Königsberg

REVOLUTION GAMES

RULES OF PLAY

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Königsberg: East Prussia 1945

1.0 INTRODUCTION

Königsberg represents the fighting in East Prussia and adjacent areas in Poland from January 13th to February 1st, 1945. Each turn represents 2 days. The units are mostly divisions and brigades for the Germans and corps and brigades for the Soviets.

2.0 COMPONENTS

KÖNIGSBERG includes the following components:
- One 22" by 34" map
- One sheet of 1/2" die-cut counters
- This rule booklet
- One cover/player aid

2.1 Rules

Each major grouping of the rules is called a rule; a part within a rule is a section.. A specific section can contain several related cases, which would be identified as 3.5.1, 3.5.2 etc. The Table of Contents is located on the back of this rule book.

2.1.1 Cumulative Effects

In all cases where a unit is subject to multiple modifiers to its strength, the effects are cumulative. A unit halved for terrain and halved for supply in combat is quartered overall.

2.1.2 Standard Rounding Rule

When units involved in a combat must halve (or quarter) their combat strengths, first add up all fractions and then round down.

2.1.3 Fog of War (Optional)

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.).

2.1.4 Soviet Fronts

The Soviet Player has two Fronts, the 2nd Belorussian and 3rd Belorussian. These Fronts have slightly different counter colors. They have different limits on how many Command Chits they may draw each turn, printed on the Turn Record Track. Their Headquarters may not command units of the other Front, including Independent units of the other front. Air units of the two Fronts may only support attacks of their own Front. Units of the two Fronts may stack together. A three-player game is possible with two Soviet players each with his own Front versus one German player.

2.1.5 Preparation for Play

The players select their side (German or Soviet), setting up their units according to the set up. (See Section15.0) 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. The players will also need a cup to draw Command and Action Chits from. Place all Command and Action Chits that do not have a turn number on them in the cup to start the game.

2.2 Map

The map represents the parts of East Prussia and Poland over which the historical campaign was fought. The map scale is approximately 8 km per hex. Several charts, tables, tracks, and boxes are printed around the map.

2.2.1 Turn Track

This on-map track provides a place to mark the current turn. Advance the Turn Marker one box at the end of each turn.
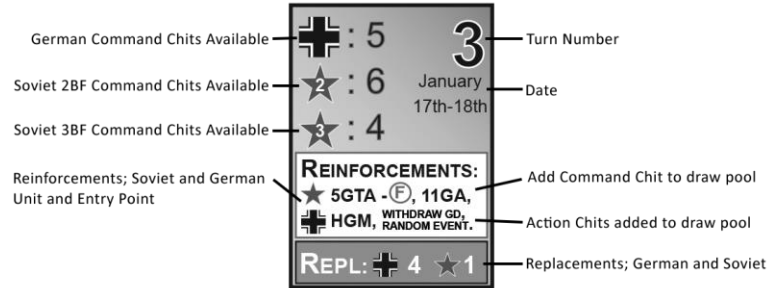
2.2.2 Terrain Effects Chart (TEC)

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

2.2.3 Combat Results Table (CRT)

The CRT is used to resolve combat.

2.2.4 Luftwaffe and Soviet Air Army Boxes

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

2.2.5 Volksturm Box

This box is used to hold the Volksturm units between placements.

2.2.6 Soviet and German Activations Tracks

These boxes are used to hold the Soviet and German Command Chits after they have been drawn. Box 1 for first chit drawn, etc.

2.2.7 Airbase Box

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

2.2.8 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.

2.2.9 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.

2.2.10 Bridges

A river crossed by a road or railroad is a bridged river hexside. **A bridge cancels all movement, combat, and ZOC effects of a river.** Conversely, a river hexside not crossed by a road or railroad is an unbridged river hexside.

2.3 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. There are separate limits for the two Soviet Fronts.

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.

2.4 Special Command Chits

2.4.1 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 4.1.2)

2.4.2 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 4.1.3)

2.5 Action Chits

Königsberg contains white Action Chits. Each Action Chit has one or both national insignia on it, indicating which side is affected. Action Chits with a turn indicated on them are added to the cup on the turn indicated. Action Chits do not count against the number of activated Command Chits drawn per turn. However, once all Command Chits are drawn for that turn then no further chits are drawn so action chits may remain in the draw cup. All drawn action chits are returned to the draw cup during the next Turn Advance Sequence. (Exception: see GD Withdrawal and GD Returns)

2.5.1 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 2:1 attacks the Front may do. **Ignore shifts for Forest or Marsh**. A Barrage attack may only be made against a German unit in a hex adjacent to a Soviet unit of the relevant Front. The same hex may not be targeted twice. The same unit may be targeted twice if it retreated into a hex that is then subject to another Barrage attack. Barrage results are affected by villages, towns, and cities. They are **not** affected by defensive lines or festung lines.

2.5.2 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.

2.5.3 No Gas Action Chit
All full-strength German Mechanized units that move after the NO GAS Action Chit has been drawn automatically lose one step during their Movement Segment. Reduced strength mechanized units are not affected nor are full strength units that move by rail.

2.5.4 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 armor battalion, and GD division. Remove the GD Command Chit as well. Once acted upon, the GD Withdrawal Special Action Chit is never returned to the draw cup.

2.5.5 GD Returns
The earlier withdrawn GD Corps return to play via Entry Point B. (Eliminated units do not return, reduced units return as reduced. If only the HQ is still alive then the HQ returns by itself) Once acted upon, the GD Returns Special Action Chit is never returned to the draw cup. When drawn, treat 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. (Note if GD Returns drawn and GD has not yet been withdrawn this chit is ignored and returned to the draw cup during the next Turn Advance Sequence)

2.6 Markers
The following markers are used in the game:

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

2.6.2 Victory Points (VPs)
Use the VP counters to keep track of VP objectives taken.

2.6.3 Out of Supply/ Isolated
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.

2.6.4 Activation Limit
There are three markers provided for players to mark the number of activations for the turn on their Activations tracks on the map if they choose to do instead of looking at the turn record track.

3.0 SEQUENCE OF PLAY
The game proceeds following the phases outlined below.

BARRAGE PHASE (first turn only)
AIR UNIT PHASE
    Refitted Unit Return Segment
    Grounded Unit Refitting Segment

REINFORCEMENT PHASE
    Reinforcement Segment
    Replacement Segment
    Volksturm Deployment Segment
COMMAND PHASE
    Command Segment
    Movement Segment
    Combat Segment

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SUPPLY PHASE
END OF TURN PHASE
    Volksturm Return Segment
    Sudden Death Victory Segment
    Turn Advance Segment

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 2:1. The German player then resolves these attacks.

The Soviet player follows with two 1d6 rolls per Front on the Barrage Table; the result equals the number of barrage attempts at 2:1 odds. The Soviet player then resolves these attacks.

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 on all attacks in this phase.

4.0 COMMAND
All combat units must be activated by a HQ to move and attack other units (Exception: See 4.1.3 chit). A HQ may be activated more than once in a turn as long as the following rules are followed.

4.1 Command Phase

4.1.1 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. Once that limit has been reached, no more Command Chits for that force can be activated that turn. 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 of its formation and within its command range to move and attack. Once all applicable units have moved and/or attacked, the player then places the drawn Command Chit face up into his Activations Track in the first empty box available.

4.1.2 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 activations allowed each turn by the Soviet players front.

4.1.3 German HEERESGRUPPE MITTE (HGM) Chit
The German HGM Chit activates any one HQ (German player's choice). Like all the other Command Chits, it is available each turn once in play, and counts towards the number of activations allowed each turn by the German player. When activated, the HGM Chit also allows two independent units anyone on the map (even if out of command) to move. They may use regular movement, strategic movement, or rail movement. These two units may not attack.

4.2 HQs & Command Execution
The HQ corresponding to the drawn command chit is activated.

4.2.1 Combat Unit Activation
An activated Soviet HQ can activate all combat units under its command (the units have color coded bars that match the HQ color), as well as two independent combat units; an activated German HQ does the same but can activate three independent combat units; all units must be within its Command Range.

4.2.2 Independent Units
Units without a color bar are independent. (German independent units are also color coded with a lighter shade of gray) Independent units may be activated **more than once per turn**; they can be activated as independent units each time they are within Command Range of the activated HQ up to the limits in section 4.2.1. The German player has four units that are independent and part of a formation, GD has three units and HG one. These units may be activated by their formation HQ and function normally as non-independent units if they do so; or they may be activated as independent units by **any other German HQ**. So, for example if the GD HQ activated it could activate the GD units and 3 other independent units.

4.2.3 German 7th Panzer HQ
The German 7th Panzer HQ has no units under its direct command (i.e. color-coded). It can command five Independent units within its command range.

4.2.4 Command Range
Command Range is measured in terms of hexes, counted from the HQ unit. An HQ with a Command Range of four can thus activate friendly combat units up to four hexes away. 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 during movement or combat.

4.2.5 Command Range Limitations
Command Ranges do not extend through water hexes or across water hexsides. They extend across an unbridged major river one hex. Supply status, enemy units, and enemy ZOCs (EZOCs) have no effect on Command Range.

4.2.6 Out of Command
Any unit that is not within command range when the HQ is activated is considered Out of Command. An out of command unit may not move or attack. A unit is only out of command while its HQ's activation is resolved. It **does not** persist through the turn and has no effect on supply status or defense strength.

5.0 ZONES OF CONTROL (ZOCs)
Zones of Control (ZOCs) represent a unit's ability to inhibit enemy movement, retreat, and supply around them. The ZOCs of enemy units are called Enemy Zones of Control (EZOCs). A unit exerts a ZOC into all adjacent hexes. (Exceptions: See 5.6, 5.2)

5.1 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.

5.2 ZOC Capable Units

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

5.2.1 Units with No ZOCs

HQs, Garrisons, and Volksturm exert no ZOCs

5.3 ZOC and Reinforcements

Reinforcements cannot be placed directly into enemy ZOCs. Friendly units do not negate EZOCs for placement of reinforcements.

5.4 Retreats and EZOCs

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 on a hex by hex basis. Friendly units do **not** negate EZOC's for retreat purposes.

5.5 ZOC and Supply

EZOCs block supply lines. Friendly units negate EZOCs in their hexes for supply purposes ONLY.

5.5.1 Units Out of Supply and ZOCs

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

5.6 ZOC Limitations

EZOCs do not extend into water hexes or across water hexsides or across unbridged major rivers.

6.0 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.

6.1 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.

6.1.1 Movement Allowance

Each unit has a movement allowance (MA) on the counter. A unit cannot expend more movement points (MPs) than its movement allowance (Exception: Advance after Combat. See Rule 9.6).

6.1.2 Use of 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. Mechanized units pay higher movement cost for some terrain. (see TEC). The unit **may not** be able to move even a single hex if the costs are higher than its movement allowance.

6.2 Terrain Effects on Movement

According to the Terrain Effects on Movement Chart (TEC), each hex and hexside feature costs MPs.

6.2.1 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.

6.2.2 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 the current Movement Segment.** Note that if crossed by a road or rail the hexside is a bridged river hexside and the 1 MP cost and stopping after crossing would **not** apply.

6.2.3 Restrictive Terrain

A unit may not move off map under any circumstances, into a water hex, or across water hexsides. The combat and movement restrictions regarding water hexsides only apply to hexsides that are completely covered by water. If there is some land between the hexes it is not a water hexside. Example: hexes 1227 and 1327 are linked by land and thus a unit may move between the two hexes.

6.3 Movement Restrictions

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, the HQ is eliminated. This can be done during regular movement, strategic movement or during advance or retreat after combat.

6.4 Strategic Movement

A unit using a road to enter an adjacent road hex expends only ½ MP if it starts the Movement Segment in a road hex and only moves along a road for its entire movement.

6.4.1 Strategic Movement Restrictions

(1) The unit must neither start nor end in an EZOC, nor may it enter an EZOC during any part of its movement.
(2) Railroads cannot be used for strategic movement.
(3) A unit may never exceed the stacking limit at any time while performing strategic movement, for example, a combat unit passing through a hex already occupied by two combat units, or a HQ passing through another HQ while using strategic movement.

6.5 Rail Movement

A unit with a movement allowance greater than zero, not in EZOC, starting its move on a rail hex may move an unlimited distance along rail hexes. Such a unit stops when entering an EZOC, or if the rail line is physically blocked by an enemy unit with no ZOC, like a HQ, Volksturm, or garrison it stops adjacent to such units. A unit may not combine rail movement with other forms of movement.

7.0 STACKING

A stack occurs when a hex contains more than one unit. A maximum of two combat units (whether full- or reduced-strength) and one HQ can occupy a hex. Enforce stacking at each phase's end and at the instant a unit finishes its movement, retreat or advance after combat.

7.1 Overstacking

Reinforcements and Rebuilt units 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. 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.

8.0 REINFORCEMENTS

Place reinforcements into the hex containing their entry area designation. Reinforcements are treated as being in supply and in command upon entering, and have a movement phase upon entering, being able to use either regular, strategic or rail movement as applicable. *NOTE: Be careful to block railroad lines with your units or your opponent will be able to move reinforcements deep behind your lines. They can also do this in rail movement of course.*

8.0.1 Stacking

Reinforcements can overstack on placement provided they split up during that phase.

8.0.2 Movement Allowance

Placing reinforcements does not cost MPs. Units have a full MA upon placement.

8.0.3 EZOCs

Reinforcements cannot be placed upon enemy units, nor into EZOCs. Friendly units do not negate EZOCs for reinforcement placement. *NOTE: If enemy units occupy the reinforcement's entry hex, or have it covered by an EZOC, the reinforcements arrive within ten hexes of their entry hex along the same map edge.*

8.0.4 Restrictions

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

8.1 Reinforcement Command Chits

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

8.1.1 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 4.1. Place them into the drawing cup on their turn of entry. *NOTE: 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.*

9.0 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.

9.1 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.
* = The attacker must take this result if the defender does not retreat. (because the defender is in village, town, city or behind a defensive line or festung line). If the defenders 'did retreat', but were destroyed in the act (for example, entering an EZOC), that counts as a retreat, and therefore the result does not affect the Attacker.

Example: A result of D1r2 would mean that the Defender must lose one step and retreat two hexes.

9.2 Combat Restrictions

9.2.1 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.

9.2.2 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.

9.2.3 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. (Exception: Units with zero movement allowances may not advance.)

9.3 Odds Determination

Total the modified attack strength and divide by the total modified defense strength; this produces the Combat Ratio. Apply the Standard Rounding Rule (See Section 2.1.2) to the totals and express the two numbers as a ratio, Attacker to Defender. Several factors can affect the attack and defense strengths:

(1) Out of Supply units have their attack strengths halved.
(2) Isolated units have both their attack and defense strengths halved.
(3) Terrain effects (Unbridged Major and Minor rivers which halve attack strengths) are cumulative with supply effects.

9.3.1 Terrain Features

When occupied by defending units, some terrain types provide favorable 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 the attackers are attacking across the applicable hexside. If a German unit is attacked through a combination of Festung and defensive lines, treat it as attacked across a Festung.

The combat and movement restrictions regarding water hexsides only apply to hexsides that are completely covered by water. If there is some land between the hexes it is not a water hexside.

9.3.3 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 7-1+ column on the CRT. Also, if the total defense strength in a hex is reduced to zero by rounding down, the combat is resolved on the 7-1+ column of the CRT, regardless of any potential terrain shifts.

9.4 Step Losses

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. HQ do not have a step as they are not a combat unit.

9.4.1 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 defense strength (for the defender). If two units have equal strength, owning player's choice.

9.4.2 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.

9.4.3 Single Step Units

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

9.4.4 Negating First Step Loss

Units located in a town, city, or a German unit attacked solely through festung lines, ignore the 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 9.5.7). Had the result been D2r, the unit would have taken one loss, but still no retreat.*

9.5 Retreats

The owning player retreats his own units, defender first. Units may not retreat through enemy units. Exception: A retreating combat unit can overrun a lone enemy HQ by simply entering the hex.
Retreat priorities are listed below; in order of precedence.

9.5.1 Terrain Restrictions

Units can retreat only into or through hexes that the units could move through during movement. Units which cannot 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.

9.5.2 Length

Retreats are given as the number of hexes the affected units must retreat. 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.) Units which cannot complete their full retreat must lose one step per hex the stack cannot retreat. The owning player freely selects which unit takes these losses.

9.5.3 Retreat into EZOC

If possible, the unit must not retreat into an EZOC. If the unit must retreat into an EZOC it must retreat into the fewest possible. Each hex containing an EZOC entered by retreating unit costs the retreating unit one step. This loss is in addition to the combat result itself. If a stack must do so, the stack loses one step per EZOC entered, not per unit. The strongest unit in the stack takes the loss. Defense strength if defender retreat and attack strength if attacker retreat. Friendly units do **not** negate EZOCs for this purpose.

9.5.4 Retreat Direction

German units must retreat north, or west if possible. The Soviet units must retreat south, or east if possible. See diagram on back of the cover. (The map is tilted so these directions are not exact and thus the diagram) There is no penalty for not being able to retreat the proper direction

9.5.5 Retreats and Zero 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 in which case the first retreat would be negated, and all other retreat results would result in a loss for each hex not retreated. Units with movement allowances stacked with a zero-movement allowance unit retreat normally. The requirement to retreat is not cancelled by the zero movement point units taking losses because it is unable to retreat.

9.5.6 Retreating Stacks

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

9.5.7 Negating First Retreat Result

Units located in a village, town or city, or a German unit attacked solely through festung lines, ignores the first increment of a Retreat result. Note that attacking units in villages, towns and cities have their

first retreat negated as well. E*xample: A unit defending the city of Elbing is attacked and a Dr result is rolled. However, since it is 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 hex of the retreat is negated.*

9.5.8 Negating All Retreat Results
German units attacked solely through defensive lines ignore all retreat results.

9.5.9 Combined Terrain Types
If German unit(s) in a village is attacked solely through festung lines or defensive lines, the effects of the festung line or defensive line is applied and the **village is ignored**. If a German unit(s) in a town or city is attacked solely through festung lines or defensive lines, the first loss is negated, and all retreats are negated.

9.6 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, subject 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.

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

9.6.2 Defending Units
The defender cannot advance after combat.

9.6.3 Mechanized Units
When the Defender retreats or is eliminated, 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 stacking restrictions apply.

9.6.4 Mechanized Units 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.

9.6.5 HQ's
HQs may advance after combat with the unit/units in their stack.

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

10.0   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 the unit is 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. If, in a later Supply Phase, a supply line can be traced for such units, the owning player removes the Out of Supply or Isolation marker.

10.1 Tracing Supply Lines
A Supply Line is a path free of enemy units and EZOCs traced from a unit to its side's supply source. The first four hexes of a supply line may be of any passable terrain. The remainder of the supply line must be road or railroad hexes (it may be a combination of road and railroad hexes) or have reached a supply source with its first 4 hexes of trace.

10.1.1   Supply Restrictions
A supply line cannot cross unbridged major river 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. Remember that friendly units negate EZOCs in their hexes for supply purposes.

10.1.2   Supply Duration
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.

10.2 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.

10.2.1   Split Supply Sources
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 the German player retakes it.

10.2.2   KÖNIGSBERG
The German player must be able to trace a line of supply via the Autobahn and hex 2931 or 2831 between Königsberg and Elbing, otherwise Königsberg is considered a Limited Supply Centre until a valid line of supply is re-established.

10.2.3   Limited Supply Center
Units using Konigsberg as a limited supply source become Out-of-Supply but never become Isolated. Units tracing back to Königsberg in this manner have a supply line of ten hexes, checked during the Supply Phase. The supply line may be of any passable terrain type.

10.3 Out of Supply

10.3.1   Out of Supply Effects
Out of Supply units have their attack strength halved. Their defense strength and movement allowance are not affected.

10.3.2 Isolation
Isolated units have their attack strength, defense strength and movement allowance halved.

10.3.3 Zero Movement Units and Supply
Zero movement units never become out of supply.

11.0 SPECIAL RULES

11.1 HQ Special Rules

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

11.1.2 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.

11.1.3 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 on map assigned to that HQ and no Independent units within Command Range of the HQ at the end of a Replacement Segment;
(2) If it is lost due to combat, i.e. all units it was stacked with are eliminated. This includes barrage combats.
(3) If it is overrun. (see below)

11.1.4 Lone HQs and Overruns
Lone HQs can be overrun by enemy combat forces in the movement accompanying the Reinforcement Segment or Replacement 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.*

11.2 Replacements
Both players check their respective number of replacements for the turn on the TRT. Replacements can be used to rebuild lost steps for in supply units on the board or rebuild eliminated units**.** You may replace a lost step while in an EZOC. **Single-step units and zero movement allowance units may not be given replacements.** Replacements cannot be accumulated and must be used the turn they arrive. The German player assigns his replacements first.

11.2.1 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 at cost of two replacement points. Or at partial strength for a cost of one.

11.2.2 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.

11.2.3 Placing Rebuilt Units
Rebuilt units must be placed in the hex with the units' HQ. The hex must be in supply. Independent units may be placed with friendly HQ. Rebuilt units may be placed in EZOCs. After the unit is placed it may immediately move using regular movement, strategic movement, or rail movement. Rebuilt units may overstack but they must be stacked legally after their movement.

11.2.4 Replacements and Out of Supply
Units that are out of supply may not be rebuilt. Rebuilt units may not be placed with a HQ that is out of supply.

11.3 Volksturm
(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 to the available pool as the result of a Random Event.

(2) Volksturm units start in the Volksturm Box. During the Volksturm Deployment Segment, the German player may freely place them in any supplied German controlled city, town or village hex at least three hexes from any Soviet unit. They may not be stacked together. The definition of control is a location that did not start the game behind Soviet lines and/or has not been passed through by Soviet units.

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

11.4 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 big hex) of Admiral Hipper can activate it and use its attack strength in a combat. It may only be activated once per turn.

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

11.5 German 6th and 55th Corp HQs
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 till released. The units assigned to these HQ may not be moved out of the HQ's command range till their HQ are released. 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, the HQ and their units are immediately released from this restriction and may move normally. The HQ and their units are released from this restriction on game turn six if they have not been released previously.

12.0   AIR UNITS

The German player has one air unit and the Soviet player has seven. Each air unit has two values, +2 on the front size (FULL ATTACK) and +1 on the rear (NORMAL ATTACK).

12.1 Air Attack

During a Combat Segment, the **Attacking** Player can support any combat by placing air unit(s) onto the targeted unit(s) by moving the air unit(s) from the Air Army Box (Soviet) or Luftwaffe Box (German) located on the map. The player may choose 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 combat. A maximum of <u>two</u> air units can be used in the same combat.

12.1.1   Normal and Full Attack

An air unit that has used FULL ATTACK is placed in the grounded side of the airbase box on the map. However, an air unit that has used NORMAL ATTACK is placed in the 'refit' side of the airbase box.

12.2 Air Units Recovery

12.2.1   Grounded

In the next Grounded Unit Refitting Segment, the air unit is moved to the 'refit' side of the airbase box.

12.2.2   Refit

In the next Refitted Unit Return Segment, the air unit is moved to the respective Air Army or Luftwaffe box.

12.3 Soviet 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.

12.4 3rd and 18th Air Army

These two units (marked with die) originally belonged to the 1st Baltic Front and 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 Army Box during the Refitted Unit Return Segment, a die roll is necessary. Only a die roll result of '6' allows the unit to return. If a '6' is not rolled, the unit remains in the 'refit' side of the Airbase Box until the next turn when the die-roll is performed again.

13.0   HOW TO WIN THE GAME

13.1 Victory Points

At the start of the game the German player controls all Victory Point hexes. (See Section 13.2.2) All Victory Control markers should be placed on their hexes German side up. Whenever a Soviet combat unit (not HQs) enters a Victory Point Hex, flip the Control Marker to the Soviet side.

13.2 Sudden death Victory

If the Soviet player occupies either the hex of Königsberg or Elbing at the end of any turn with a unit in supply, the game ends in a sudden death victory. If this never happens, determine victory using the conditions below.

13.2.1   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

13.2.2   Victory Point Hexes

The following locations are the Victory Point Hexes and have their names in red type, each worth 1 point:
Insterburg-1836, Lötzen-1329, Königsberg-2932, Allenstein-2220, Schröttersburg-1902, Thorn-3203, Kulm-3507, Graudenz-3409, Marienwerder-3412, Bartenstein-2327, Elbing-3420, Mielau-1811, Braunsberg-3225 and Wehlau-2323.

14.0   OPTIONAL RULES

14.1 Optional Rules

14.1.1   SS Regiment Böhme

(Marked with an asterisk (*)), SS Reg. Böhme was a motorcycle unit. Place in Königsberg at games start.

14.1.2   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, at reduced strength at entry area C in reinforcement segment following a Soviet unit being within five hexes of Königsberg.

14.1.3   20th Panzer

The 20th Panzer division historically was in East Prussia but was resting and rebuilding and never committed to combat. Players may at their option place this unit in hex 1323.

15.0   Set Up

Set up listed by unit identifications. R indicates the unit sets up on its reduced side. (color) indicates the color band of the units.

Soviet 3BF (the lighter colored Soviet units)

43 Army (black) 90 in 2143; 103 in 1943
39 Army (red) 28G (tank), 113 in 1144; 152 in 1044; 94, 5G, 39 HQ in 1043
5 Army (green) 2G(tank), 45 in 1140; 72, 65, 5HQ in 1039

28 Army (blue) 3G, 218(tank) in 1137; 20, 128, 28 HQ in 1036
2G Army (orange) 60, 153(tank) in 0935; 136, 2G HQ in 0936; 11G in 0835
11G Army (gray) 36G in 0838; 120(tank), 8G in 0738; 16G, 11G HQ in 0739.
31 Army (pink) 71 in 0534; 36, 44, 31 HQ in 0434
Independent Units (no color band) 1(tank) in 0735; 2G(tank) in 0840, 43G(tank) in 0741

Soviet 2BF (the darker colored Soviet units)
70 Army (green) 96, 70 HQ in 0506; 47 in 0606; 114 in 0507
65 Army (purple) 105, 65HQ in 0308; 46 in 0408; 18 in 0309
2SH Army (red) 88, 116 in 0709; 108, 30G in 0710; 2SH HQ in 0609
48 Army (blue) 29 in 0811; 42 in 0812; 53, 48 HQ in 0712
3 Army (gray) 41, 35, 3 HQ in 0613; 40 in 0514
49 Army (dark blue) 121, 124, 49 HQ in 0516; 70 in 0416
Independent units (no color band) 1G in 0708; 8G in 0410; 23G in 0312, 8 in 0213, 3G (6-4-8) 0214

German (darker gray units)
9 Corps (dark blue) 56 in 1342; 561 in 1542; 548 in1841; 551 in 2142; 286 in 2441; 9 HQ in 1939
26 Corps (purple) 549 in 1338; 349 in 1339; 1 in 1340; 69 in 1341; 26 HQ in 1838
HG Corps (brown) 1HG(tank) in 1636 (This unit is lighter gray); 2HG in 1435-R; 61 in 1337; HG HQ in 1833
41 PZ Corps (white) 21 in 1233; 28 in 1234; 50 in 1032; 367 in 0832; 170 in 0732, 41 PZ HQ in 1031
6 Corps (red) 558 in 0531; 131 in 0330; HAN in 0327; 541 in 0325; 6 HQ in 0626
55 Corps (blue) 203 in 0322; 562 in 0321; 547 in 0620, 53 HQ in 0722
20 Corps (orange) 209(tank) in 1111; 292 in 0814; 14 in 0815; 102 in 0918; 20 HQ in 1016
23 Corps (yellow) 129 in 1013; 299 in 1012;7 in 1010; 5 in 1008; 23 HQ in 1213
27 Corps (dark green) 35 in 0908; 252 in 0907; 542 in 0906; 27 HQ in 1206
28 Corps (light green) 607 in 3040-R

German Independent Infantry (lighter gray units)
23 in 1427; 605 in 1628-R; 10 in 1826; HAU in 2026; 401 in 2931-R; 83 in 1519-R, 461 in 2516-R; 627 in 1409; 73 in 0905.

German Independent Mechanized (lt. gray with vehicles)
GD Corps (black) GD(tank) in 1635; GD(halftrack) in 1416; GD Fus(truck) in 1517, GD HQ in 1625
18 in 1321, 5, 505 in 1739; 277 in 1540; 259 in 1539; 279 in 1538; 232 in 1232; 102 in 0728; 185 in 0919; 904 in 1015; 909 in 0915; 507 in 1209; 276 in 1208; 7 in 1408, 190 in 1106; 24 in 2925; 7PZ HQ in 1915

German Garrisons
Thorn in 3203; Kulm in 3507; Graud in 3409; Elbing in 3420; Konig in 2932, Lotzen in 1329

16.0 Players Notes

German Player: The Germans will lose a lot of units and a lot of ground. But keep playing as the victory conditions are quite balanced. Defense in depth is the plan in this battle. Since the Soviets have more activations and stronger units they will create breakthroughs and if you do not have a second or third line you will be in trouble. The Soviet 2BF is the trouble front. You need to rail units from your other areas to put troop in front of them. The 6th corps and 55 corps are good for this once their HQ can move. Independent units are also good to send as any HQ can command them and the 7th Panzer commands 5 of them. Look at the road and rail net for Soviet advance routes. The rail line from Warsaw to Marienburg is the most dangerous advance route and the roads through Sichelberg a close second. Try to set up your HQ in towns with enough troops they are not easily eliminated. If you can get an area under command of two HQ or more that helps to allow your independents to activate multiple times per turn and react to multiple threats. Counter attack a handful of times per game at most critical times using the air support to gain shifts. Also look to choke the Soviet supply as they are often trying to make deep narrow breakthroughs. Finally use your Volksturm as speed bumps as they are free and good at it. On turn one Praschnitz and Gumbinnen are good choices.

Soviet Player: The Soviet player must get the most out of his independent units by having them activated by multiple HQ's each turn. So, positioning troops and HQ is critical. Especially early in the game the need is to eliminate a lot of Germans to open up things later in the game and long dives into the enemy rear look good but are often counterproductive as you end up the next turn with perhaps one HQ that can activate the units and you might not even draw that HQ. Watch your supply lines as the German player will launch raids or mini offensives to try to cut off your advance. Railroad movement and strategic movement are key to getting troops forward so be sure you understand those rules. Eliminating German HQ's is a mixed blessing; a key one that controls a section of critical front is probably worth eliminating but ones in off areas are ones the German player is wasting picks on and should not be targets unless they are moving troops to the main fronts. Know what chits are in the pool each turn so you can plan what will likely be activated. For example, on turn one in the 3BF the green, red, and blue are going to be activated as no other chits are in the pool. Notice that as far as taking a town or city all tables from 5-1 up will work equally well, just a one in six chance of failure. Unless he has a garrison unit and then higher odds help.

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RANDOM EVENT TABLE	
2	**German Reinforcement**. Roll 1D6. **1-3** 15SS Enters at A. **4-6** 28th Corps enters at D. If one is already in play, the other unit comes on.
3	**Free Movement.** Activate any German HQ. All units activated may move but may not attack.
4	**German Barrage.** German player may perform a single barrage combat at 2-1 in a hex adjacent to his units.
5	**Refugees.** The next HQ drawn has its all units it activates slowed by refugees. Decrease movement allowances by one and no strategic movement. Rail movement is unaffected.
6	**Bad Weather.** Move all air units in refit box to grounded box. Move all air units in Air Army Boxes and Luftwaffe Box to Refit Box.
7	**Soviet Atrocity.** Increase available Volksturm by one. (put in map box) Maximum is four per turn.
8	**Bad Weather.** Move all air units in refit box to grounded box. Move all air units in Air Army Boxes and Luftwaffe Box to Refit Box.
9	**Refugees.** The next HQ drawn has all units it activates slowed by refugees. Decrease movement allowances by one and no strategic movement. Rail movement is unaffected.
10	**Stalin Interferes.** Soviet front loses two activations immediately. Roll 1D6. 1-3=2BF, 4-6 3BF.
11	**Soviet Barrage.** Soviet player may perform a single barrage combat at 2-1 in a hex adjacent to his units.
12	**Soviet Early Arrival.** Soviet 19th Army enters at F.

Unit Abbreviations

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