# KÖNIGSBERG '45

## INTRODUCTION

## HOW TO LEARN RULES

Don't try to memorize the rules. We suggest you read through the rules once or twice before you begin playing, and then during your first game use the rules for reference. After a while you will know them by heart.

## 0.0 THE GAME COMPONENTS

### 0.1 THE RULES

#### 0.1A ORGANIZATION

Each major grouping of the rules is called a rule; a part within a rule is a section. For example, 3.5 would refer to rule 3, section 5. A specific section can contain a number of related cases, which would be identified as 3.5a, 3.5b etc., some of which are divided into numbered points, (1), (2) and so on.

#### 0.1B REPETITION

Once stated, a rule is repeated only if needed for clarifi¬cation.

#### 0.1C CUMULATIVE EFFECTS

In all cases where a unit is subject to multiple modifiers, the effects are cumulative. A unit halved for terrain and halved for supply in combat is quartered overall. Retain fractions created by this process until after all modifiers have been applied, and then use the Standard Rounding Rule.

#### 0.1D STANDARD ROUNDING RULE

When two combat units stacked in a hex must halve (or quarter) their combat strengths, first add them up before halving (or quartering) and rounding down. If the result is greater than 8:1, use the 8:1 column on the Combat Results Table (CRT). If your opponent tries to 'hit the odds' perfectly, make sure he is using the Fog of War rules. If less than 1:2, the attack is cancelled. (See Section 7.4b) 0.1e FOG OF WAR

Except when calculating the odds for an attack he has committed to undertake, a player cannot examine the units comprising an enemy stack. He can only observe the stack's top unit (or marker if applicable). A player cannot cancel an attack after announcing it (unless at least 1-2 odds are not achieved.). 0.1f SET UP NOTES

Aside from any special notes in the game rules concern¬ing setup, units always start at full strength, in supply, and within stacking limits.

#### 0.1G PREPARATION FOR PLAY

The players select their side (German or Soviet), setting up their units according to the Set-up icons on the map. (See Section 12.7) Place the Turn marker on Turn 1 of the Turn Track. Place all reinforcements on their correct arrival turn on the TRT. Place the Soviet air units in their respective Air Army boxes and the German air unit in the Luftwaffe box. Continue by placing the Volksturm units in the Volksturm box.

### 0.2 THE MAP

The map represents the parts of East Prussia and occupied Poland over which the historical campaign was fought. Several charts, tables, tracks and boxes are printed around the map.

#### 0.2A MAP EDGE HEXES

Only full-sized hexes are playable for stacking purposes. Destroy any units forced off the map. Half-hexes with roads can be used for supply and com¬mand trace purposes, but not for regular or strategic movement.

#### 0.2B TURN TRACK

This on-map track provides a place to keep an accurate record of the cur¬rent turn. Advance the Turn Marker one box each time both players have completed their End of Turn phases.



#### 0.2C TERRAIN EFFECTS CHART (TEC)

The TEC provides a map key and shows the effects of the different terrain features on movement.

#### 0.2D COMBAT RESULT TABLE (CRT)

The CRT is used to resolve combat.

#### 0.2E LUFTWAFFE AND SOVIET AIR ARMY BOXES

Air force boxes are used to hold Soviet Air units of the 1st and 4th Air Army and the German Air unit.

#### 0.2F VOLKSTURM BOX

This box is used to hold the Volksturm units between placements. 0.2g SOVIET AND GERMAN DRAW CHIT BOXES

These boxes are used to hold the Soviet and German Command Chits.

#### 0.2H GROUNDED BOX

This box is used to hold grounded and refitting Soviet and/or German air units.

#### 0.2I GROSS DEUTSCHLAND BOX

The Gross Deutschland Box (GD) is used to hold all four GD units and the GD Command Chit when the unit has been withdrawn.

#### 0.2J SUPPLY SOURCE HEXES

Hexes with a black and white supply source symbol are supply sources for German units; red and white supply source symbols are supply sources for Soviet units and black and red supply source symbols are supply sources which change hand from German to Soviet during the game.(See Section 11.2a)

#### 0.2K BRIDGES

A river crossed by a road or railroad is a bridged river hexside. Conversely, a river hexside not crossed by a road or railroad is an unbridged river hexside.

## 0.3 COMBAT UNITS

Combat units represent the military forces that took part in the historical campaign.

They are colour-coded by nationality and the numerical ratings and symbols printed on combat units can be read as follows:

### NATIONALITY

Germany

Slovakia

Poland

Soviet Union

### UNIT SIZE

Army

Division

Brigade

Regiment

### UNITS

Infantry

Motorized

Mechanized

Panzer

Infantry on bicykles

Mountain

Cavalry

Engineer

Pociag Pancerny  (Armoured Train)

| Combat Unit ID | Abbreviations |
|---|---|
| Mot: | Motorized |
| Mech: | Mechanized |
| G: | Guard |
| C: | Cavalry |
| Jäg: | Jägers |
| Pz: | Panzer |
| T: | Tank |
| GD: | Gross Deutschland |
| HG: | Hermann Göring |
| Sh: | Shock |
| KG: | Kampfgruppe |
| VG: | Volkgrenadier |
| VlkStm: | Volksturm |
| Le: | Lehr |
| zbV: | zur besonderen Verwendung (For Special Employment) |
| UR: | Ukreplennyi Raion (Fortified Region) |
| HGM: | Heeres Gruppe Mitte |
| BR: | Belorussian |

Units marked with asterisks (*) follow special rules and those marked with an 'R' arrive on Random events.

## 0.4 HEADQUARTERS

Headquarters (HQs) represent the high-echelon formations that historically took part in the campaign. HQs are not combat units. A Command range replaces the attack and defence strengths of regular combat units; this range determines the number o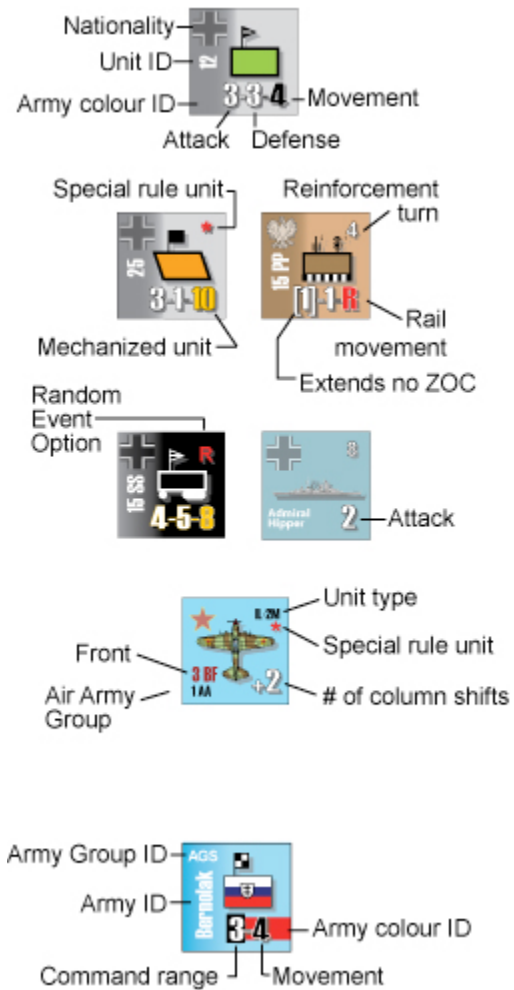f hexes over which the HQ can command the units of its army. Some special rules ap¬ply to HQs. (See Rule 12) HQ ID Abbreviations: The Soviet player uses Armies whilst the German player uses Corps.

Soviet 11 G: 11th Guard Army 2 G: 2nd Guard Army 5 GT: 5th Guard Tank Army 2 Sh: 2nd Shock Army 43: 43rd Army 39: 39th Army 5: 5th Army 28: 28th Army 31: 31st Army 50: 50th Army 49: 49th Army 3: 3rd Army 48: 48th Army 65: 65th Army 70: 70th Army 19: 19th Army German 28: 28th Corps 26: 26th Corps 6: 6th Corps 20: 20th Corps

GD Pz: Gross Deutschland Panzer Corps 41Pz: 41st Panzer Corps 7Pz: 7th Panzer Corps HG Fj-Pz: Hermann Göring Fallshirmjager Panzer Corps

9: 9th Corps 27: 27th Corps 55: 55th Corps 23: 23rd Corps

## 0.5 COMMAND CHITS

Command Chits are used to activate specific HQs, which in turn allow combat units under their command to move and attack. There is one corresponding Command Chit for each HQ in the game. All available Soviet and German Command Chits are placed in the same cup, from which they are randomly drawn one at a time. The Turn Track specifies how many of the German and Soviet HQs can be activated once their Command Chit has been drawn. Example: In Turn 3, the Germans would activate the first five HQs whose Command Chit had been drawn from the cup. The sixth and subsequent HQs could not be activated that turn.

## 0.6 SPECIAL COMMAND CHITS

The Soviet player has the four Soviet Fronts Chits, two 2nd BR Front and two 3rd BR Front, and the German player has the HGM Chit.

## 0.6A SOVIET FRONT CHITS

The Soviet player has two 2nd BR Front Chits, and two 3rd BR Front chits; they arrive at different times during play. (See Section 2:1c)

## 0.6B GERMAN HGM CHIT

The German player has the HGM Chit, which allows him to command any Corps he wishes. This represents the actions of Reinhardt himself. (See Section 2:1d).

## 0.7 ACTION CHITS

Königsberg '45 contains a number of blue Action Chits. Each Action Chit has one or both national insignia on it, indicating which side is affected. Action Chits do not count against the number of activated Command Chits drawn per turn. However, an Action Chit drawn after all allowed Command Chits have been drawn is not acted upon. Example: The Soviet player's 3rd Belorussian Front may activate four Command Chits on Turn 3. The 'Barrage 3rd BR Front' is then drawn; however, since all four have already been activated, it may not be used.

### 0.7A SOVIET BARRAGE ACTION CHITS

The Soviet player has the two Soviet Fronts Barrage Chits, one for the 2nd BR Front and one for the 3rd BR Front. When a Barrage Chit is drawn, roll 1d6 and compare the result with the Barrage Table, which will indicate the number of 3:1 attacks the Front may do. A Barrage attack may only be made against a German unit in a hex adjacent to a Soviet unit of the relevant Front.

### 0.7B RANDOM EVENT ACTION CHIT

When this Action Chit is drawn roll 2d6 and compare the result with the Random Event Table (on the back of these rules). Instantly apply the result before proceeding with the new chit draw. COUNTER ERRATA: There is no Random Event Action Chit included. Please use the blank chit.

### 0.7C NO GAS ACTION CHIT

All full-strength German Mechanized units (read: using Mech movement, yellow movement factor) that move after the NO GAS Action Chit has been drawn automatically lose one step during their Movement Segment. Single-step mechanized units are not affected. NOTE: This means that mechanized units that have moved before the NO GAS Action chit was drawn are not affected by this rule. Also, mechanized units that do not move, never lose any steps under this rule.

The NO GAS Action chit returns to the draw cup during the next Turn Advance Sequence.

### 0.7D GD WITHDRAWAL

When this Special Action Chit is drawn, immediately remove from play the units of the GD Corps from the map (if not already destroyed) and place them in the GD Box. The GD Corps consists of four units: GD HQ, GD Fus, GD Pz and GD PzG. Remove the GD Command Chit as well. Once acted upon, the GD Withdrawal Special Action Chit is never returned to the draw cup.

### 0.7E GD RETURNS

The earlier withdrawn GD Corps return to play via Entry Point B. Any earlier destroyed unit of the GD Corps also returns but at reduced strength if applicable. Once acted upon, the GD Returns Special Action Chit is never returned to the draw cup. When drawn, threat the arrival of GD as a regular reinforcement, with its own movement phase. Add the GD Command Chit to the draw cup, and if applicable, it can be activated as normal in the same turn.

## 0.8 MARKERS

The following markers are used in the game:

### 0.8A TURN MARKER

This is placed on the Turn Track to record the turn currently in progress.

### 0.8B VICTORY POINTS (VPs)

Use the VP counters to keep track of gained VPs. (See Rule 15)

### 0.8C OUT OF COMMAND MARKERS

These can be used when a player feels the need to indicate those units which are out of the Command range of their parent HQ.

### 0.8D OUT OF SUPPLY/ ISOLATED MARKERS

Units that are 'out-of-supply' have an 'out-of-supply' marker placed on them. Their reverse side is used when a unit becomes Isolated. (See Rule 11) Grey and brown versions of these markers are provided, to be used on German and Soviet units respectively.

## 1.0 SEQUENCE OF PLAY

The game proceeds following the phases outlined below. This sequence of phases constitutes a turn, and must be repeated until the last turn is over, or a sudden death victory is reached, which immediately ends the game. (See Section 14.2)

**BARRAGE PHASE** (FIRST TURN ONLY, SEE **1.0A**)

**AIR UNIT PHASE**

Refitted Unit Return Segment

Grounded Unit Refitting Segment

**REINFORCEMENT PHASE**

Reinforcement Segment

Replacement Segment

Volksturm Deployment Segment

Refugee Deployment Segment

**COMMAND PHASE**

Command Segment

Movement Segment

Combat Segment

**SUPPLY PHASE**

**END OF TURN PHASE**

Volksturm Return Segment

Sudden Death Victory Segment

Turn Advance Segment

## 1.0A FIRST TURN SPECIAL RULES

### BARRAGE PHASE (FIRST TURN ONLY)

The German player starts with two 1d6 rolls on the Barrage Table; the result equals the number of barrage attempts at 3:1.

The Soviet player follows with two 1d6 rolls per Front on the Barrage Table; the result equals the number of barrage attempts at 3:1 odds. Regular terrain benefits apply. NOTE: During this Phase, only units two hexes away from friendly units may be targeted. Both players have a -1 modifier on their respective barrage attack rolls.

## 1.1 AIR UNIT PHASE

### 1.1A REFITTED UNIT RETURN SEGMENT

All air units in the Refit section of the Grounded Box return to their respective Air Army or Luftwaffe Box.

### 1.1B GROUNDED UNIT REFITTING SEGMENT

All air units in the Grounded section of the Grounded Box are moved to the Refit section.

## 1.2 REINFORCEMENT PHASE

### 1.2A REINFORCEMENT SEGMENT

Both players receive any reinforcements for the current turn. (See Turn Record Track) Place the combat units on the map, and add any Command Chits or Action Chits to the draw cup. Then check to see if any on-map HQs have no friendly combat units within their command range. If this is found to be the case, remove the HQ and its Command Chit from the game. (See Section 12.1c) Players may move their reinforcements, German player first. (See Rule 6)

### 1.2ʙ REPLACEMENT SEGMENT

Check the TRT to see if any replacements may be used this turn.

### 1.2c VOLKSTURM DEPLOYMENT SEGMENT

The German player may freely place the two Volksturm units in any German-controlled village, town or city at least three hexes from any Soviet unit. They may not be stacked together nor placed behind Soviet lines.

NOTE: Use common sense if at all debatable.

### 1.2ᴅ REFUGEE DEPLOYMENT SEGMENT

Check the TRT to see on which side the refuges should be placed. THE Soviet player places a new one, and moves those already placed. (See12.2a)

## 1.3 COMMAND PHASE

### 1.3ᴀ COMMAND SEGMENT

A Command Chit is drawn randomly from the cup. The player to whom this chit belongs becomes the active player and activates the HQ corresponding to the chit (See Section 2.2), thereby activating friendly combat units within the HQ's command range. (See Section 2.2d)

### 1.3ʙ MOVEMENT SEGMENT

The active player has the option of moving his activated units. (See Rule 4.0)

### 1.3c COMBAT SEGMENT

The active player can attack enemy units using his activated units. (See Rule 7.0) After the final allowed Command Chit has been drawn and activated, go to the Supply Phase.

## 1.4 SUPPLY PHASE

Both players determine the supply state of their units. (See Rule 11.0) Any units not in supply are marked with Out of Supply and if earlier Out of supply become isolated.

## 1.5 END OF TURN PHASE

### 1.5ᴀ VOLKSTURM RETURN SEGMENT

Remove all Volksturm units from the map (if not already lost in combat) and place them in the Volksturm Box.

### 1.5ʙ SUDDEN DEATH VICTORY SEGMENT

Check to see whether the Soviet player has achieved a sudden death victory by entering Königsberg or Elbing. (See Section 14.2)

### 1.5c TURN ADVANCE SEGMENT

Advance the Turn Marker to the next box on the Turn Track, place all available Command and Action Chits into the same draw cup and return to the Air Unit Phase.

## 2.0 COMMAND

All combat units must be activated by a HQ to move and attack other units.

## 2.1 COMMAND PHASE

### 2.1ᴀ COMMAND CHIT DRAWS

In the Command Phase, Command Chits are randomly drawn one by one from the cup; who draws the chit does not matter. Check the Turn Track to see how many HQs can be activated that turn. (See also Section 14.1a) The owner of the drawn chit becomes the active player and activates the HQ matching the Command Chit. The activated HQ can now activate all units under its command and within its command range to move and fight. Once all applicable units have moved and/or fought, the player then places the drawn Command Chit face up into his Draw Chit Box.

### 2.1ʙ HQ ACTIVATION

A drawn Command Chit activates the HQ with the same ID, up to the limit allowed per game turn. (See also Section 0.6) Once that limit has been reached, no more of that side's Command Chits can be activated

that turn. A drawn Command Chit activates the HQ with the same ID, with the following exceptions: (1) The Soviet 2BR and 3BR chits (2) The German HGM chit.

### 2.1c THE SOVIET 2BR AND 3BR CHITS

The Soviet 2BR and 3BR chits activate any one HQ under their command (Soviet player's choice). Like all the other Command Chits, they are available each turn once in play, and count towards the number of chits allowed each turn by the Soviet player. 2.1d THE GERMAN HEERESGRUPPE MITTE (HGM) CHIT

The German HGM Chit activates any one HQ under its command (German player's choice). Like all the other Command Chits, it is available each turn once in play, and counts towards the number of chits allowed each turn by the German player. When activated, the HGM Chit allows two independent units anywhere on the map (even if out of command) to move using full or strategic movement.

## 2.2 HQs & COMMAND EXECUTION

The HQ corresponding to the drawn chit is activated.

### 2.2ᴀ COMBAT UNIT ACTIVATION

An activated Soviet HQ can activate all combat units under its command, as well as two independent units; an activated German HQ does the same but can activate three independent units; all units must be within its Command Range. HQs cannot activate other HQs.

### 2.2ʙ INDEPENDENT UNITS

Units without a symbol colour are independent. German units are grey, whilst Soviet units are brown. Also, units with army colours where the HQ has been lost are considered independent. Independent units may be activated more than once per turn; they can be activated as one of the two independent units each time they are within Command Range of the activated

### HQ. 2.2c 2 BR FRONT, 3 BR FRONT AND HGM COMMAND CHITS

When any of the above chits are drawn, any HQ under their command (as marked in their upper left corner) may be activated, chosen freely by the respective player. Even HQs activated earlier under their own Command Chit may be reactivated. The activated HQs perform a regular Movement and Combat Segment.

### 2.2ᴅ INDEPENDENT HQ

The German 7th Panzer HQ has no units under its direct command (i.e. colour-coded). It can command five units within range, either independent or from Commands where the HQ has been previously withdrawn or eliminated.

### 2.2ᴇ COMMAND RANGE

Command Range is measured in terms of hexes, counted from the HQ unit. A HQ with a Command Range of four can thus activate friendly combat units up to four hexes away (three intervening hexes). Count the unit's hex but not that occupied by the HQ. Determine Command Range at the instant the HQ is activated: a combat unit may only be activated if it is within the Command Range of a suitable HQ at that moment. Activated combat units may later leave the HQ's Command Range as a result of movement, retreats or advancing after combat.

### 2.2ᴇ COMMAND RANGE LIMITATIONS

Command Ranges do not extend across impassable hexsides or through water hexes. Command Ranges crossing an unbridged major river hexside stop in the first hex across the river and cannot extend further. Supply status, enemy units, and enemy ZOCs (EZOCs) have no effect on Command Range.

### 2.2ꜰ OUT OF COMMAND

An out of command unit may not move or attack, but defends itself normally.

# 3.0 ZONES OF CONTROL (ZOCs)

Zones of Control (ZOCs) represent a unit's ability to inhibit enemy movement around them. The ZOCs of enemy units are called Enemy Zones of Control (EZOCs). Friendly ZOCs have no effect on friendly units.

## 3.0A ZOC EFFECTS

Units pay +2MPs to enter and another +2MPs to leave an EZOC. These extra costs are cumulative. Given the MPs, units can move directly from EZOC to EZOC and can move into and exit any number of EZOCs.

## 3.1 ZOC CAPABLE UNITS

Units with a printed Attack (NOT Defence) combat strength of '1' or more have ZOCs.

### 3.1A UNITS WITH NO ZOCs

HQs, Garrisons and Volksturm exert no ZOCs. Units with no ZOC have their attack value in brackets [].

### 3.1B ZOC HEXES

The ZOC of a regular combat unit extends into all those hexes adjacent to it into which it could move during regular movement.

## 3.2 ZOC AND REINFORCEMENTS

Reinforcements cannot be placed from the Turn Track to the map directly into enemy ZOCs. Friendly units do not negate EZOCs for the purpose of placement. (See Rule 6)

## 3.3 RETREATS AND EZOC

Remove one step from a stack that retreats into an EZOC. Retreating stacks lose one step total, not one step per unit. Do this for each EZOC entered into on a hex by hex basis.

## 3.4 ZOC AND SUPPLY

EZOCs block supply lines. (See Section 11.1a) Friendly units negate EZOCs in their hexes for supply purposes ONLY.

### 3.4A UNITS OUT OF SUPPLY AND ZOCs

Out of supply units continue to exert ZOCs in the normal manner.

## 3.5 ZOC LIMITATIONS

(1) A unit can only attack enemy units in its ZOC. (Exception: First-Turn Barrages. See Rule 1.0)

(2) EZOCs do not inhibit advances after combat. (See Rule 10)

(3) Multiple EZOCs give no additional effect. Friendly ZOCs have no effect on EZOCs. A hex can have friendly ZOCs and EZOCs simultaneously.

(4) EZOCs do not extend into water hexes or across impassable hexsides or across unbridged major rivers.

# 4.0 MOVEMENT

In the Movement Segment, the active player can move his activated HQ and commanded combat units as far as he wants within each unit's movement allowance and any other applicable restrictions.

## 4.1 HOW TO MOVE UNITS

The active player can move all, some or none of his commanded units. Units are moved one at a time. The movement of a unit must be fully completed before another unit can be moved.

### 4.1A MOVEMENT ALLOWANCE

Each unit has a movement allowance (MA) on the counter. A unit cannot expend more movement points (MPs) than its movement allowance says (Exception: Advance after Combat. See Rule 10.0) This may result in a unit not been able to move even one hex.

### 4.1B USE OF MOVEMENT POINTS

Calculate movement using Movement Points. To enter an adjacent hex, a unit must expend the MP cost indicated by the TEC for the hex (and hexside, if applicable) plus any applicable EZOC costs. The player must keep a running total of the number of movement points expended by each unit as it moves.

## 4.2 TERRAIN EFFECTS ON MOVEMENT

According to the Terrain Effects on Movement Chart (TEC), each hex and hexside feature costs MPs. A unit must pay the total MP cost required to enter a hex before entering it. (Exception: See Section 4.5)

### 4.2A ROADS

Units may use roads only when following a continuous path along the road to enter a given hex. Such units pay the road movement cost and ignore the MP costs of the hex entered or hexside crossed.

### 4.2B UNBRIDGED MINOR RIVER HEXSIDE

To cross an unbridged minor river hexside, a unit must expend one additional MP, as well as the regular MP cost of the hex entered. It moves across the river but must then stop, and can go no further in that current Movement Segment.

### 4.2C BRIDGED RIVER HEXSIDE

Crossing a bridged river hexside negates the river movement costs above.

### 4.2D RESTRICTIVE TERRAIN

A unit may not move off map under any circumstances, into a water hex, or across impassable terrain. Any unit forced to do so is eliminated. Units cannot enter or cross prohibitive terrain (unless negated by roads).

## 4.3 MOVEMENT RESTRICTIONS

(1) Units cannot enter enemy occupied hexes. Exception: a combat unit (with an attack strength greater than zero) can overrun a lone enemy HQ by simply entering the hex. (See Sections 10.3 & 12.1c)

(2) A unit cannot enter a hex if it has insufficient MPs remaining.

(3) Only friendly units move during a friendly phase, although Combat results can force enemy units to retreat.

(4) Movement allowances are independent and one unit's expenditure does not affect other units. A unit cannot save unused MPs nor transfer them to another unit. 4.3a THE MAP EDGE The map edge is a "hard boundary". Destroy units that are forced to cross it.

## 4.4 STRATEGIC MOVEMENT

A unit using a road to enter an adjacent road hex expends only ½ MP instead of the normal MP cost of the terrain if it starts the Movement Segment in a road hex and only moves along a road for its entire movement. The unit must neither start nor end in an EZOC, nor may it enter an EZOC during any part of its movement.

### 4.4A STRATEGIC MOVEMENT RESTRICTIONS

(1) Railroads cannot be used for strategic movement.

(2) A unit may never exceed the stacking limit at any time while performing strategic movement, for example, passing through along a road hex already occupied by two friendly units.

## 4.5 OFF MAP MOVEMENT Units cannot conduct any sort of off-map movement.

## 4.6 RAIL MOVEMENT AND EZOC

A rail-moving unit stops when entering an EZOC. It may never enter and leave an EZOC during the same turn; it may either move and enter an EZOC or leave an EZOC and end its movement not adjacent to an enemy unit.

## 4.7 OVERRUN

Only HQ units can be overrun, but only if they are alone in a hex. This can occur during any regular movement, or when retreating and advancing after combat.

# 5.0 STACKING

A stack occurs when a hex contains more than one unit. A maximum of two combat units (whether full- or re¬duced-strength) and one HQ can occupy a hex.

### 5.0ᴀ PROCEDURE

Enforce stacking at each phase's end and at the instant a unit finishes its movement, retreat or advance after combat. (Exception: See Section 4.4a) 5.0b MARKERS Game markers (Out of Supply etc.) never affect stacking.

## 5.1 OVERSTACKING

Reinforcements can overstack initially upon placement, but must be stacked legally by that phase's end. If a unit exceeds the stacking limit in the last hex of a retreat, it must attempt to retreat one additional hex. If it cannot legally do so, it is eliminated instead.

### 5.1ᴀ OVERSTACKING PENALTY

In a hex where an overstacking is found to have occurred, the strongest unit (attack value) must lose 1 step and retreat one hex. If it cannot do so, it is eliminated instead.

## 5.2 STACKING RESTRICTIONS

Soviet and German units can never stack in the same hex. (Exception: Overrunning enemy HQs. See Sections 10.3 & 12.1c) HQs do not count against stacking limits; however, an HQ cannot be stacked with another HQ. If through retreat, two or more HQs do end up stacking in the same hex, retreat the HQ one additional hex. If it cannot do so, it is eliminated.

# 6.0 REINFORCEMENTS

Reinforcements are units that enter the game after play begins. Place them into the hex containing their entry area designation and start their movement from there. Reinforcements are treated as being in supply and in command upon entering, and have a regular movement phase upon entering, being able to use either ordinary, strategic or rail movement as applicable.

### 6.0ᴀ STACKING

Reinforcements can overstack on placement provided they split up during that phase. (See Section 5.1)

### 6.0ʙ MOVEMENT ALLOWANCE

Placing reinforcements does not cost MPs. Units have a full MA upon placement. (Also see Section 6.0e)

### 6.0ᴄ ENEMY ZONE OF CONTROL (EZOC)

Reinforcements cannot be placed upon enemy units, nor into EZOCs. Friendly units do not negate EZOCs for the purpose of reinforcement placement. If enemy units occupy the reinforcement's entry hex along the map edge, the reinforcements arrive within ten hexes of their entry hex along the same map edge.

### 6.0ᴅ RESTRICTIONS

Reinforcements that cannot enter the map under any circumstances are considered eliminated.

### 6.0ᴇ USING RAIL MOVEMENT TO ENTER

Reinforcements may be placed on railroad hexes that can trace a continu-ous railroad route, unblocked by EZOCs or enemy units (including HQs) to a friendly source. Such reinforcements must end their railroad movement at least three hexes away from all enemy units (including HQs). NOTE: Be careful to block railroad lines with your units or your opponent will be able to place reinforcements deep behind your lines.

## 6.1 REINFORCING COMMAND CHITS

THE Command Chits corresponding to any HQs due to arrive this turn are placed in the drawing cup.

### 6.1ᴀ SPECIAL COMMAND CHITS

All the 2 BR Front, 3 BR Front and the HGM Command Chits enter as reinforcements. They have no HQ units on the map of their own, but work as described in 2.2c. Place them into the drawing cup on their turn of entry. Several armies start with their HQs on the map during initial set-up, but their Command Chit enters play as reinforcements. For example, the Soviet 43rd and 2nd Guard Armies which arrive on Turn 2.

# 7.0 COMBAT

In the Combat Segment, the active player can attack enemy units adjacent to his activated combat units. Empty hexes or HQs alone cannot be attacked. A player is never forced to attack, although units must defend if attacked. The active player is termed the Attacker in the Combat Segment, while the other player is called the Defender, irrespective of the overall situation.

## 7.1 COMBAT RESULTS

The Combat Results Table (CRT) gives results that either affects the attacker (A) or the defender (D). The defender always executes his result first. The possible results are: A = The result affects the Attacker D = The result affects the Defender # = Number of steps lost r# = Number of hexes to be retreated. Example: A result of D1r2 would mean that the Defender must lose one step and retreat two hexes. Execute the result immediately upon determining it. After executing it, move on to any other combats. 7.1a A1*/Dr RESULT

On an A1*/Dr result, the Defender must retreat. However, if he is defending in a city, town or village hex, the retreat result is negated and instead the Attacker must take one loss. If the defenders 'did retreat', but were destroyed in the act (for example, entering an EZOC), that counts as a retreat, and therefore the Attacker does not suffer a step loss under those circumstances.

## 7.2 COMBAT PROCEDURE

Combats are resolved one by one as chosen by the Attacker, according to the following procedure:

(1) Declare which hex is to be attacked by which units.

(2) Determine the total attack and defence strengths, possibly modified by supply and isolation; calculate the Combat Ratio, and modify it if necessary (for example, because of the Terrain).

(3) Roll 1d6 on the CRT and apply the combat result.

(4) Execute remaining attacks in any desired order.

## 7.3 COMBAT RESTRICTIONS

### 7.3ᴀ ATTACK DIRECTION

Any number of units can attack in a single combat, and attacks can be made from any direction or set of directions. Units stacked together could attack different hexes, but no single unit can contribute to more than one attack.

### 7.3ʙ DEFINING DEFENDING TARGET

Attack all units in a hex as a single defending strength. The defender cannot withhold units in a hex from attack. Units within a stack cannot be attacked singly – stacks always defend together.

### 7.3ᴄ ZERO COMBAT VALUE UNITS

Units with a combat value of zero can participate in an attack with other non-zero units. While they add nothing in the way of combat strength, such units can help absorb step losses and may advance after combat.

## 7.4 ODDS DETERMINATION

Total the modified attack strength and divide by the total modified defence strength; this produces the Combat Ratio. Apply the Standard Rounding Rule (See Section 0.1d) to the totals and express the two numbers as a ratio, Attacker to Defender. Several factors can affect the attack and defence strengths: (1) Out of Supply units have their attack strengths halved. (2) Isolated units have both their attack and defence strengths halved. (3) Terrain effects (Major and Minor rivers) are cumulative with supply effects.

### 7.4ᴀ TERRAIN FEATURES

When occupied by defending units, some terrain types provide favourable ratio combat shifts (See TEC). One shift changes the column to be used on the CRT by one column. Terrain effects are cumulative. For Festungs and defensive lines, the German player (only) receives the benefit if all of the attackers are attacking across the applicable hexside.

The combat and movement restrictions regarding Frozen Lakes apply only to hexsides, or hexes which are almost entirely lake.

### 7.4ʙ RESTRICTIONS

If the final Combat Ratio is less than 1-2 once any terrain effects have been applied, the attack is not possible and is cancelled. If it is greater than 7-1, the combat is resolved on the 8-1+ column on the CRT. Also, if the total defence strength in a hex is reduced to zero by rounding down, the combat is resolved on the 8-1+ column of the CRT, regardless of any potential terrain shifts.

## 8.0 STEP LOSSES

Steps allow a unit to take damage in increments. The counter's side shows a unit's current strength. Full strength units that take a step loss are flipped over and become reduced. Reduced strength units which take a step loss are destroyed and removed from play. Not all units have two steps.

### 8.0ᴀ FIRST STEP LOSS

When a result calls for a step loss, the first step to be removed must be from that side's strongest unit which participated in that combat. Strongest unit means the one with the highest printed attack strength (for the attacker) and defence strength (for the defender). If two units have equal strength, owning player's choice. (Exception: See 9.0b)

### 8.0ʙ ALLOCATING STEP LOSSES

The owning player allocates steps losses as he pleases among his units.

### 8.0ᴄ MULTIPLE STEP LOSSES

Beyond the requirement for the strongest unit to take the first loss, any additional losses can be distributed as seen fit by the owning player. There is no requirement for every unit to take one loss before any units take a second one.

### 8.0ᴅ SINGLE STRENGTH UNITS

Some units have only one step. These units have printing on only one side. A single step loss eliminates any such unit.

### 8.0ᴇ ELIMINATION

All eliminated units are removed from the map.

## 8.1 NEGATING FIRST STEP LOSS

Units located in a town or city ignore any first loss result from the CRT. Units taking multiple losses may ignore the first loss, but must take any additional losses as normal. Example: A unit defending the city of Insterburg is attacked and a D1r result is rolled. However, since it is placed in a city, the loss result is negated (as is the retreat result; see Section 9.1) Had the result been D2r, the unit would have taken one loss, but still no retreat.

## 9.0 RETREATS

The owning player retreats his own units.

### 9.0ᴀ LENGTH

Retreats are given as the number of hexes the affected units must retreat.

### 9.0ʙ RETREAT RESTRICTIONS

Units can retreat only into or through hexes that the units could move through during movement. Units which can¬not complete their retreat for this reason must lose one step per hex the stack cannot retreat. The owning player freely selects which unit takes these losses. (Section 8.0a does not apply here.)

### 9.0ᴄ RETREATING THROUGH EZOCs

Each hex containing an EZOC entered by the retreating stack costs that stack one step. This loss is in addition to the combat result itself. If a stack must enter an EZOC, it loses one step in total, not per unit. Friendly units do not negate EZOCs for this purpose.

### 9.0ᴅ RETREATS AND TERRAIN

Retreat results are always given in hexes, not MPs. Except where prohibitive terrain prevents retreat, terrain has no effect upon retreat length.

**DRAFT RULES. TEXT & ARTWORK IS NOT FINAL**

### 9.0ᴇ RETREATS AND NO MOVEMENT UNITS

Some units have a MA of zero. These units take all retreat results as loss results unless located in a village, town or city hex. (See Section 9.1)

### 9.0ꜰ RETREATING STACKS

Retreating units can stay together as a stack or retreat using separate paths, at the owning player's discretion.

## 9.1 NEGATING FIRST RETREAT RESULT

Units located in a village, town or city ignores the first increment of a Retreat result. Example: A unit defending the city of Elbing is attacked and a Dr result is rolled. However, since it is located in a city hex, the result is negated. Had the result been a Dr2, the unit would have to retreat one hex, since only the first retreat loss is negated.

## 9.2 RETREAT PATH

### 9.2ᴀ RETREATING DIRECTION

Each retreat path hex must be further away from the unit's original hex than the last (e.g. the second hex retreated is two hexes away from the combat hex.)

### 9.2ʙ PRIMARY OBJECTIVE

The unit must retreat towards a supply source, if possible.

### 9.2ᴄ SECONDARY OBJECTIVE

If possible, the unit must not retreat into an EZOC. Units can violate this rule to satisfy Sections 9.2a or 9.2b and those rules take precedence.

### 9.2ᴅ OVERRUNING HQ DURING RETREATS

A retreating combat unit can overrun a lone enemy HQ by simply entering the hex, within the restrictions of Section 9.2.

## 10.0 ADVANCE AFTER COMBAT

Any time an attack results in the Defender's hex becoming vacant, attacking units can occupy that hex. Advancing after combat is optional; the Attacker may advance all, some or none of his attacking units, subjective to stacking limits. The Defender's original hex must be the first advance hex. While advancing after combat, advancing units do not expend MPs and EZOCs are ignored.

### 10.0ᴀ DEFENDING UNITS

The defender cannot advance after combat.

## 10.1 MECHANIZED UNITS

When the Defender retreats, Mechanized combat units (only) can advance up to two hexes. Mechanized units that participated in the same combat can end their advance in different hexes, normal restrictions apply.

### 10.1ᴀ MECHANIZED AND TERRAIN

A Mechanized unit that crosses an unbridged minor river hexside or enters a town or city in the first hex of its advance after combat must stop and cannot advance a second hex.

## 10.2 NON-MECHANIZED UNITS

Non-mechanized units may only ever advance one hex. 10.2a HQ's

HQs may advance after combat with the unit/units in their stack.

## 10.3 OVERRUN

An advancing combat unit may overrun a lone enemy HQ by simply entering its hex.

## 10.4 ADVANCE RESTRICTIONS

No unit can advance after combat over an unbridged major river hexside.

## 11.0 SUPPLY AND ISOLATION

During the Supply Phase, both players check each of their units to determine if a supply line exists. If no supply line can be traced, mark the unit with an

Out of Supply marker. If, in a later Supply Phase, a supply line can be traced for such units, the owning player removes the Out of Supply marker. If the unit is still out of supply, and already has an Out of Supply marker on it, it is isolated instead, and the Out of Supply marker should be flicked over to its Isolation side. If the unit already has an Isolation marker, it suffers no further penalties.

## 11.1 TRACING SUPPLY LINES

A Supply Line is a path free of enemy units and EZOCs traced between a unit and its side's supply sources. Generally, supply lines may be any contiguous length of hexes.

### 11.1A SUPPLY RESTRICTIONS

A supply line cannot cross unbridged major river hexsides, impassable terrain hexsides or water hexsides, unless the hex/hexside is crossed by either a road and railroad. The path cannot go through hexes occupied by enemy units or their ZOCs. If the path is blocked, and no other path is available – the player can check any and all potential supply routes – mark the unit out of supply. Remember that friendly units negate EZOCs in their hexes for supply purposes ONLY.

### 11.1B SUPPLY TIME LENGTH

After a successful trace, units are supplied until the next Supply Phase, regardless of changing circumstances. Conversely, Out-of-Supply units must wait until (at least) the next Supply Phase to qualify as being in supply.

## 11.2 SUPPLY SOURCES

The Soviet player may trace supply to any of the Soviet supply sources marked on the map edge (red/white). The German player may trace supply to any of the German supply sources on the map edges (black/white) as well as the city of Königsberg.

### 11.2A THE SPLIT SUPPLY SPOURCE

The split supply sources (black/red) start as German supply sources. Once conquered by the Soviet player, it becomes a Soviet supply source for the remainder of the game, even if it is retaken by the German player.

### 11.2B KÖNIGSBERG

The German player must be able to trace a line of supply via the Autobahn between Königsberg and Elbing, otherwise Königsberg is considered a Limited Supply Centre until a valid line of supply is re-established.

### 11.2C LIMITED SUPPLY CENTRE

Königsberg must be able to trace a supply line to Elbing to work as a full supply source. If the supply line (the Autobahn) is broken, the city becomes a Limited Supply Centre. This means that units using the city as a supply source become Out-of-Supply but never become Isolated; units tracing back to Königsberg in this manner have a supply range of ten hexes, checked during the Supply Phase as usual.

## 11.3 OUT OF SUPPLY

### 11.3A OUT OF SUPPLY EFFECTS

Out of Supply units have their attack strength halved. Their defence strength and movement allowance are not affected. (See 0.1d Standard Rounding Rule)

### 11.3B ISOLATION

Isolated units have their attack strength, defence strength and movement allowance halved. (See 0.1d Standard Rounding Rule)

### 11.3C UNSUPPLIED AND ISOLATED HQS

An unsupplied HQ makes all of its commanded units out of supply. When an unsupplied HQs become Isolated, so do all of its commanded units.

### 11.3D ZERO MOVEMENT AND SUPPLY

Zero movement units never become out of supply.

## 11.4 TURN 1 SUPPLY

At game start, all units on the map are in supply.

# 12.0 SPECIAL RULES

## 12.1 HQ SPECIAL RULES

### 12.1A RETREATS

An HQ stacked with combat units at the start of a combat must retreat with them if they are forced to retreat as a result of this combat.

### 12.1B ADVANCE AFTER COMBAT

An HQ stacked with combat units at the start of a combat may advance with them, at the Attacker's option, if they advance after this combat. It can advance two hexes if it is stacked with Mechanized units advancing two hexes.

### 12.1C REMOVAL

An HQ (and its corresponding Command Chit) is removed from the game under the following circumstances: (1) If there are no friendly combat units within Command Range at the end of a Reinforcement Segment; (2) If it is lost due to combat or overrun.

### 12.1D LONE HQS AND OVERRUNS

Lone HQs can be overrun by enemy combat forces in the movement accompanying the Reinforcement Segment, the regular Movement Segment, and as part of retreating and advancing after combat. The enemy unit must have the MPs to enter the hex; being adjacent is not enough. NOTE: Defending HQs with friendly combat units is an important tactic to use.

## 12.2 REFUGEE SPECIAL RULES

The Nazi Gauleiter Koch had forbidden any evacuation of the civilian population of East Prussia, which led to roads being clogged with refugees desperately trying to escape the Soviet wrath.

### 12.2A REFUGEE MOVEMENT

At each Refugee Deployment Segment, the Soviet player places one refugee counter five hexes from his own front line on a road hex. The TRT indicates with an icon which coloured side should be faced up. Any earlier-placed refugee counters are moved up to three hexes (they may not stack with other refugee markers or units; Exception HQs) along road hexes towards the cities of Königsberg and/or Elbing and are then flipped so that they also have the same colour as the TRT icon.

### 12.2B REFUGEE STACKING

The refugees were in the way for both the Germans and the Soviets. They have a stacking value of two and may only be stacked with HQs.

### 12.2C REFUGEE INTERCEPTION

If a unit moves into a hex containing a refugee counter during road movement, it pays an additional movement penalty of +2MPs for non-Mechanized and +4 for Mechanized units. Units unable to pay the extra movement costs may not enter the hex. (Exception: The Atrocity Rule, see 12.3)

### 12.2D ZOC AND REFUGEES

Refugees themselves do not extent any ZOC and they are not affected by EZOC whilst moving.

### 12.2E REFUGEES AND REMOVAL

If any refuges counter is moved by the Soviet player into Königsberg or Elbing, it is removed from play, and becomes immediately available for re-placement.

## 12.3 ATROCITY CAPACITY

The Soviet player does not need to pay the extra movement costs mentioned in 12.2b and 12.2c when moving through refugees. Instead he may elect to simply drive through the hex, removing the refugee counter in the process. As a consequence, the German player receives one extra Volksturm unit per turn for the remainder of the game. The refugee counter is removed, and the additional Volksturm unit is placed in the Volksturm Box (up to a maximum of two additional counters).

## 12.4 REPLACEMENTS

Both players check their respective number of replacements for the turn on the TRT. Replacements can only be used to rebuild lost steps. Single-step units permanently eliminated may not have replacements spent on them, but two-step units may be rebuilt. Replacements cannot be accumulated, and must be used the turn they arrive. The Soviet player assigns his replacements before the German player does.

### 12.4A SOVIET REPLACEMENTS

The cost of rebuilding both Soviet non-mechanized and mechanized steps is one replacement. A Soviet unit may return from being previously eliminated at full strength in one turn.

### 12.4B GERMAN REPLACEMENTS

The cost of rebuilding a German non-mechanized step is one replacement point. A mechanized step requires two replacement points to replace however. A German unit may not return from being previously eliminated at full strength in one turn. It would have to return at reduced strength, and be rebuilt in a future turn (replacements permitting).

### 12.4C REPLACEMENTS AND ZOC

Units rebuilt with replacements may be placed in EZOCs.

## 12.5 VOLKSTURM SPECIAL RULES

(1) There are four Volksturm units in the game but the German player may only start with two of them. The other two may be added of the Soviet player commits atrocities (See 12.3).

(2) Volksturm units start in the Volksturm Box. During the Volksturm Deployment Segment, the German player may freely place them in any German controlled city, town or village hex at least three hexes from any Soviet unit. They may not be placed behind the Soviet front line, nor stacked together.

(3) If a Volksturm unit is lost in combat, it returns to the Volksturm Box, ready to be placed next turn.

## 12.6 ADMIRAL HIPPER HEAVY CRUISER

(1) Admiral Hipper arrives on Turn 8 in Frische Haff and remains there for the rest of the game.

(2) The unit can only target hexes two hexes away from Frische Haff.

(3) Any HQ within range (Frische Haff counts as one hex) of Admiral Hipper can command it and use its support. It may only be activated once per turn.

(4) Admiral Hipper cannot retreat or take any kind of losses.

## 12.7 SET-UP SPECIAL RULES

The following German units set up at their reduced strength: 2HGFj, 83 Div., 401I, 461I, 605 zbv, 607 zbv, zbv KG Mikosch* (See 15.1b).

SET-UP ERRATA (1): The symbol for the Soviet 152 UR unit was missed off the map; it should set-up with 39th Army HQ in Georgenburg.

## 12.8 GERMAN 6TH AND 55TH CORPS HQ SPECIAL RULES

The 6th and 55th Corps held the frontline adjacent to the Soviet 2nd and 3rd Belorussian Fronts. To reflect their defensive mission, the HQs of both Corps may not be moved. The units and independent units activated by these HQs may move as normal. As soon as the Soviets have accrued 2VPs anywhere on the map, or the HQs themselves have been in a hex which has been attacked, they are immediately released from this restriction and may move normally.

## 13.0 AIR UNITS

The German player has one air unit and the Soviet player has five (+two special units marked *, see 13.4). Each air unit has up to two values, +2 on the front size (FULL ATTACK) and +1 on the rear (NORMAL ATTACK).

## 13.1 AIR ATTACK

During a Combat Segment, the attacking Player can support any on-going combat just by placing an air unit onto the targeted unit(s). The player may freely select to perform a NORMAL ATTACK (+1) or a FULL ATTACK (+2). The number indicated on the air unit is the number of shifts to the right that the air unit contributes to the attack. A maximum of two air units can be used in the same attack on the same unit(s).

### 13.1A NORMAL AND FULL ATTACK

An air unit that has used FULL ATTACK becomes grounded (See 13.2). However, an air unit that has used NORMAL ATTACK simply returns to base and is placed in the 'refit' side of the grounded box.

## 13.2 GROUNDED AIR UNIT

An Air unit becomes grounded in one of two ways: on a 1d6 result of '1' on any combat roll (Air Attack) or if a player has used the FULL ATTACK.

### 13.2A PROCEDURE

An air unit that has become grounded is placed in the 'grounded' side of the Grounded Box. In the next Empty Unit Refitting Segment, the air unit is moved to the 'refit' side of the box. 13.2a RETURN TO PLAY

All air units placed on the 'refit' side of the Grounded Box returns to their respective air unit box during the next Refitted Unit Return Segment.

## 13.3 AIR ARMY RESTRICTIONS

2 BF and 3 BF can only use those air units allocated to them. Units may never be relocated to the other Air Army Box, even if all of one's Air Army's units are grounded.

## 13.4 3RD AND 18TH AIR ARMY

These two units (marked with *) can solely operate under the command of the 3rd Belorussian Front. Since they originally belonged to the 1st Baltic Front, they work somewhat differently from the other air units. They start the game fully operational in the 1st Air Army Box. If performing a FULL or NORMAL ATTACK they are handled as any other ordinary air unit. However, when going from the Refit Box to the Air Box during the Refitted Unit Return Segment, a die roll is necessary. Only a die roll result of '6' allows the unit to return to the Air Box. If a '6' is not rolled, the unit remains in the 'refit' side of the Grounded Box until the next turn when the die-roll is performed again.

# 14.0 HOW TO WIN THE GAME

## 14.1 VICTORY POINTS

At the start of the game the German player controls all Victory Point hexes. (See Section 14.3a) All Victory Control markers should be placed on their hexes German side up. Whenever a Soviet combat unit (not HQs, or those with a zero defence value) enters a Victory Point Hex, flip the Control Marker to the Soviet side. At the end of the game the Soviet player must control at least an equal number of Victory Point hexes as specified in the Victory Conditions. (See 14.3)

## 14.2 SUDDEN DEATH VICTORY

If the Soviet player occupies either the hex of Königsberg or Elbing at the end of any turn, the game ends in a sudden death victory. The Soviet units must be in supply and not isolated. If this never happens, determine victory using the conditions below.

## 14.3 VICTORY CONDITIONS

The Victory conditions are based on the German possession of Victory Point Hexes (VPH):

| | |
|---|---|
| Soviet Overwhelming Victory: | 1-3 VPH |
| Soviet Major Victory: | 4-6 VPH |
| Soviet Historical Victory: | 7 VPH |
| German Minor Victory: | 8-9 VPH |
| German Major Victory: | 10-12 VPH |
| German Overwhelming Victory: | 13-14 VPH |

### 14.3A VICTORY POINT FEATURES

The following cities are the Victory Point Hexes, each worth 1 point:

Insterburg, Lötzen, Königsberg, Allenstein, Schröttersburg, Thorn, Kulm, Graudenz, Marienwerder, Bartenstein, Elbing, Mielau, Braunsberg and Wehlau.

## 15.0 OPTIONAL RULES

Some may feel that Königsberg '45 favours one side or the other. These optional rules should give a minor boost to whichever side is felt to be at a disadvantage, or between players of different experience; players are free to experiment with them as they please. Decide which ones to use before play begins.

### 15.1 GERMAN OPTIONAL RULES

#### 15.1A SS Regiment Böhme

(Marked with an asterisk (*)), SS Reg. Böhme was a motorcycle unit placed in Königsberg.

#### 15.1B zbV KG Mikosch Division

(Marked with an asterisk (*)), this was a hastily assembled unit, arriving in Pillau just before the advancing Soviets. If the unit ever reached divisional level, I have not found out but as they started as a KG and acted as a zbV they received the full title. Introduce Mikosch to play as soon as any Soviet unit is within five hexes of Königsberg.

### SEQUENCE OF PLAY

#### BARRAGE PHASE (FIRST TURN ONLY, SEE 1.0A)

#### AIR UNIT PHASE

Refitted Unit Return Segment

Grounded Unit Refitting Segment

#### REINFORCEMENT PHASE

Reinforcement Segment

Replacement Segment

Volksturm Deployment Segment

Refugee Deployment Segment

#### COMMAND PHASE

Command Segment

Movement Segment

Combat Segment

#### SUPPLY PHASE

#### END OF TURN PHASE

Volksturm Return Segment

Sudden Death Victory Segment

Turn Advance Segment

## CREDITS

## RANDOM EVENT TABLE (Section 0.7B)

2    Early Arrival. Roll 1D6. 1-3: 15 SS enters at A. 4-6: 28th Corps enters at D. If already in play, other choice is valid.

3    Free Movement. Any German Corps, free of choice, may execute a free Movement.

4    German Barrage. German player may perform a 3:1 Barrage, with -1 modifier.

5    Place 2 Refugees on a road at least two hexes from a German HQ. One per hex

6    No Air Attacks. Move all air units from their respective boxes to the Refit side of the Grounded Box. Any unit in the refit box is moved to the Grounded side.

7    No Event.

8    No Air Attacks. Move all air units from their respective boxes to the Refit side of the Grounded Box. Any unit in the refit box is moved to the Grounded side.

9    Place 2 Refugees on a road at least two hexes from a German HQ. One per hex

10    Waiting on Comrade Stalin. Roll 1D6. 1-3=2nd BR Front, 4-6=3rd BR Front. May not activate any more HQs this turn.

11    Soviet Barrage. Any Soviet Front may perform a 3:1 Barrage attack in an adjacent hex.

12    Early Arrival. Soviet 19th Army enters at F.