), roll for German air unit repairs.

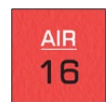
Starting Turn 3, and each turn thereafter, roll for German Artillery and AA Ammo Depletion (Section 12.1).



Advance the Game Turn marker by one space on the Game Turn Record Track and start the new turn.

The game ends after players perform nine full turns.

6.0 SOVIET AIR BOMBARDMENT



The Soviet player starts the game with nine aircraft units, although this number may vary turn to turn due to reductions or losses from German AA fire.

Soviet air step reinforcements (if any) are used during this phase.

Check the Turn Record Chart—some turns include Soviet Air reinforcement steps. One step will flip a depleted aircraft counter to its full-strength side or return an eliminated counter to its depleted-strength side. Two steps will return an eliminated counter to its full-strength side. Soviet air reinforcement steps that are not used are lost—do not keep track of the air reinforcement steps.

Some, none, or all of the nine aircraft units in the Second Air Army Available Box on the map may be used to attack any German unit or stack during the Soviet Air Bombardment Phase. Air units that survive AA and complete their air attacks are returned to the Second Air Army Used Box.

The Soviet player may air bombard a hex with a maximum of one aircraft unit per hex unless using optional Better Soviet Air Bombardment Coordination (Section 14.14).

The Soviet player may elect to hold some or all aircraft units in the Second Air Army Available Box to support ground attacks during the Combat Resolution Phase.

6.1 Air Bombardment Procedure

6.1.1 Select some, none, or all aircraft units from Second Air Army Available Box and place a maximum of one aircraft unit per targeted hex occupied by a German unit or stack that is **not** adjacent to Soviet ground units. An enemy-occupied hex may be subject to one and only one bombardment during the Air Bombardment Phase.

6.1.2 After the Soviet player places aircraft units on targeted hexes, the German player may conduct Anti-Aircraft attacks, if any, against all Soviet aircraft units within an AA unit's range.

6.1.3 AA units use their Anti-Aircraft Combat Factor and multiple AA units within range of a Soviet aircraft unit combine Combat Factors. Terrain has no effect on AA attacks. An AA unit may fire at multiple aircraft units in multiple hexes in range—no penalty for an individual AA unit firing at multiple aircraft units in multiple hexes.

6.1.4 If an AA unit is in the hex being bombarded by Soviet aircraft units, **double** the Combat Factor of that AA unit.

6.1.5 Total the Combat Factors of the AA units, roll 1D6, and find the intersection of Combat Factors and the DR on the Combat Results Table. This is the number of hits inflicted on the aircraft unit.

6.1.6 Each hit flips a Soviet aircraft unit from its full-strength side to its depleted-strength side. If a depleted-strength aircraft unit takes one or more hits, or a full-strength aircraft unit takes two or more hits, eliminate it and remove it from the map.

6.1.7 A Soviet aircraft unit remaining in the targeted hex adjusts its Combat Factor with the following modifiers:

- Terrain: Halved, thirded, or quartered (see the Terrain Effects Chart)
- AFVs: Targeted unit or entire stack of units consists of only AFVs: Halved and cumulative with Terrain modifier.

Example 1: a 24-strength aircraft unit bombarding a lone armor unit in a Suburban hex is halved (24 down to 12) for the lone armor unit and halved again for the Suburban hex (12 down to 6).

Example 2: a 24-strength aircraft unit bombarding a lone armor unit in a City hex is halved (24 down to 12) for the lone armor unit and thirded for the City hex (12 down to 4).

If necessary, Combat Factors are rounded (Section 3.6).

If using the optional Better Soviet Air Bombardment Coordination rule (Section 14.14), when two aircraft units remain in a targeted hex, add their Combat Factors together before applying any modifiers.

6.1.8 The Soviet player rolls 1D6, applies the DRM of the terrain in the targeted hex, and finds the intersection of Combat Factors and the modified DR on the Combat Results Table. This is the number of hits, if any, inflicted on the targeted unit or stack.

6.1.9 Each hit inflicts one step of loss on the targeted unit or units. If a stack suffered hits, **the first hit must be on an artillery unit if available**. Otherwise, the German player chooses which units will take hits. If using the optional elimination priority rule (Section 14.12), AFV and Armored Train Porsel units in a stack are removed last.

6.1.10 Return all surviving Soviet aircraft units that were used in the Air Bombardment

Phase, retaining their full-strength or depleted-strength sides, to the Second Air Army Used Box.

6.1.11 Do **not** flip the AA unit over when used for Anti-Aircraft fire in the Air Bombardment Phase. All AA units are also available for AA fire during the Combat Resolution Phase.

7.0 ARTILLERY BOMBARDMENT

Both players may use their artillery units to bombard enemy units. A targeted enemy-occupied hex may be subjected to one and only one bombardment during the Artillery Bombardment Phase, although multiple artillery units may be eligible to combine Combat Factors for a single attack on a targeted hex. Bombardment is simultaneous, with losses (if any) taken at the end of the Phase. When fired, artillery units are flipped over to their "Fired" side and may not be moved or fired for the rest of the turn.

AA units may **not** be used for Artillery Bombardment unless using the optional rule AA Units for AA Fire and Artillery Bombardment (Section 14.16).

It is permissible for the Soviet player to bombard a German hex in the Air Bombardment Phase and then bombard any surviving units in the Artillery Bombardment Phase.

7.1 Bombardment Procedure

The player selects artillery units to conduct a bombardment upon an enemy-occupied hex within range of the firing units.

Artillery units stacked **in the same hex** may combine their Combat Factors into one attack. Artillery units in separate hexes never combine their Combat Factors.

Artillery Combat Factors are modified (Section 7.3), and if necessary, rounded (Section 3.6).

The player rolls 1D6 and finds the intersection of Combat Factors and the modified DR on the Combat Results Table to get the number of hits on an enemy hex. Each hit inflicts one step loss on units in the targeted hex, with the owning player choosing which units in the hex will take losses.

Flip the artillery units that fired to their "Fired" sides.

7.2 Bombardment Limitations

The targeted hex must be within range of the firing artillery unit. Note that artillery units rated with "U" range and all German AA units may fire into any hex on the map. For others with a numerical range, do not count the hex the firing unit is in, but do count the hex the target unit is in as well as all intervening hexes using the shortest path between firer and targeted hex.

Only artillery units (and AA units using the optional rule AA Units for AA Fire and Artillery Bombardment, Section 14.16) may perform Artillery Bombardment.

A player may perform **one** Artillery Bombardment on a targeted hex per Artillery Bombardment Phase.

It is permissible for the Soviet player to bombard a German hex in the Air Bombardment Phase and then bombard any surviving units in the Artillery Bombardment Phase.

7.3 Bombardment Combat Factors and Modifiers

The Terrain Effects Chart lists the Combat Factor modifier associated with a specific terrain type (none, halved, thirded, or quartered) in a targeted hex as well as a DRM.

If the enemy-occupied hex is **not** adjacent to a friendly unit, the Bombardment Combat Factors are halved.

If the target unit or stack contains only AFV units, the Bombardment Combat Factors are halved.

Terrain Combat Factor modifiers are cumulative. If it is necessary to round up or down, do so at the end of all modifier calculations.

Example 1: a 16-factor artillery unit targeting a single enemy AFV unit in a Suburban hex that is not adjacent to a friendly unit will end up as 2 Combat Factors. The 16 is halved (target not adjacent to friendly unit) to 8, halved again (AFV-only stack) to 4, and halved again (Suburban hex) to 2.

Example 2: a 14-factor artillery unit targeting a single enemy AFV counter in a Suburban hex that is not adjacent to a friendly unit will end up as 1.75, rounded up to 2 Combat Factors. The 14 is halved (target not adjacent to friendly unit) to 7, halved again (AFV-only stack) to 3.5, and halved again (Suburban hex) to 1.75.

The firing player rolls 1D6, applies the DRM of the terrain in the targeted hex, and finds the intersection of the modified Combat Factors and the modified DR on the Combat Results Table. This is the number of hits, if any, inflicted on the targeted unit or stack.

7.4 Bombardment Losses

Each hit inflicts one step of loss on the targeted unit or units. If a stack suffered hits, **the first hit must be on an artillery unit if available.** Otherwise, the owning player chooses which units will take hits. If using the optional elimination priority rule (Section 14.12), AFV and Armored Train Porsel units in a stack are removed last.

8.0 MOVEMENT

Players move some, none, or all units up to a unit's Movement Point (MP) allowance, modified by terrain type, during their specific Movement Phase. Each unit or stack of units moves individually, hex-by-hex in any direction or combination of directions, until the player wants to end movement, units expend all MPs, or units enter an enemy Zone of Control (ZOC). Units move from a hex to one of the six adjacent hexes—no skipping of hexes. Units may enter and exit stacks without penalty as long as stacking limits (Section 3.1) are observed at the end of the Movement Phase.

Only Soviet units move during the Soviet Movement Phase. Only German units move during the German Movement Phase.

8.1 Movement Points

German units always pay only 1 MP per hex, regardless of the terrain, except when moving along a road (1/2 MP), or unless using the Rubble optional rule (Section 14.3).

Soviet units pay MPs based on the terrain in the hex, with the MP costs listed in the Terrain Effects Cart.

Unless otherwise noted, reinforcement units pay for the first hex entered on the map. If that hex contains a road leading off the edge of the map, the unit may enter that hex using road movement (1/2 MP). Multiple reinforcement units may enter the map using the same hex.

Units never exceed their MP allowance. Units never save MPs from one turn to the next. Units never transfer MPs to other units.

8.2 Movement and ZOC

Units must end their movement upon entering an enemy unit's ZOC.

Units never leave ZOCs during the Movement Phase unless using the optional rule Urban ZOC Movement (Section 14.6).

Units using Breakthrough Advance (Module 11.0) during the Combat Phase ignore ZOCs.

8.3 Movement and Supply

If a unit starts its Movement Phase Out of Supply, its MP allowance is halved (rounded up).

8.4 Movement and Rivers

No unit may cross a river hexside except by using a bridge or pontoon bridge hex.

8.5 Breakthrough Advance

As a result of combat, attacking units may be entitled to a Breakthrough Advance (Module 11.0). Note that Breakthrough Advances ignore ZOCs.

8.6 Movement Etiquette

After moving a unit or stack of units, it may be helpful to rotate units 90-degrees to indicate they moved this turn. This can end any confusion about whether or not a unit moved.

8.7 Armored Train Porsel



Armored Train Porsel only moves into connecting RR lines unobstructed by Rubble or Barricades. It never enters an enemy ZOC. It must remain within three hexes of its starting hex.

8.8 Support Movement (Optional)

If using optional Support Movement (Section 14.8), units that did not move during the Movement Phase may move during the Combat Phase to hexes that are the target of an enemy attack or to hexes adjacent to hexes targeted by an enemy attack.

9.0 COMBAT

Combat occurs between units with an Attack Marker pointing at enemy units in an adjacent hex. Stacks use their units' combined Combat Factors (Primary or Secondary), modified as needed by artillery or air support. If using optional Support Movement (Section 14.8), movement may occur during the Combat Phase (Cases 9.2.1 and 9.2.2).

To resolve combat, players roll 1D6, with the DR modified as needed, cross-indexing the modified DR with the modified Combat Factors on the Combat Results Table to find the number of enemy steps (if any)

eliminated from play. Combat is sequential (not simultaneous), so losses are taken as they are received.

If in doubt about which terrain effects to apply in a hex, the defenders use the most advantageous terrain in a hex.

9.1 Pre-Combat Procedure

As the end of the war drew near, neither side was overly motivated to conduct combat operations, although the Soviets proved slightly more determined. Thus, the number of attacks each side may conduct each turn is determined by DR.

9.1.1 Number of Attacks Allowed: The German player rolls 1D6+1 and draws a number of German Attack Markers equal to the modified DR. The markers represent the number of attacks he may, but is not required to, conduct.

The Soviet player rolls 1D6+3 die and draws a number of Soviet Attack Markers equal to the modified DR. The markers indicate the number of attacks he **must** conduct.

Thus, the number of German attacks will be between two and seven per turn. The number of Soviet attacks will be between four and nine per turn.

9.1.2 Attack Marker Placement: Each Attack Marker is placed atop a unit or stack of units adjacent to, and pointing to, an enemy-occupied hex.



German placement of Attack Markers is voluntary. The German player is not forced to attack anywhere.



Soviet placement of Attack Markers is mandatory—all must be placed until the Soviet player runs out of Attack Markers or runs out of units adjacent to German units.

Attack Markers point to a hex, not to an individual unit or stack of units. It is entirely possible that within the Combat phase, a targeted hex may become empty of enemy units and the attack is moot. The Attack Marker is removed and does not get reused during the current turn.

If a player wishes to combine two hexes worth of units into one attack upon a single enemy hex, the player needs two Attack Markers (one per hex). If he wishes to add a third hex's worth of units, he needs to place a third Attack Marker, and so on.

9.1.3 Attack Initiative: The Soviet player rolls 1D6. On a 1 to 4, the Soviet player performs all his attacks first. On a 5 or 6, the German player performs all his attacks first. Note that combat resolution is sequential (not simultaneous), so Attack Initiative often makes a difference in the battle. Also note that the attack sequence may be interrupted by the results of the "tactical initiative" roll (Case 9.2.7).

9.2 Combat Resolution

Starting with the player who won Attack Initiative (Case 9.1.3), for each attack, perform combat subphases one through nine in order, completing each combat subphase before moving to the next. Each attack must be completed before resolving the next attack.

When all attacks have been resolved by the player with Attack Initiative, the other player performs his attacks. When all attacks have been resolved, the Combat Phase ends.

9.2.1 Subphase 1 (Optional): Attacker Support

The attacker may move friendly units that did not move during the Movement Phase into hexes with an Attack Marker in them to provide support for the attack. Roll 1D6; the result is the number of units that may reinforce an attack. Remember that units **never** leave an enemy unit ZOC (Section 3.3) except by using Breakthrough Advance (Section 8.5) during the Combat Phase. Stacking limits **must** be obeyed.

The attacker may also use support movement to move units adjacent to a hex with an Attack Marker.

9.2.2 Subphase 2 (Optional): Defender Support

The defender may move friendly units that did not move during the Movement Phase into hexes pointed at by an enemy Attack Marker. Roll 1D6—the result is the number of units that may reinforce the defender's hex. Remember that units **never** leave an enemy unit ZOC (Section 3.3) except by using Breakthrough Advance (Section 8.5) during the Combat Phase. Stacking limits **must** be obeyed.

The defender may also use support movement to move units adjacent to a hex being attacked.

9.2.3 Subphase 3: Soviet Close Air Support

For Soviet attacks, the Soviet player may allocate any aircraft units remaining in the Second Air Army Available Box to

any defender's hex. The Soviet player never allocates aircraft units during German attacks.

9.2.4 Subphase 4: German AA Fire

The German player may fire all AA units that have not been flipped to their Fired side at Soviet aircraft units in range. AA units use their Anti-Aircraft Combat Factor and multiple AA units within range of a Soviet aircraft unit combine Combat Factors. Terrain has no effect on AA attacks. An AA unit may fire at multiple aircraft units in multiple hexes in range—no penalty for an individual unit firing at multiple aircraft units in multiple hexes.

If an AA unit is in the hex being bombarded by Soviet aircraft units, **double** the Combat Factor of that AA unit.

Total the Combat Factors of the AA, roll 1D6, and find the intersection of Combat Factors and the DR on the Combat Results Table. This is the number of hits inflicted on the aircraft unit.

Each hit flips a Soviet aircraft unit from its full-strength side to its depleted-strength side. If a depleted-strength aircraft unit takes one or more hits, or a full-strength aircraft unit takes two or more hits, eliminate it and remove it from the map.

A surviving aircraft unit adds its Combat Factor, modified by terrain, to the ground unit's Combat Factor.

9.2.5 Subphase 5: Attacker Artillery Support

The attacker declares which of his unfired artillery units (if any), in range of the defender's hex, will support the attack by indirect fire. Artillery in the same hex may combine Combat Factors. Therefore, only one hex of artillery may provide support. The artillery Combat Factors, modified by terrain, are added to any air support Combat Factors. Flip artillery units to their Fired side when used.

9.2.6 Subphase 6: Attacker Combat Factors

Depending on the target hex, the attacker totals the Primary or Secondary Combat Factors (Section 3.5) of his attacking ground units and adds them to any Combat Factors of supporting air and artillery units.

AA units (which can participate only if using the optional rule AA Units for AA Fire and Artillery Bombardment, Section 14.16) use Primary or Secondary Combat Factors, depending on terrain.

Artillery units (tube, rocket, or mortar) defending a hex under attack or attacking into an adjacent hex modify their Combat Factors as if they are providing artillery support (Section 10.0).

9.2.7 Subphase 7: Tactical Initiative: The attacker rolls 1D6 to determine the type of ground attack.

Soviet Attacker (+1 DRM if all adjacent Soviet units are in a clear hex)	German Attacker	Result
1	1-2	Surprise
2-5	3-4	Normal
6-7	5-6	Ambush

Surprise Attack: Defenders are unprepared. Attacker ignores terrain DRM (if any). Attacker rolls 1D6 and adds non-terrain modifiers to resolve combat (Case 9.2.8).

Normal Attack: Both sides prepared. No change in attack. Attacker rolls 1D6 and adds DRMs to resolve combat (Case 9.2.8).

Ambush: Attacker interrupted! Defender Ambushes attackers and launches spoiling attack. If the attack is coming from two or more hexes, the defender decides which hex to Ambush. Total up the defending Primary or Secondary Combat Factors (Section 3.5) based on terrain occupied by original attacking units. If the original attacker is attacking from two or more hexes, the defender picks **one** hex as the target of his Ambush.

Defenders that Ambush attackers never call in air or artillery support.

The defender rolls 1D6 **with a -1 DRM** to resolve combat (Case 9.2.8). Apply CRT results to only the **one** hex chosen as the target of his Ambush.

If, as the result of an Ambush, all units under the Attack Marker were eliminated, the Attack Marker is removed for the remainder of the turn and the attack from that hex does not occur. The removed Attack Marker never gets placed on another unit or stack during this phase.

After removing casualties (if any), the remaining units of the original attacker recalculate their Combat Factors (including any air and artillery support). The attacking player rolls 1D6 with any DRMs to resolve combat (Case 9.2.8).

9.2.8 Subphase 8: Calculate Casualties on CRT Roll 1D6, apply any DRMs, and cross-index final Combat Factors with modified DR to determine how many steps the target loses. The owning player determines which units in a stack are eliminated. If an entire stack is eliminated and step losses remain, ignore additional losses and the attackers are now eligible for a Breakthrough Advance (Module 11.0).

There is **no** automatic advance to take the enemy hex.

Remove the Attack Marker, including those atop units that performed an Ambush, after resolving an attack.

9.2.9 Subphase 9: Attack Complete Repeat steps 1 through 8 to resolve all attacks by the player with initiative (Case 9.1.3) and then resolve attacks by the player without initiative. When all attacks have been resolved, the Combat Phase ends.

9.2.10 One Attack Per Stack

A unit or stack is allowed only one attack per combat phase. A tactical initiative roll may allow a stack without an Attack Marker to perform an Ambush attack, but a stack with an Attack Marker that performs an Ambush removes the Attack Marker after the Ambush.

A unit or stack with an Attack Marker **never** gets to Ambush, then receive an enemy attack, and then launch its own Attack Marker attack.

Example 1: The German and Soviet players place Attack Markers on opposing stacks. The Soviet player attacks first (Case 9.1.3) but rolls a "6" (Ambushed) for Tactical Initiative (Case 9.2.7). The German stack springs the Ambush, rolls on the CRT, inflicts casualties (if any), and then removes the German Attack Marker. The Soviet player, if units remain in that stack, proceeds to perform his attack. The German stack has had its one attack (the Ambush) for the Phase and does not perform its Attack Marker attack.

*Example 2: The German and Soviet players place Attack Markers on opposing stacks. The Soviet player attacks first (Case 9.1.3), rolls a Surprise or Normal attack for Tactical Initiative (Case 9.2.7), and resolves the attack. When the German attack occurs, if the German rolls an Ambush, the Soviet stack does **not** perform the Ambush—it has already attacked for the turn. The German stack performs its attack.*

9.2.11 Attacks Across Bridges Units only attack across rivers via bridges, where road and rail lines cross a river, or using an optional pontoon bridge (Section 14.15).

Combat is the same as any other attack, except the attackers add a +1 DRM to any other DRMs in the hex. Hence, an attack across a bridge into a City hex generates a +3 DRM (+2 for defending units in a City hex and the +1 for the bridge DRM).

Surprise and Ambush are performed normally (Case 9.2.7).

10.0 ARTILLERY SUPPORT

Artillery support is used to enhance a ground attack. Artillery support is never used on defense and is never provided to units that are performing an Ambush (Case 9.2.7).

Artillery units with their "Fired" side showing never fire in support of a ground attack.

10.1 Soviet Artillery Support Restrictions

Soviet artillery units firing in support of a ground attack must be unfired and the target hex must be within the range printed on the artillery unit counter.

Divisional artillery units may only support a Soviet ground unit attack if at least one unit from the same division is involved in the attack.

Soviet Corps artillery units may support any Soviet ground attack.

Soviet artillery support may combine Combat Factors from multiple artillery units only if the artillery units are stacked in the same hex.

10.2 German Artillery Support Restrictions

German artillery units firing in support of a ground attack must be unfired and the target hex must be within the range printed on the artillery unit counter.

German artillery units may support any German ground attack.

German artillery support may combine Combat Factors from multiple artillery units only if the artillery units are stacked in the same hex.

10.3 Post-Combat Effects

After an artillery unit fires in support, flip the counter over to show the "Fired" side.

11.0 BREAKTHROUGH ADVANCE

If the step loss result on the CRT is greater than the number of steps in the targeted hex, the attacking ground units underneath the Attack Marker are eligible for a Breakthrough Advance. A Breakthrough Advance **never** occurs as a result of an Ambush.

11.1 Number of Hexes of Advance

The number of hexes is equal to the CRT result minus the number of steps eliminated in the targeted hex.

For example: if a 1-step unit in a hex suffers a CRT result of 2-step loss, the owner would eliminate the one unit (one step loss), leaving one step as an unaccounted loss. This translates into 1 hex of Breakthrough Advance (i.e. move some, none, or all of the attackers one hex). Had the CRT result been 3 hits, that would eliminate the targeted 1-step unit, leaving two step losses unaccounted for and resulting in the attacker having a two-hex Breakthrough Advance.

11.2 Advancing the Units

Breakthrough Advance is optional. Units performing the advance are **not** required to enter the formerly enemy-held hex and may move all, some, or none of hexes awarded.

Breakthrough Advance units ignore terrain costs. Each hex costs 1 Breakthrough Advance hex.

It is entirely possible that a Breakthrough Advance may allow units to avoid an enemy attack.

11.3 Breakthrough Advance Limitations

Breakthrough Advance units must stop upon entering an enemy Zone of Control, but they may always move at least one hex, even if that means ignoring an enemy ZOC. Breakthrough Advance units never move a second hex through enemy ZOCs.

Stacking limits must be observed at the end of a Breakthrough Advance.

Artillery units never use Breakthrough Advance.

All Breakthrough Advance movement must be taken immediately when available and before any other attack is resolved. If not used immediately, Breakthrough Advance hexes are lost.

12.0 END TURN PHASE

Players perform various tasks to end the turn.

12.1 German Artillery and AA Ammo Depletion Rolls (Turn 3 and after only)

Beginning Turn 3, during the End Phase, each German Artillery unit with "U" range and each German Anti-Aircraft unit roll 1D6 for possible ammo depletion. On a roll of 6, eliminate the unit and remove the counter from the map.

12.2 Remove Tabun Gas Marker

If using the Tabun Gas optional rule (Section 14.1), remove any Tabun Gas Markers.

12.3 German Air Unit Repair

If using optional German Tactical Air Supply (Case 14.11.4), roll for German aircraft repair.

12.4 Advance Turn Record Marker

Move the Turn Record Marker ahead to the next turn.

If Turn 9 has ended, the game is complete. Check Victory Conditions (Module 16.0).

12.5 Soviet Air Availability

Move all Soviet aircraft units from the Second Air Army Used box to the Second Air Army Available box. These aircraft units are available in the next turn.

13.0 SPECIAL RULES

The following special rules cover unique aspects of the battle. These are mandatory, **not** optional.

13.1 Goliaths



The Goliath was a small, crewless, remote-controlled AFV filled with explosives. In the right hands, it proved quite deadly to Soviet AFVs, soldiers in buildings, and bridges. Each German Engineer unit controls one Goliath marker.

13.1.1 Only German Engineer units may operate Goliaths. Note that each Goliath counter has a number associated with a specific Engineer unit number. If an Engineer unit is eliminated from play, the associated Goliath marker is immediately removed from the game. Once a Goliath marker is placed on the map, the Goliath must attack. If a Goliath cannot attack, it is not placed on the map.

13.1.2 Up to five Goliaths, one per available Engineer, may attack during the German Movement Phase after the Engineer units

have ceased movement. Place a Goliath marker on the Engineer counter. Each Goliath may move up to two hexes away from the Engineer unit and onto an enemy unit **if** the Engineer unit has a line of sight to the enemy unit with no intervening hexes with non-Clear terrain or River hexsides.

13.1.3 Each Goliath attacks one and only one enemy unit, even if more than one enemy unit is in a hex. A single enemy unit may be attacked by multiple Goliaths in a turn.

13.1.4 A Goliath has a Combat Factor of 12 with either a +3 DRM against an enemy AFV unit or a +2 DRM against an enemy non-AFV unit. Roll 1D6, add the appropriate DRMs including terrain DRMs, and consult the CRT's 12 column for the number of hits on enemy units.

13.1.5 After a Goliath attack, roll 1D6; on a 6, remove that Goliath marker from play. On a 1-5, the Goliath marker is removed from the map and ready for use on the next turn. Note that each Engineer unit controls one associated Goliath marker. If a Goliath rolls a 6 and is removed from play, the associated engineer unit never launches another Goliath attack for the rest of the game.

13.2 Volkssturm Units



These weak, hastily-raised, and ill-equipped units possess a Primary Combat Factor of 1 or 2 and count against the German's five-counter stacking limit.

Volkssturm units do **not** project a ZOC, even if a stack contains multiple Volkssturm units. Non-Volkssturm units project a ZOC per usual.

Volkssturm units do count as adjacent for purposes of artillery that fires in the Artillery Bombardment Phase (Section 7.3).

Soviet units attacking a hex containing only Volkssturm units receive a -1 DRM to the 1D6 combat roll (Case 9.2.8).

13.3 Barricades



Only German Engineer units can create Barricades and only in Road hexes.

The Engineer unit must be in supply and spend 5 MPs to immediately place a Barricade marker. An Engineer unit may create a maximum of one Barricade marker per turn, and never erects Barricades

in a hex adjacent to Soviet units. A maximum of 10 Barricades may be built during the entire game.

Soviet units pay +3 MPs to enter a hex with a Barricade, and then remove the Barricade marker.

Soviet units in a ground attack suffer a +2 DRM when attacking German units defending in a hex with a Barricade. If the Barricade is in a hex that has a terrain DRM, use the higher modifier and ignore the other. Any hit from a ground attack that inflicts a step loss on German units also eliminates the Barricade in the hex (do not count the Barricade as part of the German step losses).

Air Bombardments and Artillery Bombardments do not suffer this +2 combat DRM. Only ground attacks suffer the +2 DRM. Any Air or Artillery Bombardment attack that inflicts a hit also eliminates the Barricade in the hex (do not count the Barricade as part of the German step losses but do eliminate the Barricade if it is in the hex by itself).

Soviet Air Bombardments and Artillery Bombardments may target a hex containing a Barricade without a German unit. Any hit on the CRT eliminates the Barricade.

Eliminated Barricades are never rebuilt; remove that particular marker from play.

14.0 OPTIONAL RULES

The following optional rules add historical detail and challenges to the game, albeit requiring additional effort by the players. Both players must agree on using optional rules in a game.

14.1 Tabun Gas



This colorless, odorless, and tasteless nerve agent was produced in Building 144 in Dyhernfurth, which was not far from Breslau. This rule supposes that Tabun gas shells were sent into Breslau.

14.1.1 Inventory of Gas Shells At the beginning of the game, roll 1D6; this is the total number of Tabun gas attacks the German player may use during the game.

14.1.2 Gas Attack Procedure and Results Tabun Gas attacks are conducted as an Artillery Bombardment against one hex, strength 12, with no DRMs. Place a Tabun Gas Marker on a target hex. The artillery unit that conducted the Tabun Gas attack

gets flipped over to its “Fired” side. If using optional German Combat Supply (Section 14.11), do **not** subtract 1 SP from the German supply.

Roll 1D6 and check results on the CRT. Any hit eliminates **all** Soviet units in the targeted hex. In addition, all units (Soviet and German) in hexes adjacent to the Tabun Gas targeted hex are immobile for the rest of the turn.

No unit may enter the Tabun Gas targeted hex or any of the hexes adjacent to the targeted hex, either as part of regular movement or as part of a Breakthrough Advance, for the rest of the turn.

German units that conduct ground attacks against Soviet units into any of the hexes adjacent to the targeted Tabun hex receive a -4 DRM for the rest of the turn.

Remove the Tabun Gas Marker at the end of the turn. All Tabun Gas effects end at the end of the turn.

14.1.3 Soviet Fortitude If the Germans launch a Tabun Gas attack, the Soviets ignore Soviet Command Directives (as per Case 14.4.3) for the rest of the game.

14.2 City Terrain

Breslau was a modern city with many multi-story buildings. This rule adds the nuance of fighting on various floors, which for simplicity is divided into three levels.

14.2.1 Which Level? When Soviet units attack a City hex, roll 1D6 for the location of the German defenders.

- * 1-2 = Basement
- * 3-4 = Street Level
- * 5-6 = Upper Levels

German AFV, Artillery, and AA units are always considered at Street Level, never in the basement or upper levels.

All Soviet units are always considered at Street Level.

14.2.2 Level Effects: Bombardments When performing Air and Artillery Bombardments using City Terrain levels, use the following modifiers to Combat Factors and DRs instead of those listed for City terrain on the Terrain Effects Chart.

- * Basement: Combat Factors are quartered. DRM of +3
- * Street level: Combat Factors are thirded. DRM of +2
- * Upper Level: Combat Factors are halved. DRM of +1

14.2.3 Level Effects: Ground Combat When performing ground attacks using City Terrain levels, use the following DRMs instead of those listed for City terrain on the Terrain Effects Chart. All other DRMs, such as for combat engineers, flamethrowers, and Ambushes, remain in effect.

- * Basement: DRM of +3
- * Street level: DRM of +2
- * Upper Level: DRM of +1

14.3 Rubble



By the end of the war, Breslau had been virtually leveled. This rule simulates the historical effect that destruction of buildings would have on movement and combat.

14.3.1 Rubble Procedure Whenever non-mortar artillery or aircraft units Bombard a hex containing Suburban, City, Fort, or Elevated RR terrain, roll 1D6. On a roll of 1,2,3, Rubble is created, place a Rubble Marker in that hex. On a 4,5,6, no effect.

If a Goliath attacks a unit in Suburban, City, Fort, or Elevated RR terrain, whether or not the unit is affected, roll 1D6 for Rubble. On a roll of 1,2,3, Rubble is created, place a Rubble Marker in that hex. On a 4,5,6, no effect.

Bombardments on Clear, Marsh, and Woods hexes never create Rubble.

14.3.2 Rubble Movement Effects Rubble adds 2 MP to the cost of entering the hex for all units. For example, a German unit will pay 3 MPs, not 1MP, to enter a Rubble hex. A Soviet unit will pay 5 MPs, not 3 MPs, to enter a Suburban Rubble hex, 6 MPs to enter a City Rubble hex, and 7 MPs to enter a Fort Rubble hex.

Rubble also cancels the benefit of roads in a hex.

Rubble also destroys any Barricades in the hex (Case 14.3.6).

ZOCs extend into Rubble hexes.

14.3.3 Rubble Combat Effects All ground attacks into a Rubble hex suffer a +1 DRM in addition to the DRM of the terrain. For example, an attack into a Suburban Rubble hex gets a +2 DRM for the Suburban and a +1 DRM for the Rubble for a total of +3 DRM.

14.3.4 Rubble Markers Rubble Markers are not limited by the counter mix. Players may create as many Rubble Markers as they need during a game.

14.3.5 Rubble and City Terrain If using City Terrain levels (Case 14.2.1) that have been Rubbled, City hexes that have been Rubbled no longer contain Upper Levels. Use the following chart to determine unit location:

- * 1-2-3 = Basement
- * 4-5-6 = Street Level

The City Terrain effects remain the same (Case 14.2.2 and Case 14.2.3).

14.3.6 Rubble and Barricades The creation of a Rubble marker (Case 14.3.1) in a hex containing a Barricade marker will eliminate the Barricade marker. An Engineer unit may create a Barricade on a Rubbled hex.

14.3.7 Multiple Rubble Markers Once a Rubble result is applied to a hex, additional Rubble results have no further effect.

14.4 Soviet Command Directives

During the historical battle, not all of the Soviet divisions attacked the city. At times, a single division would attack, at other times, up to six attacked. This rule imposes historical higher level Soviet command directives upon the Soviet player.

14.4.1 Soviet Command Interference

Beginning on Turn 3 and for each subsequent turn, roll 1D6+1. The result in the number of Soviet divisions a player may select to move and attack. Divisions not selected do not voluntarily move or attack, although Ambush attacks are allowed.

Artillery, Rocket, Mortar, Engineer, Marine, and other non-divisional units may be used regardless of the roll.

14.4.2 Soviet Reinforcements

Reinforcement divisions are exempt from the DR limitation on the turn of their entry.

14.4.3 Soviet Command and Tabun Gas Attack

If the German launches a Tabun Gas Attack (Section 14.1), the Soviet player no longer rolls for Soviet Command Directives and may automatically activate all divisions for the rest of the game.

14.5 Ranged Direct Fire

The terrain fought over usually limited AFV, AT Guns, and AA guns (direct-fire weaponry) to firing at adjacent hexes, although weapon ranges were longer. This rule supposes some terrain may allow for longer-ranged firing across Clear hexes.

14.5.1 Direct Fire Ranges German and Soviet AFV and Anti-Tank units have a range of up to 2 hexes.

The German AA and PzVI units have a range of 3 hexes.

No other units may use direct fire.

14.5.2 Direct Fire Line of Sight Use a ruler or any other straight edge to trace a line of sight (LOS) from the center of the firing hex to the center of the target hex.

If the LOS passes through only Clear terrain hexes, the target is eligible to be fired upon. However, if any part of the line crosses any part of a non-Clear terrain hex, the attacker cannot use direct fire.

14.5.3 Direct Fire Procedure Units using direct fire require an Attack Marker, LOS, be within range, and fire during the Combat Phase.

Direct Fire rolls for Tactical Initiative (Case 9.2.7), so it is possible defending units capable of Direct Fire can perform an Ambush or be Surprised.

Units using Direct Fire use their Primary Combat Factor. Roll 1D6, apply any DRMs, and cross index the result with the Primary Combat Factor to determine the number of enemy step losses. The owner of the defending units selects which units (if any) suffer step losses.

The attacking unit does **not** receive any Breakthrough Advance.

14.6 Leaving ZOC Movement

Units starting the turn in Suburban, City, Fort, or Elevated RR terrain may exit an enemy ZOC by spending +2 MPs in addition to the cost of entering the terrain in the hex.

Units may move from an enemy ZOC directly into an enemy ZOC if they have the Movement Points but must stop and move no further during the Movement Phase.

Units starting the turn in Clear, Marsh, or Woods terrain may never exit an enemy ZOC.

14.7 Armor Advance

AFV units (only) that eliminate all enemy units in a hex during a ground attack may immediately advance into the formerly enemy-occupied hex and then take any Breakthrough Advance movement.

14.8 Support Movement

During the Combat Phase, after all Attack Markers have been placed but before combat is initiated, players may opt to reinforce hexes containing attacking units (Case 9.2.1) and defending units (Case 9.2.2) with units that did **not** move during the Movement Phase. All rules governing movement apply to these reinforcing units.

Support movement may also be into a hex adjacent to a hex containing attacking and defending units.

Design Note: Support movement allows for the increasing of an attack and the defending response, including forming a second line to prevent Breakthrough Advance. This optional rule allows for some misdirection and fog of war given that a turn represents one week.

14.9 Coordinated Artillery Support

German and Soviet artillery support may combine Combat Factors from multiple artillery units as long as they are in adjacent hexes or in a "chain" of adjacent hexes.

14.10 German Artillery and AA Ammo Depletion

If a German artillery or AA unit suffers removal from the game due to ammo depletion, replace the artillery unit with a random Volkssturm unit that had been previously eliminated. If no Volkssturm units have been previously eliminated, no replacement is made.

14.11 German Combat Supply



To add more variability and simulate more historical anxiety over German supply, keep track of German Supply Points (SP).

Units must still trace a line of hexes (Section 4.1) back to at least one of the German supply hexes 1907 or 2007 to be eligible for Combat Supply. Units that cannot trace a line will be Out of Supply and suffer Out of Supply effects (Section 4.3). Note that this rule requires extra bookkeeping and time.

14.11.1 Supply Point Expenditures The Germans start with 21 SPs and expend SPs at the following rate:

- Each Air Bombardment Phase that AA units fire at Soviet air units costs 1 SP for the entire phase.
- Each Artillery Bombardment costs 1 SP for **each** artillery unit fired.

- Each ground attack (use of an Attack Marker) without artillery costs 2 SPs.
- Each ground attack (use of an Attack Marker) with any number of artillery units firing in support costs 3 SPs.
- During AA fire (Case 9.2.4) against Soviet aircraft units supporting a ground combat, **each** AA unit that targets a Soviet aircraft unit costs 1 SP.
- Ambushes do not cost any SPs.

14.11.2 Combat Supply Effects Artillery and AA units need SPs to fire. Without SPs, they do not fire.

A ground attack (use of an Attack Marker) may be conducted without spending SPs, but Combat Factors are halved in addition to any other modifiers for terrain.

14.11.3 German Operational Supply This is a simple option. Each turn, roll 3D6. This will add from 3 to 18 SPs to the German supply.

A more complex, if more historical, option is German Tactical Supply method (Case 14.11.4). Use one or the other; **do not use both!**

14.11.4 German Tactical Supply If using the German Tactical Supply option, do not use Operational supply (Case 14.11.3).

The Luftwaffe assigned to the Breslau supply run contains nine units: one JU-352, two HE-111, and six JU-52 available at the start of the game. Each counter has a Full Capacity and a Reduced Capacity side, which affects the number of Combat SPs carried.



After checking supply paths (Section 5.3), the German player rolls 1D6+2 and selects that many air units for the supply run. Note that losses may often reduce aircraft availability, including no aircraft at all.

The Soviet player rolls 1D6 for AA and the German loses that many steps of aircraft units.

When called on to take a step loss, flip any aircraft unit from its Full Capacity side to its Reduced Capacity side, or eliminate a Reduced Capacity aircraft unit from play.

Each aircraft unit that survives Soviet AA fire delivers its SPs to German supply.

At the end of the turn, the German player rolls 1D6 for each Reduced Capacity aircraft unit. On a 1-2, return it to Full Capacity. On a 3-6, it stays at Reduced Capacity.

Also, at the end of the turn, the German player rolls 1D6 for each eliminated aircraft unit. On a 1-2, return it to Reduced Capacity. On a 3-6, it remains eliminated.

14.12 Air and Artillery Bombardment of AFVs and Armored Train Porsel

If a target stack containing AFV units take hits from Air and Artillery Bombardment, the AFV units take step losses **last**. However, if the stack includes Armored Train Porsel, the train unit takes step losses last.



14.13 Soviet 6th Bomber Corps Air Strike The Soviets launched a massive air strike on April 1 and 2. AA is not rolled for the bomber strike.

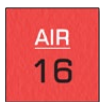
On turn 5, before the Air Bombardment Phase, place the 6th Bomber Corps marker in one City hex within the confines of the Elevated RR, Oder River, and east map edge and roll 1D6 for accuracy.

1-2: Accurate. Marker remains in hex.

3-4: Close. Roll 1D6:

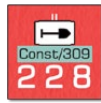
- 1-3: Move marker one hex in a random direction (roll 1D6 with 1 pointing to north).
- 4-6: Move marker two hexes in a random direction (roll 1D6 with 1 pointing to north).
- 5-6: Scattered. Roll 1D6 and move marker that many hexes in a random direction (roll 1D6 with 1 pointing to north).

Conduct air strike: The hex containing the marker is a 32-strength air strike. The six surrounding hexes each receive a 24-strength air strike. All air strikes use Air Bombardment strength modifiers and DRMs as usual. The bombs don't distinguish between friend or foe; it is possible that Soviet ground units take hits.



14.14 Better Soviet Air Bombardment Coordination Instead of the one aircraft unit per hex Air Bombardment

limitation, allow up to two aircraft units to bombard an individual hex. Total up both units' bombardment factors and use Air Bombardment strength modifiers and DRMs as usual.



14.15 Soviet Pontoon Bridges

Each Soviet Construction Engineer (not Combat Engineer) unit can erect a pontoon bridge across one river hexside at the end of its movement. Place the Construction Engineer unit adjacent to a river hexside. Face the Construction unit so the top of the counter faces one River hexside.

Soviet units may immediately enter the hex containing the Construction Engineer and cross the River hexside that the Construction Engineer counter faces by spending +2 MPs to cross the hexside.

If the Construction Engineer unit is eliminated or moved, the pontoon bridge is also eliminated. The Construction Engineer may erect and remove its pontoon bridges as long as it remains on the map.



14.16 AA Units for AA Fire and Artillery Bombardment

If used for Anti-Aircraft fire, flip the German AA units over to their "Fired" side when used. Unfired AA units may be used for Artillery Bombardment.

Combat value is 6. Range is unlimited.

After use for Artillery Bombardment, flip the AA unit to its Fired side.

15.0 GAME SETUP

Only the German player begins the game with units on the map.

15.1 German Setup

- Place all Engineers in or adjacent to hex 1809 (Hindenburg Plaza).
- Place one AA unit in each hex: 1309, 1507, 1508, 1710, 1810, 1910, 2008, 2113, and 2511.
- Place one PzVI AFV in each hex: 1314 and 1615.
- Place three Pz II in hex 2009.
- Place one StG in each hex: 1206, 1414, 1603, 1712, 1816, 2314, and 2715.
- Place the SturmPz in hex 1414.
- Place Infantry Companies 1, 2, 3, and 4 in or adjacent to hex 1515.
- Place all units labeled "Hanf" in or adjacent to hexes 1008-1015.
- Place all units labeled "Wehl" and "Mohr" in or adjacent to hexes 1117-1719 and north of the Front Line.
- Place all units of 3rd Regt./609 Division in or adjacent to hexes 2012-2017.
- Place "859" artillery units in any City hex.

- Place all units labeled "Sauer" in or adjacent to hexes 1501-2501. Sauer units never cross the Oder River until the Soviet player takes control of one of the following hexes: 1907, 2007, or 2008.
- Place 20 Volkssturm ("VS") units north of the Front Line and within two hexes of the Front Line.
- Place all remaining Volkssturm units anywhere on map.
- Place the two Hitler Youth units anywhere on map.
- Place all other German units (except the reinforcements) north of the Front Line and within three hexes of the Front Line.

15.1.1 German Reinforcements Place the following German units on the Turn Record Chart in the appropriate turn box. They enter on that turn and in the location noted, paying the MPs to enter the first hex on the map. If a hex contains Road terrain, they may enter on the Road.

Turn 1: No reinforcements.

Turn 2: All units of the 2nd Btn/26th Fallschirmjäger Regt.: Enter west side of map between hexes 1002 and 1004. If hexes are occupied by Soviet units or Soviet ZOCs, enter on hexes 2007 to 2009.

Turn 3: All units of the 3rd Btn/26th Fallschirmjäger Regt.: Enter west side of map between hexes 1002 and 1004. If hexes are occupied by Soviet units or Soviet ZOCs, enter on hexes 2007 to 2009.

Turn 4: Place Armored Train Porsel in hex 1506. If hex 1506 is occupied by a Soviet unit, Porsel is eliminated from the game and never enters play. Porsel may be placed even if hex 1506 is in a Soviet ZOC.

Turn 5: All SS units enter on any hexes from 1301 to 2701. Five (5) of the SS units of the German player's choice may move anywhere on the map. The remaining SS units must remain on or north of the xx12 row. However, if the Soviets capture hex 2008, this movement restriction for SS units is ended.

Turn 6-9: No reinforcements.

15.1.2 Optional German Reinforcement

The 269th Division arrives on turn 1D6+2 (from Turn 3 to 8) along the west edge of the map from hex 1002 and 1008. If the entry hexes are occupied by Soviet units or ZOCs, the 269th can enter on any hex free of Soviet units and Soviet ZOCs on the north edge of the map (hex row xx01 from 1001 to 2801).

15.2 Soviet Setup

No Soviet units are on the map at the start of the game; all Soviet units enter the map as reinforcements. Soviet units never enter the map on a hex containing a German unit but may enter a hex in a German unit's ZOC.

Reinforcements pay MPs for the first hex they enter. Multiple Soviet units may enter the same hex without paying additional MPs. They may enter on a road, paying 1/2 MP to enter a contiguous road hex. Once on the map, Soviet units have no additional movement restrictions.

15.2.1 Soviet Reinforcements and Withdrawals

Reinforcement aircraft unit steps are assigned as per Section 5.1. Unused aircraft reinforcement steps are ignored; do not keep track of unused steps.

Pre-Game:

- Place 9 full-strength aircraft units (one 32-strength, four 24-strength and four 16-strength) in the Second Air Army Available Box (these may be used in the Turn 1 Air Bombardment Phase).

Turn 1: South Edge of Map (1026 to 2826)

- All units of the 309th Division plus 159th Artillery, 23 Guards Mortar, 531st Guards Mortar, and 22nd and 25th Flamethrower enter hexes 2126-2826.
- All units of the 218th Division plus 1248th Guard Tank and 1249th Guard Tank Regiments enter hexes 1022-1026.
- All units of the 222nd Tank and 563rd Guards Tank Regiments enter hexes 1326-1726.

Turn 2: South Edge of Map (1026 to 2826)

- Roll 1D6+1 steps for aircraft units (depleted or eliminated).
- All units of the 181st Division plus 1194th, 1196th, and 1198th Tank Battalions, 38th Guards Rocket, and 23rd Guards Artillery enter any hex along south edge.

Turn 3: South Edge of Map (1026 to 2826)

- One step for one aircraft unit (depleted or eliminated).
- All units of the 359th Division, 273rd Division, plus 46th Flamethrower Battalion, 187th Artillery, 191st Artillery, 51st Artillery, 62nd Engineer Regiment, and 240th Engineer Regiment enter any hex along south edge.

Turn 4: South Edge of Map (1026 to 2826)

- One step for one aircraft unit (depleted or eliminated).

- All units of the 294th Division plus 349th Guards Heavy Self-Propelled Gun Regiment, 36th Guards Artillery, and 15th Guards Rocket enter any hex along south edge.

Turn 5: South Edge of Map (1026 to 2826)

- Roll 1D6+1 steps for aircraft units (depleted or eliminated).

Turn 6: West Edge of Map (1001 to 1026)

- One step for one aircraft unit (depleted or eliminated).
- All units of the 112nd Division plus 40th Artillery, 315th Artillery, 18th Guards Rocket, 32nd Guards Rocket, 87th Guards Tank Regiment, and 47th Flamethrower Battalion.

Turn 7

- One step for one aircraft unit (depleted or eliminated).

Turn 8: West Edge of Map (1001 to 1026)

- One step for one aircraft unit (depleted or eliminated).
- All units of the 135th Division.

Turn 9

- Roll 1D6+1 steps for aircraft units (depleted or eliminated).

