An Historical Simulation Game *the time is:* 0530 hrs., 16 December 1944

Battle for Germany

The Destruction of the Reich, Dec. 1944 - May 1945



A simulation of history in game form, played on a terrain map with counters representing the actual units involved.

COLLECTOR'S EDITION

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"BATTLE FOR GERMANY" is SPI's name for its game on the WWII Allied invasion of Germany. T.M. applied for.

JBG 778

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GAME RULES

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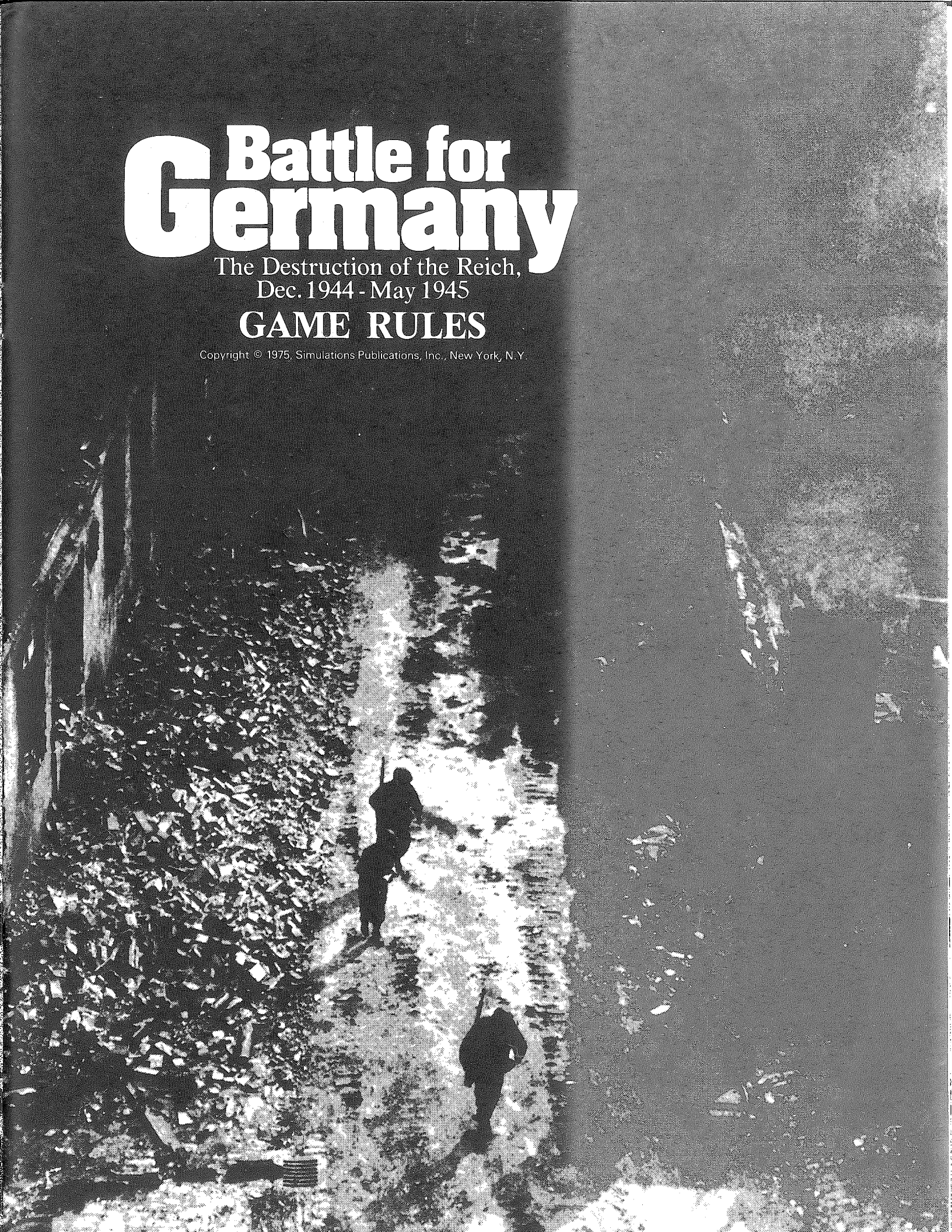

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[1.0] INTRODUCTION

The Battle for Germany is a corps/army level simulation of the final campaign between Germany, the Western Allies, and Soviet forces between 15 December, 1944 and May, 1945.

[2.0] GENERAL COURSE OF PLAY

Battle for Germany is basically a two-Player game: One Player assumes the role of the Western Allies; the other Player, the Soviet Union (rules are provided for multi-Player versions). Each Player moves his units (including certain German units) and executes attacks on Enemy units in turn, attempting to fulfill the Victory Conditions. To move from one hex to another, each unit expends a portion of its **Movement Allowance**. Combat is resolved by comparing the total **Strength Points** of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the **Combat Results Table** is applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" by 17" map sheet portrays the area in Central Europe where the final battle for Germany was fought. A hexagonal grid is superimposed on the terrain features on the map sheet in order to regulate the movement and positioning of the playing pieces. To make the map lie flat, fold it against the direction of the creases. Small pieces of masking tape may be used at the corners of the map to keep it taut. Explanations of the terrain features will be found on the Terrain Effects Chart (TEC).

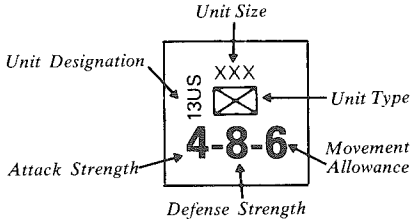
[3.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Combat Results Table (CRT), the Terrain Effects Chart (TEC), and the Turn Record Track; they are explained where presented.

[3.3] THE PLAYING PIECES

[3.31] The playing pieces represent actual military units that fought in the campaign. The numbers on the playing pieces represent the strength, movement ability, and type of unit simulated by the particular playing piece. The playing pieces shall henceforth be refered to as units.

[3.32] Sample Unit



[3.33] Definition of Terms

Attack Strength: The relative strength of a unit when attacking other units; expressed in Attack Strength Points.

Defense Strength: The relative strength of a unit when defending against the attacks of other units; expressed in Defense Strength Points.

Movement Allowance: The basic movement ability of a unit; expressed in Movement Points. Usually a unit expends one Movement Point of its Movement Allowance for each hex entered.

[3.34] Summary of Unit Types

 Infantry

 Armor (Panzer)

 Armored Infantry

 Parachute (cannot jump)

 Mountain

Unit Sizes

XXX = Corps
XXXX = Army
XXXXX = Front

[3.4] PARTS INVENTORY

The complete game should include the following parts:

22" by 17" Game Map
Rules Folder
Sheet of Die-Cut Counters (100 pieces)
Folio (Folio Edition only)
Sheet of Randomizer Chits (Folio Edition only)

If any parts are missing or damaged, write:
Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, New York 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope. Send rules questions to the above address and mark the envelope Rules Questions: Battle for Germany.

[3.5] GAME SCALE

Each hexagon on the mapboard represents 67.1 kilometers of real terrain from side to side. Each Game-Turn is the equivalent of two weeks in real time. The units represent actual military forces that participated in the real campaign.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

The game is played in turns called Game-Turns. Each Game-Turn is composed of two Player-Turns. The Player whose Player-Turn is in progress is called the Phasing Player. Each Game-Turn proceeds as follows.

[4.2] SEQUENCE OUTLINE

A. THE SOVIET PLAYER-TURN

1. **Soviet Replacement Phase.** The number of units specified by the scenario is removed from the Soviet Destroyed Units Box and placed on the eastern edge of the map.
2. **Soviet Movement Phase.** The Soviet Player may move all Soviet, Polish, Bulgarian and Yugoslavian units in any direction, to the limit of their Movement Allowances, within the restrictions outlined in the Rules of Movement.
3. **Soviet Combat Phase.** Soviet (and Soviet Allied) units may attack East German units. Combat is resolved as outlined in the Rules of Combat.
4. **West German Replacement Phase.** West German replacement units are brought into play by the Soviet Player.
5. **West German Movement Phase.** The Soviet Player may now move any West German units he chooses to move, consistent with the Rules of Movement.
6. **West German Combat Phase.** The Soviet Player resolves attacks by West German units against Western Allied units.

B. THE WESTERN ALLIED PLAYER-TURN

1. **Western Allied Replacement Phase.** Western Allied replacement units are brought into play.
2. **Western Allied Movement Phase.** Western Allied units may now be moved.
3. **Western Allied Combat Phase.** Attacks by Western Allied units against West German units are now resolved.
4. **East German Replacement Phase.** The Western Allied Player places West German replacement units into play.
5. **East German Movement Phase.** The Western Allied Player may now move East German units.
6. **East German Combat Phase.** Attacks by East German units against Soviet (and Soviet Allied) units are now resolved by the Western Allied Player.

C. GAME-TURN INDICATION

After both Players have completed their respective Player-Turns, the Game-Turn is completed. The Game-Turn Marker is advanced on the Game-Turn Record Track, signalling the start of a new Game-Turn.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. During each appropriate Movement Phase, each unit may be moved as many or as few hexes as the Phasing Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points may not be accumulated from Phase to Phase or transferred from unit to unit.

PROCEDURE:

Move each unit individually, tracing the path of its movement through the hexagonal grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not be moved again, nor may the path be retraced and/or changed during that Movement Phase.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During a Movement Phase only the specified units are moved; all, some or none of these units may be moved. No other units may be moved, and no combat may occur, during this Phase.

[5.12] Movement is calculated in terms of Movement Points. Basically, each unit expends one Movement Point of its total Movement Allowance for each hex it enters, although some terrain costs more than one Movement Point to enter. The costs to enter various types of terrain, and to cross river hexsides are summarized on the Terrain Effects Chart.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] A Friendly unit may never enter a hex containing an Enemy unit. (The terms "Enemy" and "Friendly" are defined in 6.1.) No more than two Friendly units may occupy a single hex at the end of their Movement Phase. Soviet Fronts (8-20-3's) may not stack with other Soviet Fronts. They **may** stack with army sized units. Soviet Fronts may not retreat in violation of this stacking restriction.

[5.22] A unit must stop upon entering an Enemy controlled hex. A unit may never move directly from one Enemy Zone of Control to another (see 7.0).

[5.23] A unit may not expend more Movement Points than its Movement Allowance in any one Game-Turn. A unit may use all, some or none of its Movement Points in a Game-Turn. If a unit does not expend all of its Movement Allowance in a Movement Phase, it may not save its Movement Points for another Game-Turn, or "loan" them to another unit.

[5.24] Units may move only during their own Movement Phase, not during any other Phase, although movement may occur during the Combat Phase as a result of Combat.

[5.25] There are no supply restrictions in the game. Units which are surrounded by Enemy Zones of Control are unaffected.

[5.3] GERMAN THEATER BOUNDARY

[5.31] East German units must remain east of the German Theater Boundary; West German units must remain west of the Theater Boundary. German units may not cross this Boundary unless forced to as a result of retreat after combat, in which case their identity is changed in accordance with their new position on the other side of the Boundary. They may not be moved back across.

[5.32] Unless otherwise stated in the scenario, Western Allied and Soviet units may not cross the German Theater Boundary, except as a result of retreat after combat, in which case they must recross the Boundary by the end of their next Movement Phase or be eliminated. They may attack German units across the Boundary.

[5.33] German units may not enter Berlin. They may **not** retreat into Berlin as a result of combat and are eliminated if no alternative hex is available.

[5.34] Zones of Control **do** extend across the German Theatre Boundary Line.

[5.4] MOVEMENT IN YUGOSLAVIA

[5.41] Yugoslavian units may never leave Yugoslavia, except as a result of combat, in which case they must re-enter Yugoslavia by the end of the following Soviet Combat Phase or be eliminated. Yugoslavian units may not advance across the Yugoslavian border as a reult of combat. They may attack across the Yugoslavian border.

[5.42] Soviet (and Polish and Bulgarian) units may never enter Yugoslavia. If any of these units are forced into Yugoslavia due to combat, they must leave Yugoslavia on the following turn or be automatically eliminated. Soviet units may not advance across the Yugoslavian border as a result of combat. They may attack across the Yugoslavian border into any adjacent hexes.

[5.43] Soviet and Yugoslavian units may cooperate in attacks against the same German unit.

[6.0] COMBAT

GENERAL RULE:

Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the Attacker, the non-Phasing Player the Defender, regardless of the overall strategic situation.

PROCEDURE:

Total the Attack Strengths of all the attacking units involved in a specific attack and compare it to the total Defense Strength of the units in the hex under attack. State the comparison as a probability ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favor of the Defender to conform to the simplified odds found on the Combat Results Table, roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before resolving any other attacks being made during the Combat Phase.

[6.1] ENEMY AND FRIENDLY UNITS

[6.11] Unless otherwise stated in a special Scenario rule, Western Allied and Soviet units may not attack each other. They are considered "Friendly" units to one another.

[6.12] East German and West German units are Friendly to each other (they may not attack each other). Both East and West German units are "Enemy" to Soviet, Soviet Allied and Western Allied units. (East German units are **not** Friendly to Western Allied units, nor are West German units Friendly to Soviet units.)

[6.13] Note that although Western Allied and Soviet units are "Friendly" to each other, they (like the East and West Germans) move and attack during different Movement and Combat Phases.

[6.2] WHICH UNITS MAY ATTACK

[6.21] Units may attack only during their own, specific Combat Phase. They may then attack any and all Enemy units which are adjacent to them. Only those units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[6.22] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any attack. A Friendly unit in a stack that is not participating in a given attack is never affected by the results of the attack.

[6.23] An Enemy occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

[6.24] No unit may attack more than once per Combat Phase and no Enemy unit may be attacked more than once per Combat Phase. A unit may be attacked more than once per **Game-Turn**, once in each Enemy Combat Phase.

[6.3] MULTIPLE UNIT AND MULTI-HEX COMBAT

[6.31] All units in a given hex must be attacked as a single Defense Strength. The defender may not withhold a unit in a hex under attack. Different units in a hex may not be attacked separately, nor may one unit be attacked without involving the other unit in the same combat.

[6.32] The other unit in a hex that contains an attacking unit need not participate in that same attack or any other attack. Thus when one unit in a stack is attacking a given hex, the other unit in the stack could attack a different hex, or not attack at all.

[6.33] If a unit (or units) is adjacent to more than one Enemy occupied hex it could attack all of them in a single combat. Thus units in a single hex may attack more than one hex. The only requirement is that all attacking units must be adjacent to all defending units.

[6.34] A given unit's Attack or Defense Strength is always unitary. That is, a unit's strenth may not be divided among different combats either for attack or defense.

[6.4] EFFECTS OF TERRAIN

[6.41] Units defending in certain types of terrain may have their Defense Strength increased. This is always expressed as a multiple of the Defense Strength.

[6.42] A defending unit may only obtain the doubling effect of rivers if all the attacking units are attacking across river hexsides. If one attacking unit is not attacking across a river hexside, then the defending unit does not obtain any defensive advantage from the river hexside.

[6.43] The effects of terrain are cumulative. You always add the multiples together and then subtract "one" to obtain your new multiple. That is, if a unit is in Broken Terrain and is being attacked across a river, then its Defense Strength is tripled.

[6.44] Fortified Lines

Fortified line hexes are treated as normal doubling terrain. There is no additional cost for moving into or through these hexes; the cost of the terrain in the hex is paid. As soon as a Western Allied unit moves into a Fortified Line hex, the fortifications are considered destroyed. The Allies receive no additional benefit from the fortified hex. If the German units reoccupy the hex they receive no additional benefit from the fortification. It is suggested that Players use blank or inverted markers to keep track of destroyed Fortified Line hexes. Fortified Line hexes are considered to be "omnidirectional." German units in them have their Defense Strength doubled regardless of the direction or combination of directions they are attacked from.

[6.5] COMBAT RESOLUTION

[6.51] Combat Results Table
(See page R8)

[6.52] Combat Odds Calculation

Combat Odds are always rounded off in favor of the defender. For example: An attack with a combined Attack Strength of 26 against a hex defending with a Defense Strength of 9 (26 to 9) would round off to the nearest Odds Column on the Combat Results Table, "2 to 1." That column would be used for resolving the attack.

[6.53] Example of Combat

Three Western Allied units (a 7-4-8 armored unit and two 6-6-7 mechanized units) are attacking two German units (two 2-3-4 infantry units). The German units are in a fortified line hex and in broken terrain; the cumulative effect of which is to triple the German units' Defense Strengths. The total Western Allied attacking strength is 7+6+6=19; the modified Defense Strength of the German units is 4+2=6, 6x3=18. The ratio of Attack Strength to Defense Strength is 19 to 18.

This simplifies to 1 to 1. The die is then rolled. The result is "1," crossreferenced with the 1 to 1 column on the Combat Results Table, the result is Ex or Exchange. To execute the Exchange, remove the defending German units; then, using their basic, unmodified Defense Strength (a total of 6), remove an equal or greater number of Western Allied Attack Strength Points. These units are removed by the attacking Player (the Western Allied Player). Since the hex occupied by the defending units has been vacated, the Western Allied Player may exercise his option to advance into the hex. This option must be excercised at this time, before resolving any other combats.

[6.6] EXPLANATION OF RESULTS

[6.61] A result of De means the units defending in that combat are eliminated. A result of Ae means the units attacking in that combat are eliminated.

[6.62] A result of Ex means an Exchange of losses. First all of the units defending in that combat are eliminated; then an equal or greater number of attacking Strength Points are chosen at the basic printed Defense Strength of the defending unit; not at the Terrain Effect multiple which may have been in effect during the resolution of the attack.

[6.63] A result of Ar means the units attacking in that combat must retreat. Dr means the units defending in that combat must retreat. In an Ar or Dr, the Owning Player must immediately move the affected units back one hex, according to the cases below. If no hex is available, the unit is eliminated instead.

[6.64] A retreating unit may not retreat into a prohibited hex or cross a prohibited hexside, or enter an Enemy controlled hex, even if it is occupied by a Friendly unit. Units may not retreat off the map.

[6.65] A retreating unit must, if possible, retreat into a vacant hex. If no vacant hex is available, it may retreat into a hex that is occupied by a Friendly unit; it may not retreat into a hex containing two Friendly units.

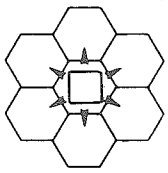
[6.7] ADVANCE AFTER COMBAT

[6.71] Should a hex be vacated as a result of combat, one surviving victorious unit may advance into the vacated hex.

[6.72] For a unit to advance after combat, it must have actually been involved in the attack against the vacated hex in question.

[6.73] All Zones of Control and Terrain Effects may be ignored for purposes of advance after combat.

[7.0] ZONES OF CONTROL



GENERAL RULE:

The six hexagons surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and inhibit the movement of Enemy units. All units must cease movement when they enter an Enemy controlled hex.

CASES:

[7.1] EFFECTIVENESS OF ZONES OF CONTROL

[7.11] All units exert a Zone of Control at all times during the entire Game-Turn. The presence of Zones if never affected by other units.

[7.12] Units do not pay any additional Movement Points to enter an Enemy controlled hex (as in some other SPI games).

[7.13] Units may only leave an Enemy controlled hex at the beginning of their Movement Phase. A Friendly unit may never move directly from one Enemy controlled hex to another. It may, however, leave an Enemy controlled hex at the beginning of the Movement Phase, go to a non-Enemy controlled hex and then enter another Enemy controlled hex.

[7.14] Friendly Zones of Control never affect Friendly units; only Enemy units.

[7.15] Obviously, if a given unit is in an Enemy controlled hex the Enemy unit is also in its controlled hex. The two units are equally and jointly affected.

[7.16] Zones of Control extend into all six hexes adjacent to the controlling unit's hex, with the exception of blocked and lake hexsides.

[7.17] There is no additional effect of having more than one unit casting its Zone onto a given hex.

[8.0] REPLACEMENTS

GENERAL RULE:

On the Turn Record Track, directly below each Game-Turn space, are the number of replacement units received by each army during their respective Replacement Phases of that Game-Turn. These replacement units are always units that were previously destroyed in combat.

PROCEDURE:

When a unit is destroyed in combat, it is placed in the box on the map labelled Destroyed Units for its own army's units. There are five boxes: Western Allies, Allies/Italy, East Germans, West Germans, and Soviets.

CASES:

[8.1] DESTROYED UNITS PLACEMENT

[8.11] German units are placed either in the East German destroyed units box or the West German destroyed units box depending on which side of the German Theater Boundary the unit was when destroyed.

[8.12] Soviet (and Soviet Allied) units outside of Yugoslavia go into the Soviet destroyed unit box. Yugoslav units, once destroyed, are not replaced; they are not placed in the destroyed units box.

[8.13] Western Allied units outside Italy go into the Western Allied destroyed units box. Western Allied units in Italy go into the Western Allied/Italy destroyed units box.

[8.2] REPLACEMENT UNITS

[8.21] If, during a Game-Turn, an army is to receive replacement units, that army may only receive replacements if there are, during the appropriate Replacement Phase, sufficient units in the destroyed units box to bring back into the game as replacements. Replacements may not be accumulated.

[8.22] When Soviet and East and West German units are being replaced, the destroyed units with the lowest Attack Strength must be brought back into play first. Any destroyed Western Allied units may be brought back in any order. If two or more units have the same Attack Strength, the Player controlling those units may pick whichever one he wants.

[8.23] German replacements appear on the map in any one of the six hexsides of the Berlin City hex. The hex adjacent to Berlin in which it first appears uses up one Movement Point. However, during the Game-Turn that German replacements appear on the map (only) they may move at double their printed Movement Allowance.

[8.24] If a German unit cannot enter any hex adjacent to Berlin because it is ocuppied by Enemy units, then that replacement unit goes to the other German Theater. If that is also sealed off by Enemy units, then the replacement unit is lost.

[8.25] Russian replacement units may come on the map from the east edge of the map anywhere north of the Yugoslav border (hex #0926 or northwards). Western Allied units may come on anywhere on the western edge of the board; Allied/Italian units may enter anywhere from the southern edge of the map in Italy. Replacement units must pay the normal Movement Point cost to enter the map.

[8.26] Replacements may enter the map in an Enemy controlled hex, but they may move no further that Movement Phase.

[8.27] No replacements are received on the first Game-Turn, even if there are units in the destroyed unit box during the Replacement Phase.

[8.28] Example of Replacements

Example: It is the West German Replacement Phase of Game-Turn Four. In the West German Destroyed Units Box are the following units: a 6-5-6, a 5-11-4, a 4-6-5, a 2-4-4, and a 2-3-4. The weakest unit must be taken; the West German unit to be replaced may be either the 2-4-4 or the 2-3-4. The Player controlling the West Germans elects to take the 2-4-4 as his replacement unit for this Replacement Phase. This unit is placed in one of the hexes adjacent to Berlin on the west side of the German Theatre Boundary Line. It may then be moved as a normal unit in the Movement Phase.

It is the Western Allied Replacement Phase of Game-Turn Six. In the Western Allied Destroyed Units Box are the following units: two 7-4-8's, a 6-6-7, and a 4-8-6. The Western Allied replacement rate is two units per turn regardless of strength. The Allied Player elects to take a 7-4-8 and the 4-8-6. These units are placed on Western Map edge hexes and may move normally in the subsequent Movement Phase.

[9.0] TERRAIN EFFECTS CHART
(See page R8)

[10.0] EXITING THE MAP

GENERAL RULE:

Only German units may voluntarily exit the map. They may leave the western edge of the mapsheet between hexes #1601 and #2301, inclusive. They

may leave the eastern edge of the mapsheet between hexes #0926 and #3526, inclusive. They may leave the southern edge of the mapsheet between hexes #0112 and #0117, inclusive.

CASES:

[10.1] Once a German unit has moved from the map, the Player moving the exited unit may remove the two Allied or Soviet units closest to the exit hex. The Allied or Soviet units to be removed are flipped over and are not removed until the end of the Movement Phase on which the German unit was exited. The flipped over units retain their Zones of Control. The German, Allied and Soviet units thus removed are not placed in the Destroyed Units Box. Once a unit has left the mapsheet, it may never return.

[10.2] If all the Soviet and Allied units on any front are eliminated and more German units exit from the map on that front, the Player moving the exited units may take two units of his choice from the Soviet or Allied destroyed units box for that front. These units do not reappear.

[10.3] It costs a total of four Movement Points to exit the map. If units do not have the four Movement Points, then they may not exit the map.

[11.0] GARRISONS

GENERAL RULE:

As soon as the following cities are occupied by Soviet or Soviet Allied units, they must be garrisoned: Warsaw, Prague, Vienna, and Berlin. The Soviet Player must garrison these cities with a front sized unit (8-20-3).

CASES:

[11.1] WHEN GARRISONS ARE USED

[11.11] The Soviets must garrison these cities immediately after they are occupied by Soviet or Soviet Allied units; they must be garrisoned no later than the end of the Soviet Movement Phase after they are occupied.

[11.12] For the Soviet Player to receive Victory Points for any of the above cities, they must be occupied by a garrison unit at the end of the game.

[11.13] The Western Allied Player does not observe garrison rules.

[11.2] DISPOSITION OF GARRISONS

[11.21] To garrison a given city, the Front sized unit must **occupy** that city hex.

[11.22] Garrison units remain in place for the remainder of the game after they are placed. Garrisons in place at the beginning of the Red Star/White Star Scenario may not be moved.

[11.23] Garrisons attack and defend normally. They may not move. If they receive a retreat combat result, they ignore the retreat result and remain in place. Combat results calling for exchange or elimination are observed normally.

[12.0] THE SCENARIOS

[12.1] HOW VICTORY POINTS ARE GAINED

Victory Points are gained by controlling/occupying cities. The Soviet Player may occupy cities only with Soviet or Soviet Allied units. The Western Allied Player may occupy cities only with Western Allied units. This is achieved: By occupying a city with a unit or with an undisputed Zone of Control; by being the last Player to have units in either of those positions; or by being the last Player to have units pass through or next to the city.

[12.2] HOW VICTORY IS EVALUATED

Victory is evaluated at the end of the final Game-Turn of the scenario being played. The game is won by the Player who has accumulated the greatest number of Victory Points.

[12.3] SCENARIO FORMAT

Each Scenario is a complete game in itself. Each of the Scenarios gives the necessary information to set up and play. This information is presented in the following format:

Historical Notes: A brief description of the action covered in the scenario.

Initial Deployment: Gives the starting location of each unit by hex number and unit designation

Special Rules: The Special rules are to be used only in the Scenario with which they are listed.

Optional Rules: These rules may be used or ignored, or used selectively, depending upon the Player's preference.

Other Information: The Turn Record Track shows the starting and ending Game-Turns for every Scenario, and the Replacement rates for all armies.

[13.0] HISTORICAL SCENARIO

[13.1] HISTORICAL NOTES

If the game proceeded historically events would develop as follows: On the Eastern Front, on Turns One and Two, the Germans would hold in the South; in the North the front would begin to crumble. By Turn Three the Germans would be in retreat in Poland. By Turn Four the Russians would reach the Oder River. By Turn Five, in the South, Budapest would fall. On Turn Six the Germans would launch an unsuccessful counter-attack around Lake Balaton. Turn Seven would be something of a lull on the Eastern Front. On Turn Eight, in the North, Danzig would fall. On Turn Nine Vienna would also fall, and the Germans would be driven out of most of Yugoslavia. On Turn Ten Berlin itself would fall.

On the Western Front, Turn One would be the German push in the Ardennes. Turns Two and Three would be the Allied counter-attacks. Also on Turn Three, the Germans would make a limited offensive in the southern part of the front just north of Strasberg. On Turn Four the Allies would begin pushing the Germans back around Cologne. On Turns Five and Six they would be pushing them back all along the line. Turn Six would see the first Western Allied crossing of the Rhine. Turn Seven would see the remaining Germans west of the Rhine destroyed. On Turn Eight the Ruhr area would be surrounded, trapping a number of German units. On Turn Nine the Allies would reach the Elbe River, and on Turn Ten they would overrun the rest of Northern Germany, also advancing into Bavaria south of Munich and toward Prague. On the Italian Front there would be some attacking on Turn One, but on Turns Two-Eight there would be inactivity. On Turns Nine and Ten the Allies would attack and clear the Germans out of Northern Italy.

[13.2] INITIAL DEPLOYMENT (HISTORICAL)

For those Players who are interested, we present here the actual historical locations of every formation. We have grouped them by type, and each unit's designation is followed by the hex number of its location. To speed set up time, Players may ignore the unit designations and set up units according to their type, using the positions printed on the map.

[13.21] SOVIET FORCES

Soviet Fronts. Type: 8-20-3
1st Baltic (3524), 3rd Belo-Russian (3225), 2nd BR (2925), 1st BR (2624), 1st Ukranian (2224), 4th U (1724), 2nd U (1422), 3rd U (1220).

Soviet Guards Armies. Type: 7-7-4.
10th (3325), 6th (3325), 11th (3025), 8th (2526), 3rd (2425), 1st (2425), 5th (1926).

Soviet Tank Armies. Type: 6-4-6.
5th (2824), 2nd (2624), 1st (2526), 3rd (2325), 4th (2325).

Soviet-Allied Armies. Types: 3-3-4, 2-5-4.
Polish (2724), Bulgarian (1123).

Yugoslavian Armies. Type: 5-6-4.
1st (0824), 2nd (0325), 3rd (0525), 4th (0224).

[13.22] WESTERN ALLIED FORCES

British Corps. Types: 4-8-6, 6-6-7, 7-4-8.
1st (2401), 30th (2303), 8th (2303), 12th (2203), 5th (0612), 13th (0512).

Canadian Corps. Types: 7-4-8, 4-8-6.
30th (2303), 1st (0612).

Polish Corps. Type: 4-8-6.
2nd (0512).

French Corps. Types: 6-6-7, 4-8-6.
1st (1505), 2nd (1405).

U.S. Corps. Types: 4-8-6, 6-6-7, 7-4-8.
13th (2204), 19th (2204), 5th (2104), 7th (2104), 8th (1904), 6th (1605), 20th (1705), 12th (1705), 15th (1706), 4th (0510), 2nd (0511).

[13.23] EAST GERMAN FORCES

Panzer Corps. Types: 5-4-6, 7-5-8, 5-5-5, 4-3-8, 4-3-5, 3-2-7, 5-3-7, 4-3-6.
40th (3423), 39th (3224), 41st (2823), 4th SS (2722), 56th (2424), 48th (2223), 24th (1823), 4th (1320), 57th (1421), 3rd (1019), 46th (2424).

Mountain Corps. Types: 3-2-5, 2-4-4.
49th (2024), 21st (0524).

Infantry Corps. Types: 4-5-5, 4-6-5, 3-5-4, 2-3-4, 3-4-5, 3-4-4, 2-3-5, 2-4-4, 1-2-4, 3-2-4.
9th (3423), 26th (3224), 6th (3024), 27th (3024), 55th (2823), 23rd (2623), 20th (2623), 8th (2525), 42nd (2223), 59th (1824), 11th SS (1823), 17th (1622), 29th (1622), 72nd (1021), 34th (0324), 68th (0823).

[13.24] WEST GERMAN FORCES

Panzer Corps. Types: 6-5-6, 6-5-8, 5-3-6, 4-6-5 3-5-5.
12th SS (2304), 1st SS (2005), 2nd SS (2005), 58th (1905), 47th (1905), 14th (0611), 76th (0712).

Parachute Corps. Types: 5-11-4, 3-5-5.
2nd (2502), 1st (0610).

Infantry Corps. Types: 4-5-5, 5-6-5, 3-5-4, 2-4-4, 6-7-6, 2-3-4, 1-3-4.
81st (2205), 74th (2205), 67th (2105), 66th (1906), 85th (1805), 80th (1805), 82nd (1806), 13th SS (1806), 64th (1606), 90th (1606), 63rd (1506), 75th (0609), 73rd (0712).

[13.3] SPECIAL RULES

[13.31] Special First Game-Turn Rules

During the First Game-Turn the following Special Rule applies to the West German units: They must make at least two attacks on Western Allied units. These rules apply only during the First Game-Turn; after the First Game-Turn West German units function normally.

[13.32] Immediately following the Player-Turn on which Berlin falls, all German units are removed from the map. Play then proceeds normally, except that Players may cross the German Theatre Boundary Line freely, it imposes no restrictions. Note that the Combat portion of the Game is over; Players may only move to gain Victory Points.

[13.33] If neither Western Allied nor Soviet forces take Berlin, the game is a draw. [In the three-Player game, if this is the case, the Germans win.]

[13.4] OPTIONAL RULES

Players may choose to alter German reinforce-

ments to the following: All German reinforcements as listed on the Turn Record Track are taken by the Western Allied Player and brought in as East Germans. When using this option Players may ignore the Special first Game-Turn rules.

[13.5] SPECIAL HISTORICAL SCENARIO EXPANSION

When playing the Historical Scenario, you may extend the Game beyond Game-Turn Ten using the following modifications to the Historical Scenario rules.

[13.6] ADDITIONAL SPECIAL RULE

Immediately after the Player-Turn on which Berlin falls, Russian and Allied units are no longer considered to be friendly. They may immediately make attacks on one another and are considered to be enemy units. Before the Player-Turn subsequent to the one on which Berlin falls, all German units are immediately removed from the map. Once the German units have been removed the German Theatre Boundary Line has no effect on play.

[13.7] ADDITIONAL OPTIONAL RULE

Immediately after the Player-Turn on which Berlin falls (but before the subsequent Player-Turn) all German units, except SS units, are removed from the map. The remaining SS units come under the control of the Western Allied Player. These units defend normally, but attack and move at half their printed rating. The Western Allied Player may not receive Victory Points for a city which is occupied solely by German units. Western Allied units must occupy the city to obtain its Victory Point value. German units may, however, prevent Russian units from gaining Victory Points by occupying cities or disputing control of cities. Players should note that this option is a highly unlikely one.

[14.0] COLLAPSE IN THE EAST

[14.1] HISTORICAL NOTES

This is probably one of the biggest nightmare delaying actions in history. That the Soviets will advance is inevitable; it is just a question of how long it will take them. A judicious allocation of replacements and careful planning will just postpone the inevitable.

[14.2] INITIAL DEPLOYMENT

West German and Western Allied units are not used in this Scenario. The Soviet and Western Allied Players set up all their remaining units according to 13.2.

[14.3] SPECIAL RULES

All forces, replacements and territory west of the German Theatre Boundary Line are out of play. Cities to the west of the boundary do not count for Victory Point purposes. Any German unit that is forced to retreat across the German Theatre Boundary Line stays under the control of the Western Allied Player. It must recross the boundary on the following Turn.

[15.0] RED STAR/ WHITE STAR

[15.1] HISTORICAL NOTES

At the end of the Second World War in Europe, two of the largest combat-ready armies ever assembled faced each other over the corpse of the German nation; nothing happened, no shots were fired. In the end the Soviets had occupied Berlin and the Americans had simply stopped at the Elbe. Much of Czechoslovakia was still unoccupied. Then the politicians came in, Germany was divided up, Russia took much of it home, and in 1948 the Cold War began in earnest, but what if... The Soviets and Western Allies decided to fight it out on the battlefield rather than at the conference table over who would control Germany after the German Army was eliminated. We could sub-title this Scenario the "George Patton Fantasy Scenario" as it was American General George Patton who advocated going after the Soviets as soon as the Germans were out of the way. Using historical hindsight, one can conclude that this was not a very likely possibility, but the thought had crossed many peoples' minds, so we include the Scenario. This is not to say that they could not have fought, but that it would have taken considerable provocation and commitment to fight one another.

[15.2] INITIAL DEPLOYMENT

In order to play the Red Star/White Star Scenario, Players must set up their units according to the following list. Ignore the unit types printed on the map; they are for the Historical Scenario only. Units are broken-out according to type on the list below, and need not be set-up according to their historical designations.

[15.21] WESTERN ALLIED FORCES

Western Allied Corps. Type: 4-8-6.
1st Br (2911), 12th Br (2711), 13th US (2512), 8th US (2012), 6th US (1714), 15th US (1413), 2nd Fr (1312), 1st Cn (1211), 5th Br (1211), 15th Br (0811), 2nd Pol (1113), 4th US (1115).

Western Allied Corps. Type: 7-4-8.
2nd Cn (2911), 30th Br (2407), 5th US (2313), 20th US (1516).

Western Allied Corps. Type: 6-6-7.
8th Br (2810), 19th US (2512), 7th US (2313), 12th US (1516), 1st Fr (1413), 2nd US (1115).

[15.22] SOVIET FORCES

Soviet Fronts. Type: 8-20-3.
3rd Belo-Russian (2723), 1st BR (2613), 2nd Ukraine (1617), 3rd U (1522), 4th U (1918), 1st U (2418).

Soviet Guards Armies. Type: 7-7-4.
5th (1318), 3rd (2216), 8th (2314), 6th (2513), 10th (2712), 1st (2912).

Soviet Tank Armies. Type: 6-4-6.
5th (1617), 3rd (1918), 1st (2314), 4th (2712), 2nd (2912).

Soviet-Allied Armies. Types: 3-3-4, 2-5-4.
Polish (2718), Bulgarian (1318).

Yugoslovian Armies. Type: 5-6-4.
1st (1018), 2nd (0916), 3rd (0817).

[15.3] SPECIAL RULES

Before play begins, roll the die: A result of 1, 2 or 3 means that the Soviet Player has no Player-Turn on Game-Turn Eleven (the first Game-Turn of this Scenario). German units are not used. Soviet and Western Allied forces are, of course, considered enemies from the start of the Scenario.

[16.0] THREE-PLAYER GAME

[16.1] CONTROL OF FORCES

In the three-Player game, one Player controls the Soviet (and Soviet-Allied) units, one Player controls the Western Allied units, and a third Player controls all of the German units involved in play. Soviet and Western Allied Players have no control over the movement of German units, as they do in the two-Player version.

[16.2] SEQUENCE OF PLAY

The Sequence of Play is altered as follows:

A. SOVIET PLAYER-TURN

1. **Soviet Replacement Phase.** The number of units specified by the Scenario is removed from the Soviet Destroyed Units Box and placed on the eastern edge of the map.

2. **Soviet Movement Phase.** The Soviet Player may move all Soviet, Polish, Bulgarian and Yugoslavian units in any direction, to the limit of their Movement Allowances, within the restrictions outlined in the rules of Movement.

3. **Soviet Combat Phase.** Soviet and Soviet Allied units may attack German units. Combat is resolved as outlined in the Rules of Combat.

B. GERMAN PLAYER-TURN

1. **German Replacement Phase.** The number of units specified by the Scenario for both the East and West Germans is removed from the German Destroyed Units Boxes and placed on the map in one of the six hexes surrounding Berlin. NOTE: The German replacements are not forced to go either east or west of the Theatre Boundary; the East and West German Replacement Pools are combined.

2. **German Movement Phase.** The German Player moves all German units in any direction to the limit of their Movement Allowance, within the restrictions outlined in the Rules of Movement.

3. **German Combat Phase.** German units may attack Enemy units. Combat is resolved as outlined in the Rules of Combat.

C. WESTERN ALLIED PLAYER-TURN

1. **Western Allied Replacement Phase.** Western Allied replacement units are brought into play.

2. **Western Allied Movement Phase.** Western Allied units may now be moved.

3. **Western Allied Combat Phase.** Attacks by Western Allied units against German units are now resolved.

D. GAME-TURN INDICATION

After all Players have completed their respective Player-Turns, the Game-Turn is completed. The Game-Turn Marker is advanced on the Game-Turn Record Track signalling the start of a new Game-Turn.

[16.3] INITIAL DEPLOYMENT

Use the Initial Deployment from the Historical Scenario.

[16.4] SPECIAL RULES

[16.41] Victory in the game is based on Victory Points; only the single Player with the highest number of Victory Points at the end of the game wins. When playing the three-Player game, Players must use the Historical Scenario (see 13.33).

[16.42] In any German Movement Phase the German Player may triple the Movement Allowance of any one German unit. This unit must cross the German Theatre Boundary during that Movement Phase and remain on the opposite side of the line at the end of that Movement Phase. In addition, the unit in question may not start or end its Movement Phase in an Enemy Zone of Control.

[16.43] All other restrictions imposed by the German Theatre Boundary Line upon movement may be ignored by all three Players. However, duration of Soviet and Western Allied "Friendly" status remains as in the Historical Scenario.

[17.0] FOUR-PLAYER GAME

[17.1] CONTROL OF FORCES

In the four-Player game, one Player controls the Soviet (and Soviet-Allied) units, one Player controls the East German units, one Player controls the West German units and one Player controls the Western Allied units.

[17.2] SEQUENCE OF PLAY

The Sequence of Player is altered as follows:

A. SOVIET PLAYER-TURN

B. EAST GERMAN PLAYER-TURN (The East German Player receives replacements listed only.)

C. WEST GERMAN PLAYER-TURN (The West German Player receives replacements listed only).

D. WESTERN ALLIED PLAYER-TURN

[17.3] INITIAL DEPLOYMENT

Use the Initial Deployment from the Historical Scenario.

[17.4] SPECIAL RULES

[17.41] All normal restrictions as to the German Theatre Boundary Line apply to the four-Player Game.

[17.42] There is no German Strategic Movement (rule 16.42) in the four-Player Game.

[17.43] In the four-Player Game the following Special Victory Conditions apply:

The **East German Player** wins if he keeps the Soviet Player from entering Berlin by Turn Ten. The **West German Player** wins if he keeps the Western Allied Player from entering Berlin by Turn Ten. The **Western Allied Player** wins if he enters Berlin before the Soviet Player and by Turn Ten. The **Soviet Player** wins if he enters Berlin before the Western Allied Player and by Turn Ten.

Players should note that it is possible that one of the German Players will win by keeping his opponent from entering Berlin by Game-Turn Ten, and, at the same time, either the Western Allied or Soviet Player willwin by entering Berlin by Game-Turn Ten. Thus, there will be two winners and two losers.

[18.0] GAME NOTES

Battle for Germany is a "Player's Game." It is a very simple mechanically (similar to **Napoleon at Waterloo**), it plays very fast (1 to 2 hours), and is balanced (the Russians win slightly over 50% of the games played, with the "Germans" winning about 5%, and the Western Allied Player winning the remainder of the games).

The three- and four-Player games are interesting because they are frought with possibilities. One of the most innovative aspects of the game is the system used in the two-Player version to control the German units. This gives both Players an opportunity to play a very aggressive attacking force (Soviet/Western Allies) while also giving both Players a chance to be the "tenacious defender."

Historically the game develops fairly accurately, but without the large thrusts and long periods of waiting that were evidenced, particularly on the Eastern Front. Rather, the system lends itself to a slow grinding down of the German army, usually hex by hex until around Turns 8-10, when the bottom really falls out. Supply would ideally play a large role in the game, but rather than make a logistics game out of what was meant to be a simple game, these supply problems are reflected in the replacement rates and the Garrison rules. The game is simple and clean because it was intended to be that way. In its present form, it is a game that will encourage Players to come up with "optimum strategies." The basic system itself has been kept clean enough so that those Players who like to "redesign" games will have a simple, clean, basic system to add whatever "goodies" they wish (i.e., supply rules, strategic air, etc.).

THE SOVIET PLAYER

In the First Game-Turn, you should attempt to attack as many units as possible. Always, and this goes for following Game-Turns, too, make at least one "sure" attack (4-1 or greater) at some crucial point in the line. The Soviets should guard against high exchange rates. Due to their late game low (and non-existent) Replacement rate, if the Soviets lose too many units, they may never see them again. This could damage them irreparably in the long run. The Soviet Player should also guard against becoming diverted by the southern part of the front line. Berlin is, after all, the final objective, and any units involved in the southern part of the front will take much too long to get there. The North German Plain is where the main Soviet thrust should come. One way the Soviet Player gets diverted to the southern part of the front is by an exchange result on one of his attacks there. This usually opens a hole in the line and Soviet replacements for at least one Turn are tied up trying to block exiting German units. The Soviet Player should be careful that an over-extended advance is not cut off, surrounded and eliminated by a skillful German Player. This threat only exists for the first few Turns. After that the German is either too far from the map edge or too weak to pose a threat. To sum up, the Soviets should carefully maintain the overwhelming force they begin with and opt for a slow, but inevitable destruction of the German Army.

The West Germans

West German units are among the most powerful in the game. With the added (and very large) advantage of their excellent defensive terrain they are usually able to hold their initial front line to Turn Five. The mandatory First Game-Turn attacks can be devastating to the Allies, but care should be taken so that the defensive line would not be thrown too far out of kilter. After these first attacks the West Germans should attack only when it is to re-establish their defensive line, or to eliminate advanced Western Allied units. The West Germans' low Replacement rates make any sort of losses due to faulty attacks totally unacceptable. Once the defensive line is broken, hold on to what is still in German hands as long as a continuous front (unbroken by Western Allied units) can be maintained. As soon as this front is broken an organized (but hasty) retreat should begin. Now the Western Front will resemble its counterpart in the east, as the West Germans are slowly destroyed by the advancing Western Allies. Sometimes (not often) the 7th or 8th Game-Turn finds the Western Allies still stopped by the Germans in the Fortified line. With skillful German play (i.e., counterattacks at exactly the right time and place) the Germans can do really amazing things of that sort. In short, the West Germans should make the best possible use of their excellent defensive terrain, coming out of the positions only when they become untenable.

THE WESTERN ALLIED PLAYER

The Western Allied Player has a slugging match on his hands. The West Germans are very hard to knock out, and they have a sufficient offensive punch to cause the Western Allies to take heavy losses. On the Western Allies' side is their high Replacement rate which gives them the ability to absorb losses of any kind. Also going for them is the "bloodless" 1-2 Odds Column; the Western Allied Player can use this column to push the Germans out of the Fortified Line, thereby destroying the fortified hex; then even if the Allies are pushed out of the hex again the Germans will not receive the defensive advantage imparted by the hex. The Western Allied Player must plan at least one turn ahead where he will send his Replacement units, as the rough terrain and rivers behind the line interfere with the mobility of replacements. The Western Allied units' tremendous movement capabilities make exploitation of any breakthrough a tremendous advantage. Often it only takes a small hole being opened and held until the subsequent Movement Phase to open the German line permanently. Little else need be said about the Western Allies except to reiterate the fact that a skillful "slugger" will do well to play the Western Allies in this game.

The East Germans

The East Germans are the "problem" in the game. With weak units, weak replacements and virtually no terrain, they must stop one of the largest armies the world has ever seen. First and foremost, a continuous front must be maintained. The smallest hole in the line can spell disaster very quickly for the East Germans. There are several things the East Germans can do; the fight on the eastern front is essentially a one hex at a time proposition. Don't give up a hex unless it is absolutely necessary (to prevent units from becoming surrounded, for example). Try to keep all units stacked, or in rough terrain, so that each defended hex has 7 - 8 Defense Strength Points. This will mean that the Soviet Player will have to work a little harder to get the odds to assure destruction of German units in the volume that he needs. The southern part of the front is the German Player's "trump card." Early in the game the southern part of the front can be used to harrass Soviet units by threatening to break out off the map. This threat can be accomplished by the correct counterattack, which should have the objective of surrounding and eliminating a Soviet unit (sometimes one of the isolated Front sized units around Lake Balaton can be destroyed, causing real problems for the Soviets). This usually achieves the objective of threatening to exit, and thus tying down Soviet replacements. As soon as this attack is made (Game-Turn Two or Three), if the possibility of exiting units is shut off, the German units in the south should begin to withdraw northward to the plains, where they will be of considerable use. Another viable tactic is the pinning of Russian units through limited withdrawal of German forces. That is, if it is not necessary to retreat [if the unit is not going to be surrounded], and the unit is adjacent to Soviet units, don't withdraw them. This will usually force some units (especially the powerful, but unwieldy Front sized units) to stay rather than be committed somewhere else. Essentially, the German on this front must remember that he is fighting an enormous delaying action, the more costly, and the more time he forces his opponent to take, the better he will be doing.

NOTES ON THE ITALIAN FRONT

The Italian front is pretty quiet, as it was historically. Through judicious shifting of his forces, the Western Allied Player can usually force the Germans out of the line using one or two attacks, and then make slow progress northward. The West Germans should remember that these forces could well be used elsewhere, and when the line breaks, they should spend some time figuring out what the best way to get them there is.

COLLAPSE IN THE EAST SCENARIO

The German strategy, as well as the Russian strategy, differs here slightly from the Historical Scenario, in that both Players can afford to be a little less cautious. The German should attempt to hold onto as many cities as he can, and the Soviets should not worry about exchanges in their attempt to take the Germans out of the war.

RED STAR/WHITE STAR SCENARIO

In this scenario, the Western Allied Player should take advantage of his hard hitting offensive strength and his replacements, to hurt the Soviets badly on the first few turns. His main targets should be Berlin and Prague, with the possibility of

taking Vienna. After the Western Allied Player achieves these objectives he should establish some sort of defense to deal with the Soviet counter thrust that is sure to come. The Western Allied Player should keep the Soviet Player off balance and attempt to destroy his troops piecemeal around his objectives. The Soviet Player should attempt to defend the territory he already has and possibly launch a limited offensive toward, say, Munich. The Soviet Player should be cautious, though, because the lack of replacements will hurt him in the last turns if he has taken heavy losses. Berlin, obviously, is the ultimate objective and the Soviets should hold it at all costs; vicious counter-attacks in the last turn are the order of the day if the Western Allies hold Berlin at that time.

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[6.51] COMBAT RESULTS TABLE

Probability Ratios (Odds)
Attacker's Strength to Defender's Strength

Die Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	Die Roll
1	Ar	Dr	Dr	Ex	Ex	De	De	De	De	De	1
2	Ar	Ar	Dr	Dr	Ex	Ex	De	De	De	De	2
3	Ar	Ar	Ar	Dr	Dr	Ex	Ex	De	De	De	3
4	Ae	Ar	Ar	Dr	Dr	Dr	Ex	Ex	De	De	4
5	Ae	Ae	Ar	Dr	Dr	Dr	Dr	Ex	Ex	De	5
6	Ae	Ae	Ar	Ar	Dr	Dr	Dr	Dr	Ex	Ex	6

Attacks executed at greater than "7-1" are treated as "7-1;" attacks executed at worse than "1-4" are treated as "1-4."

[6.6] EXPLANATION OF RESULTS

[6.61] A result of **De** means the units defending in that combat are eliminated. A result of **Ae** means the units attacking in that combat are eliminated.

[6.62] A result of **Ex** means an Exchange of losses. First all of the units defending in that combat are eliminated; then an equal or greater number of attacking Strength Points are chosen at the basic printed Defense Strength of the defending units; not at the Terrain Effect multiple which may have been in effect during the resolution of the attack.

[6.63] A result of **Ar** means the units attacking in that combat must retreat. **Dr** means the units defending in that combat must retreat. In an Ar or Dr, the Owning Player must immediately move the affected units back one hex, according to the cases 6.64 and 6.65. If no hex is available, the unit is eliminated instead.

[9.0] TERRAIN EFFECTS CHART

(See Terrain Key on Map.)

Terrain	Movement Points (MP) to Enter (or Cross)	Effect on Combat
Clear Hex	1 MP	No effect
Broken Terrain Hex	2 MP	Defender doubled in hex
Rough Terrain Hex	4 MP	Defender tripled in hex
Fortified Hex	Depends on other terrain in hex	German units doubled when defending in hex
Switzerland Hex	May not enter	Not allowed
Berlin Hex	1 MP. German units may not enter	No effect
Blocked Hexside	May not cross	Not allowed
River Hexside	1 MP additional to cross	Defender doubled if all attacking units attack across River Hexside
Lake Hexside	May not cross	Not allowed
German Theatre Boundary	May not cross (see 5.3)	No effect
Yugoslav Border	Yugoslavian and Soviet units may not cross (see 5.4)	No effect
Sea Hex	May not enter	Not allowed
City Hex	No additional MP	No effect

EXPLANATION OF TERRAIN EFFECTS

Units expend Movement Points from their Movement Allowance to enter hexes and to cross River hexsides. This cost differs as to the terrain in the hex. These costs are summarized on the Terrain Effects Chart. Example: A unit with a Movement Allowance of six enters a clear terrain hex (cost of 1 MP), then moves to a Broken Terrain hex (cost of 2 MP, for a total of 3 MP so far), the unit then crosses a River hexside into a Broken Terrain hex (a cost of 2 MP for the Broken Terrain hex + 1 MP additional for the River hexside, for a total of 3 MP to enter the hex, and a total of 6 MP). The unit must then cease movement as it has no more Movement Points to expend in that Movement Phase. If the above unit had a Movement Allowance of 5 MP, it would not be able to move into the last hex of the described movement because it would not have sufficient Movement Points to pay the terrain cost. Note that even though the unit has Movement Points "left over," it may not move the additional hex if it does not have the full cost (in Movement Points) to enter the hex.

Terrain effects on Combat are stated as multiples of the Defending unit's basic Defense Strength. When two or more multiples apply to a single unit, add them together, and then subtract one, to determine the actual effect of all terrain. For example: A unit in Broken Terrain, being attacked solely across River hexsides, and in a fortified line hex. Each of these Terrains has a multiple of two, for a total multiple of six. Subtracting one yields an actual multiple of five.

The Battle for Germany

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Western Allied

XXX 1Br 4-8-6	XXX 12Br 4-8-6	XXX 13US 4-8-6	XXX 8US 4-8-6	XXX 6US 4-8-6	XXX 15US 4-8-6	XXX 2Fr 4-8-6	XXX 1Cn 4-8-6	XXX 5Br 4-8-6	XXX 2Pol 4-8-6
XXX 13Br 4-8-6	XXX 4US 4-8-6	XXX 8Br 6-6-7	XXX 19US 6-6-7	XXX 12US 6-6-7	XXX 1Fr 6-6-7	XXX 7US 6-6-7	XXX 2US 6-6-7	XXX 2Cn 7-4-8	XXX 30Br 7-4-8

XXXXX 1Bit 8-20-3	XXXXX 3BR 8-20-3	XXXXX 2BR 8-20-3	XXXXX 1BR 8-20-3	XXXXX 1Ukr 8-20-3	XXXXX 2Ukr 8-20-3	XXXXX 3Ukr 8-20-3	XXXXX 4Ukr 8-20-3	XXXX 10Gds 7-7-4	XXX 5US 7-4-8
XXXX 5Gds 7-7-4	XXXX 6Gds 7-7-4	XXXX 11Gds 7-7-4	XXXX 9Gds 7-7-4	XXXX 3Gds 7-7-4	XXXX 1Gds 7-7-4	XXXX 5Gds 6-4-6	XXXX 1Gds 6-4-6	XXXX 3Gds 6-4-6	XXX 20US 7-4-8

Soviet Union

XXX 39 7-5-8	XXX 24 7-5-8	XXX 13SS 6-7-6	XXX 1SS 6-5-8	XXX 2SS 6-5-8	Game Turn	XXXX 2 6-4-6	XXXX 4 6-4-6	XXXX Pol 3-3-4	XXXX Bul 2-5-4
XXX 12SS 6-5-6	XXX 47 6-5-6	XXX 2 5-11-4	XXX 74 5-6-5	XXX 41 5-5-5	XXX 40 5-4-6	XXXX 1Yugo 5-6-4	XXXX 2Yugo 5-6-4	XXXX 3Yugo 5-6-4	XXXX 4Yugo 5-6-4

Germany

XXX 57 5-3-7	XXX 58 5-3-6	XXX 14 4-6-5	XXX 26 4-6-5	XXX 9 4-5-5	XXX 68 4-5-5	XXX 81 4-5-5	XXX 66 4-5-5	XXX 80 4-5-5	XXX 82 4-4-5
XXX 4SS 4-3-8	XXX 3 4-3-6	XXX 46 4-3-5	XXX 48 4-3-5	XXX 56 4-3-5	XXX 1 3-5-5	XXX 76 3-5-5	XXX 6 3-5-4	XXX 67 3-5-4	XXX 55 3-4-5

XXX 29 3-4-5	XXX 23 3-4-4	XXX 42 3-4-4	XXX 11SS 3-4-4	XXX 34 3-4-4	XXX 4 3-2-7	XXX 49 3-2-5	XXX 72 3-2-4	XXX 59 2-4-4	XXX 21 2-4-4
XXX 85 2-4-4	XXX 75 2-4-4	XXX 20 2-3-5	XXX 27 2-3-4	XXX 8 2-3-4	XXX 64 2-3-4	XXX 90 2-3-4	XXX 63 2-3-4	XXX 73 1-3-4	XXX 17 1-2-4

TURN RECORD REPLACEMENT CHART

	Dec	Jan 1945		Feb		Mar		Apr		May		Jun		Jul		Aug
GAME-TURN:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
REPLACEMENTS:																
Western Allies:	0	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1
East Germans:	0	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0
West Germans:	0	1	0	1	0	0	1	0	1	0	0	0	0	0	0	0
Soviets:	0	2	2	2	2	1	1	1	1	1	0	0	0	0	0	0
NOTES:	*Start Historical and C in East Scenarios*					*End C in East Scenario*				*End Historical Scenario*	*Start RS/WS Scenario*					*End RS/WS Scenario*

SOVIET DESTROYED UNITS

WEAKEST UNITS HAVE FIRST PRIORITY FOR REPLACEMENT

WESTERN ALLIED DESTROYED UNITS

UNITS OF PLAYER'S CHOICE AVAILABLE AS REPLACEMENTS

WEST GERMAN DESTROYED UNITS

WEAKEST UNITS HAVE FIRST PRIORITY FOR REPLACEMENT

EAST GERMAN DESTROYED UNITS

WEAKEST UNITS HAVE FIRST PRIORITY FOR REPLACEMENT

GERMANY

SWITZERLAND

YUGOSLAVIA

BERLIN

Konigsberg

Danzig

Rostok

Stettin

Lubeck

Hamburg

Bremen

Hannover

Essen

Dortmund

Ruhr Area

Cologne

Antwerp

Kassel

Erfurt

Leipzig

Dresden

Breslau

Warsaw

Krakow

Prague

Frankfurt

Saarbrucken

Metz

Strasbourg

Nuremburg

Munich

Innsbruck

Vienna

Budapest

Graz

L. Balaton

Trieste

Milan

Genoa

Bologna

Belgrad

Vistula R.

Oder R.

Elbe R.

Rhine R.

Moselle R.

Meuse R.

Danube R.

Po R.

THEATRE BOUNDARY

THEATRE BOUNDARY

TERRAIN KEY

Broken Terrain

Rough Terrain

Fortified

Switzerland

Berlin

City

German Set-up

Western Allied Set-up

Soviet Set-up

Blocked

Yugoslav Border

Theatre Boundary

Lake

River

WESTERN ALLIED/ITALY DESTROYED UNITS

SEQUENCE SUMMARY

A. SOVIET PLAYER-TURN
1. Soviet Replacement Phase
2. Soviet Movement Phase
3. Soviet Combat Phase
4. Wet German Replacement Phase
5. West German Movement Phase
6. West German Combat Phase

B. WESTERN ALLIED PLAYER-TURN
1. Western Allied Replacement Phase
2. Western Allied Movement Phase
3. Western Allied Combat Phase
4. East German Replacement Phase
5. East German Movement Phase
6. East German Combat Phase

Battle for Germany

The Destruction of the Reich, Dec. 1944 - May 1945

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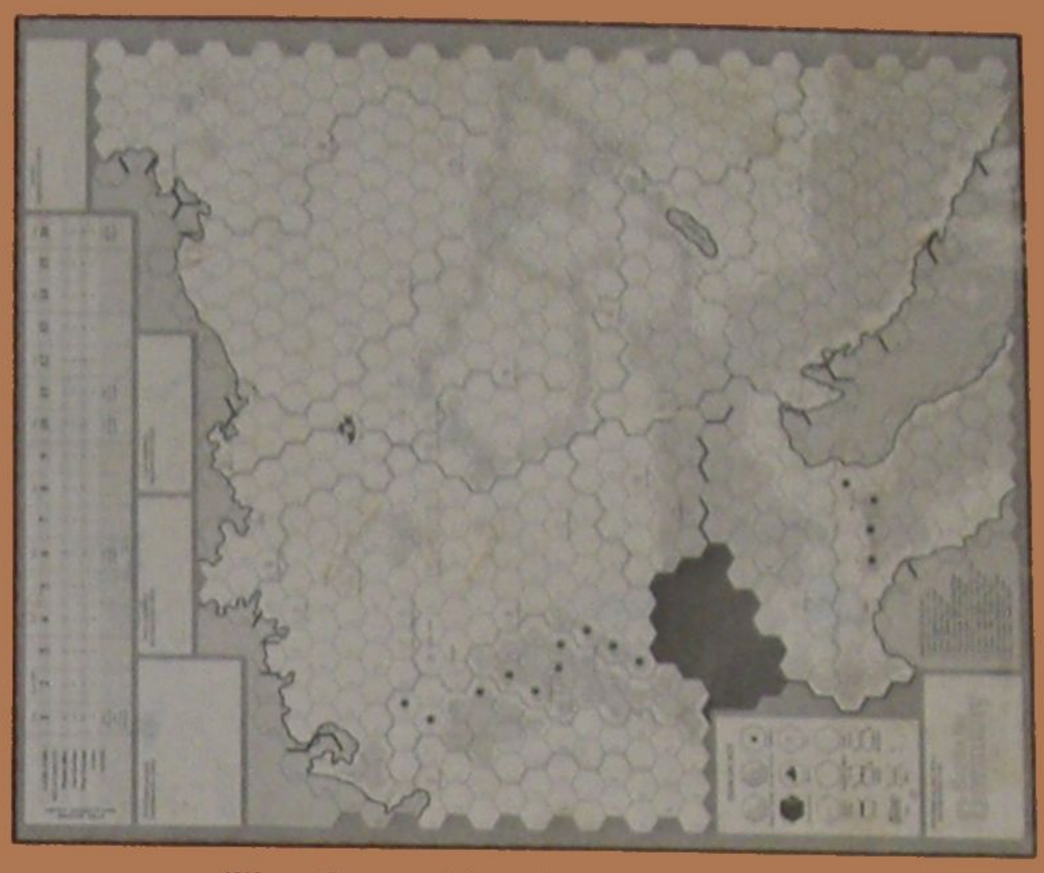
The Course of the Battle...

By mid-December, 1944, the question was how many more lives would be lost before the Third Reich collapsed. In the west, the combined armies of France, Britain, and the United States stood on the very border of the German nation. Facing them stood the same divisions that four years before had swept all before them. In the east, the massive Soviet forces were about to launch their winter offensive and drive the Wehrmacht to within 30 miles of Berlin. Numerically the German Army was overwhelmed, but some of their shattered divisions were still the best in the world. It was with these crack forces that Germany made one last offensive into the Ardennes. It was a gamble, and it failed.

As 1945 began, the Soviets and the Western Allied forces were beginning their attacks on the German heartland. The Soviets drove deep into Germany, sending the Civilian population and the remaining German forces reeling back. In the west, with the aid of the Ardennes Offensive and their concrete pillboxes, the Germans held the Western Allied forces, and kept them from crossing the Rhine. Germany's armies fought with a toughness not expected by the victorious Allied forces. In the south, near Budapest, the German divisions held against overwhelming odds, and lost ground only grudgingly to their equally determined opponents.

Slowly, in the opening months of 1945, the Germans began to fall apart. The Soviets slowly and methodically cleared the pockets of German resistance and drove resolutely toward the German capitol. The race was now truly on between the two largest armies in the world. Who would take Berlin?

The Germans fell back against determined Soviet drives, and the Soviets now faced the worst of their problems: How to supply their extremely large army over the great distances that it was covering. It was not obvious yet, but the Soviet offensive was beginning to lose momentum. The Americans bridged the Rhine at Remagen, giving them the opportunity they had been waiting for. In a final attempt, the Allies pushed the Germans



The Game Map [one sixth actual size]

off the Rhine and its defenses and made for Berlin. By the time the American drive had gotten under way, the Soviets had cleared eastern Germany, and were shelling Berlin. The meager German forces that faced the end were exhausted. Resolutely, they tried to piece together a last defense of the Fatherland. But, by 8 May 1945 it was all over; the Soviets had entered Berlin, Adolf Hitler had commited suicide, and the Western Allies had bowed to a political decision and stopped on the Banks of the Elbe River.

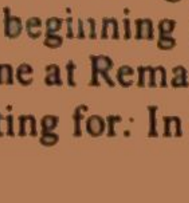
In the next few months, tensions flared more than once between the Soviets and the Americans. The most popular American army commander, General George Patton, advocated going after the Soviets then, rather than later. But the supreme command did their best to insure that that campaign would never be fought.

The Course of the Game...

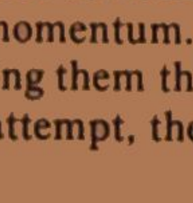
Each game contains:

- **17" x 22", mounted terrain map**
- **100 die-cut cardboard playing pieces**
- **One rules folder**
- **One plastic storage tray**
- **One plastic die**

This game is a simulation of a real-world event. It is played on a map that is a simplified terrain reproduction of the actual battlefield. A grid of hexagons printed over the map is used to regulate movement much as the squares on a chess board.



A typical infantry playing piece



A typical armor playing piece

The pieces in the game represent the actual military units that took part in the historical conflict. The large numbers on the pieces indicate the relative strengths of these units. Each Player maneuvers his pieces on the map to engage those of the enemy. Battles take place when units are adjacent to enemy units. The total relative strengths of the involved units are compared. The attacking Player consults a simple probability table (the Combat Results Table) to determine the outcome of each battle. Then the other Player moves his units and conducts attacks. The game proceeds this ways (for a specified number of turns) as the Players try to achieve the historical objectives set forth in the rules. The final outcome of the game can be very different from the actual historical result. No prior knowledge of history or military tactics is required to play the game — just a little ingenuity and common sense.

BUYER'S GUIDE FOR *BATTLE FOR GERMANY*

Number of Players and Age Range: Two Players; 12 years through adult. *Average Playing Time:* 2.5 hours. *Complexity Rating:* 4.0. *Acceptability Rating:* 6.5.

Note: "Complexity" and "Acceptability" are rated on a 1 to 9 scale (9 indicates the most complex and most highly accepted). Average ratings would be 5.0 and 6.0, respectively. Ratings are based upon regular surveys of the more than 30,000 readers of *Strategy & Tactics Magazine*.

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