

Battle for Germany



Americans meet Russians on the wrecked bridge at Torgau, Germany.

1.0 Introduction	1
2.0 Components	2
2.1 Rules	3
2.2 Map	4
2.3 Charts and Tables	5
3.0 Scenarios	6
3.1 Scenario 1: The Battle of the Bulge	6
3.2 Scenario 2: The Battle of the Bulge	6
3.3 Scenario 3: The Battle of the Bulge	6
3.4 Scenario 4: The Battle of the Bulge	6
3.5 Scenario 5: The Battle of the Bulge	6
3.6 Scenario 6: The Battle of the Bulge	6
3.7 Scenario 7: The Battle of the Bulge	6
3.8 Scenario 8: The Battle of the Bulge	6
3.9 Scenario 9: The Battle of the Bulge	6
3.10 Scenario 10: The Battle of the Bulge	6
3.11 Scenario 11: The Battle of the Bulge	6
3.12 Scenario 12: The Battle of the Bulge	6
3.13 Scenario 13: The Battle of the Bulge	6
3.14 Scenario 14: The Battle of the Bulge	6
3.15 Scenario 15: The Battle of the Bulge	6
3.16 Scenario 16: The Battle of the Bulge	6
3.17 Scenario 17: The Battle of the Bulge	6
3.18 Scenario 18: The Battle of the Bulge	6
3.19 Scenario 19: The Battle of the Bulge	6
3.20 Scenario 20: The Battle of the Bulge	6
3.21 Scenario 21: The Battle of the Bulge	6
3.22 Scenario 22: The Battle of the Bulge	6
3.23 Scenario 23: The Battle of the Bulge	6
3.24 Scenario 24: The Battle of the Bulge	6
3.25 Scenario 25: The Battle of the Bulge	6
3.26 Scenario 26: The Battle of the Bulge	6
3.27 Scenario 27: The Battle of the Bulge	6
3.28 Scenario 28: The Battle of the Bulge	6
3.29 Scenario 29: The Battle of the Bulge	6
3.30 Scenario 30: The Battle of the Bulge	6
3.31 Scenario 31: The Battle of the Bulge	6
3.32 Scenario 32: The Battle of the Bulge	6
3.33 Scenario 33: The Battle of the Bulge	6
3.34 Scenario 34: The Battle of the Bulge	6
3.35 Scenario 35: The Battle of the Bulge	6
3.36 Scenario 36: The Battle of the Bulge	6
3.37 Scenario 37: The Battle of the Bulge	6
3.38 Scenario 38: The Battle of the Bulge	6
3.39 Scenario 39: The Battle of the Bulge	6
3.40 Scenario 40: The Battle of the Bulge	6
3.41 Scenario 41: The Battle of the Bulge	6
3.42 Scenario 42: The Battle of the Bulge	6
3.43 Scenario 43: The Battle of the Bulge	6
3.44 Scenario 44: The Battle of the Bulge	6
3.45 Scenario 45: The Battle of the Bulge	6
3.46 Scenario 46: The Battle of the Bulge	6
3.47 Scenario 47: The Battle of the Bulge	6
3.48 Scenario 48: The Battle of the Bulge	6
3.49 Scenario 49: The Battle of the Bulge	6
3.50 Scenario 50: The Battle of the Bulge	6
3.51 Scenario 51: The Battle of the Bulge	6
3.52 Scenario 52: The Battle of the Bulge	6
3.53 Scenario 53: The Battle of the Bulge	6
3.54 Scenario 54: The Battle of the Bulge	6
3.55 Scenario 55: The Battle of the Bulge	6
3.56 Scenario 56: The Battle of the Bulge	6
3.57 Scenario 57: The Battle of the Bulge	6
3.58 Scenario 58: The Battle of the Bulge	6
3.59 Scenario 59: The Battle of the Bulge	6
3.60 Scenario 60: The Battle of the Bulge	6
3.61 Scenario 61: The Battle of the Bulge	6
3.62 Scenario 62: The Battle of the Bulge	6
3.63 Scenario 63: The Battle of the Bulge	6
3.64 Scenario 64: The Battle of the Bulge	6
3.65 Scenario 65: The Battle of the Bulge	6
3.66 Scenario 66: The Battle of the Bulge	6
3.67 Scenario 67: The Battle of the Bulge	6
3.68 Scenario 68: The Battle of the Bulge	6
3.69 Scenario 69: The Battle of the Bulge	6
3.70 Scenario 70: The Battle of the Bulge	6
3.71 Scenario 71: The Battle of the Bulge	6
3.72 Scenario 72: The Battle of the Bulge	6
3.73 Scenario 73: The Battle of the Bulge	6
3.74 Scenario 74: The Battle of the Bulge	6
3.75 Scenario 75: The Battle of the Bulge	6
3.76 Scenario 76: The Battle of the Bulge	6
3.77 Scenario 77: The Battle of the Bulge	6
3.78 Scenario 78: The Battle of the Bulge	6
3.79 Scenario 79: The Battle of the Bulge	6
3.80 Scenario 80: The Battle of the Bulge	6
3.81 Scenario 81: The Battle of the Bulge	6
3.82 Scenario 82: The Battle of the Bulge	6
3.83 Scenario 83: The Battle of the Bulge	6
3.84 Scenario 84: The Battle of the Bulge	6
3.85 Scenario 85: The Battle of the Bulge	6
3.86 Scenario 86: The Battle of the Bulge	6
3.87 Scenario 87: The Battle of the Bulge	6
3.88 Scenario 88: The Battle of the Bulge	6
3.89 Scenario 89: The Battle of the Bulge	6
3.90 Scenario 90: The Battle of the Bulge	6
3.91 Scenario 91: The Battle of the Bulge	6
3.92 Scenario 92: The Battle of the Bulge	6
3.93 Scenario 93: The Battle of the Bulge	6
3.94 Scenario 94: The Battle of the Bulge	6
3.95 Scenario 95: The Battle of the Bulge	6
3.96 Scenario 96: The Battle of the Bulge	6
3.97 Scenario 97: The Battle of the Bulge	6
3.98 Scenario 98: The Battle of the Bulge	6
3.99 Scenario 99: The Battle of the Bulge	6
3.100 Scenario 100: The Battle of the Bulge	6

1.0 INTRODUCTION

Battle for Germany is a game based on the final campaign fought in Germany between December 1944 and May 1945. One player assumes the role of the Western Allies; the other, the Soviet Union (rules are provided for multi-player versions). Each player moves his units (including certain German units) and attacks enemy units.

2.0 COMPONENTS

Battle for Germany includes one 22" by 17" mapsheet, 120 die-cut cardboard counters, and this rules folder. If anything is missing or damaged, please contact:

Decision Games
PO Box 4049
Lancaster CA 93539-4049

2.1 Rules

Each section of the rules is numbered, with paragraphs within that section indicated by a second number, like this: 3.3. Subsections within that paragraph are indicated by a second number, like this: 3.34. When the rules refer to another, related idea, the number indicating that paragraph will be included parenthetically, like this: (3.34). This will assist in finding that rule for comparison or reference.

2.2 Map

The map represents the area in Central Europe where the final battle for Germany was fought. It is divided into hexagons, called "hexes," which are used to regulate movement much like the squares on a chessboard.

2.3 Charts and Tables

The Set-Up Chart provides the hex number in which each unit begins each scenario. The Combat Results Table (CRT) is used to resolve combat (6.0), the Terrain Effects Chart (TEC) describes the effect of map features on movement and combat, and the Turn Record Track (TRT) is used to keep track of the current game turn and also indicates when replacements (7.0) are available.

Unit Types



Front (Army Group)



Armor



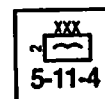
Armored Infantry



Infantry

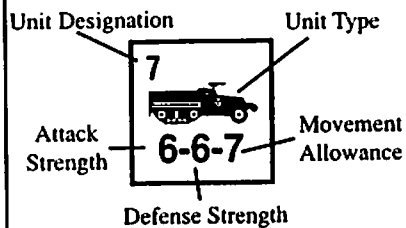


Mountain



Parachute

Unit Sizes XXX = Corps
XXXX = Army
XXXXX = Front



2.4 Scale

Each hex represents 67.1 kilometers from side to side. Each game-turn represents two weeks.

2.5 Counters

The counters, called units, represent military formations which participated or could have participated in the battle. The Western Allied player controls all Western Allied units — all US, British, Canadian, French and Polish Exile units — and in addition all East German Army, Waffen SS and Luftwaffe units and all Hungarian units. East German units have white unit "boxes" or silhouettes; German Army units are gray, Waffen SS units are black with white markings, Luftwaffe units are blue-gray and Hungarian units are green. Hungarian units function for all game purposes as East German

units. US units are olive, British units are tan with black markings, French units are light blue, Polish Exile units are white with red markings and Canadian units are tan with red markings. The Soviet player controls all Soviet and Soviet-Allied units — all Yugoslav, Polish Communist, Rumanian and Bulgarian units — and in addition all West German units. West German units have red unit "boxes" or silhouettes; German Army units are gray, Waffen SS units are black with white markings, and Luftwaffe units are blue-gray. Soviet units are brown, Yugoslav units are dark blue with white markings, Rumanian units are yellow, Communist Polish units are red with white markings and Bulgarian units are red with black markings.

2.6 Definitions

Attack Strength. The relative strength of a unit when attacking.

Defense Strength. The relative strength of a unit when defending.

Movement Allowance. A unit's ability to move, expressed in movement points (MPs).

3.0 SEQUENCE OF PLAY

The game is played in a series of 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; his opponent is the non-phasing player.

A. Soviet Player-Turn.

1. **Soviet Replacement Phase.** The Soviet player may return previously eliminated Soviet units to play as replacements (7.0).

2. **Soviet Movement Phase.** The Soviet player may move all Soviet, Polish Communist, Rumanian, Bulgarian and Yugoslav units.

3. **Soviet Combat Phase.** Soviet (and Soviet-Allied) units may attack East German units.

4. **West German Replacement Phase.** The Soviet player may return previously eliminated West German units to play as replacements.

5. **West German Movement Phase.** The Soviet player may move all West German units.

6. **West German Combat Phase.** West German units may attack Western Allied units.

B. Western Allied Player-Turn.

1. **Western Allied Replacement Phase.** The Western Allied player may return previously eliminated Western Allied units to play as replacements.

2. **Western Allied Movement Phase.** The Western Allied player may move all US,

British, Canadian, French and Polish Exile units.

3. **Western Allied Combat Phase.** Western Allied units may attack West German units.

4. **East German Replacement Phase.** The Western Allied player may return previously eliminated East German units to play as replacements.

5. **East German Movement Phase.** The Western Allied player may move all East German units.

6. **East German Combat Phase.** East German units may attack Soviet and Soviet Allied units.

C. Once the East German Combat Phase is complete, advance the game-turn marker one space and resume the turn sequence.

4.0 ZONES OF CONTROL

The six hexagons surrounding a hex constitute the Zone of Control (ZOC) of any units in that hex. Units must stop moving when they enter an enemy ZOC.

4.1 All units exert a ZOC at all times. The presence of ZOCs is never affected by other units.

4.2 There is no additional cost to enter an enemy ZOC.

4.3 Units may leave an enemy ZOC only at the beginning of their movement phase. A unit may never move directly from one enemy ZOC to another. It may, however, leave an enemy ZOC at the beginning of the movement phase, enter a hex not in an enemy ZOC, and then enter another hex in an enemy ZOC.

4.4 ZOCs do not extend across blocked, lake or sea hexsides.

5.0 MOVEMENT

During the Movement Phase, the phasing player may move as many or as few of his units as he wishes, as long as no unit's Movement Allowance is exceeded in a single Movement Phase. Each unit moves individually. Unused MPs may not be accumulated or transferred.

5.1 Units are moved one at a time, tracing a path of contiguous hexes (they may not "jump over" hexes). The cost in MPs to enter various types of terrain, and to cross river hexsides are summarized on the TEC.

5.2 A unit may never enter a hex containing an enemy unit.

5.3 Stacking

No more than two friendly units may occupy a single hex at the end of their Movement Phase. A Soviet front may not occupy a hex with another Soviet front. Fronts may occupy a hex including army-sized units. A Soviet front may not retreat (6.2) into a hex containing another Soviet front.

5.4 German Theater Boundary

5.41 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 retreat, in which case their identity is changed in accordance with their new position on the other side of the Boundary. For example, an East German unit forced to retreat across the boundary would become a West German unit.

5.42 Unless stated otherwise, Western Allied and Soviet units may not cross the German Theater Boundary, unless forced to retreat, in which case they must recross the boundary by the end of their next movement phase or be eliminated. They may attack across the Boundary.

5.43 German units may not enter Berlin. They may not retreat or advance (6.9) into Berlin.

5.5 Yugoslavia

5.51 Yugoslav units may never leave Yugoslavia unless forced to retreat, in which case they must reenter Yugoslavia by the end of the following Soviet combat phase or be eliminated. Yugoslav units may attack across the Yugoslav border, but may not advance across it.

5.52 Soviet (including Rumanian, Polish and Bulgarian) units may never enter Yugoslavia. If any of these units are forced to retreat into Yugoslavia, they must leave on the following turn or be eliminated. Soviet units may attack across the Yugoslav border, but may not advance across it.

5.53 Soviet and Yugoslav units may combine their factors to attack enemy units.

6.0 COMBAT

During his combat phase, the phasing player's units may attack adjacent enemy units. Attacking is voluntary; units are never required to attack.

6.1 Resolving Combat

Total the attack strengths of all the attacking units involved in a specific attack and compare the total to the total defense strength of the units in the hex under attack. State the comparison as a ratio of attacker's strength to defender's strength (like this: 2:1). Round off the ratio in favor of the defender to conform to the odds found on the CRT; thus, an attack of 19 against 7 becomes 2:1. The phasing player rolls the die. Read the result on the appropriate line under the odds column. Apply the result immediately, before resolving any other attacks. Example Three Western Allied units (a 7-4-8 unit and two 6-6-7 units) attack two German units (both 2-3-4). The German units are in a for-

tified hex 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 $3+3=6$, $6 \times 3=18$. The ratio of attack strength to defense strength is 19:18. This simplifies to 1:1. The phasing player rolls the die. The result is 1; cross-referenced with the 1:1 column on the CRT, the result is Ex or Exchange (see below).

6.2 Results

De: All defending units are eliminated.

Ae: All attacking units are eliminated.

Ex: Exchange. All defending units are eliminated, along with attacking units with an a total attack strength equal to or greater than the printed defense strength of the defending units.

Ar: All attacking units must retreat.

Dr: All defending units must retreat.

6.21 A retreating unit may not retreat into a prohibited hex or cross a prohibited hexside, or enter an enemy ZOC, even a hex occupied by a friendly unit. Units may not retreat off the map.

6.22 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.

6.23 A unit which is forced to retreat but is unable to do so is eliminated.

6.24 Units retreat individually. Thus, two units stacked together and forced to retreat may have to retreat into separate hexes.

6.3 Unless stated otherwise, Western Allied and Soviet units may not attack each other.

6.4 East and West German units may not attack each other.

6.5 No unit may attack more than once per combat phase and no unit may be attacked more than once per combat phase. Any number of units may combine their factors to attack an enemy-occupied hex, as long as all attacking units are adjacent to the hex under attack, but a unit may never divide its combat strength to participate in more than one attack. A unit is not required to attack, even if stacked with a unit which is attacking.

6.6 All units in a hex must be attacked as a single defense strength. The defender may not withhold a unit in a hex under attack.

6.7 If a unit (or units) is adjacent to more than one enemy-occupied hex it could attack all of them in a single combat, as long as all attacking units are adjacent to all defending units.

6.8 Terrain

Units defending in certain types of terrain may have their strength multiplied.

6.81 A defender only benefits from a river if all attacking units are attacking across river hexsides. If one attacking unit is not attacking across a river, the defending unit does not obtain any defensive advantage from the river hexside.

6.82 Terrain effects are cumulative. Add the multiplying factors together and subtract one. For example, a unit in broken terrain attacked across a river would have its defense strength tripled.

6.83 Fortifications are destroyed the moment their hex is entered by a Western Allied unit. The Allies receive no additional benefit from the fortified hex. If German units reoccupy the hex they receive no additional benefit from the fortification. Players may use blank or inverted markers to keep track of destroyed fortifications.

6.9 Advance After Combat

6.91 Should a hex be vacated as a result of combat, one surviving victorious unit (either attacking or defending units) may advance into the vacated hex.

6.92 For a unit to advance after combat, it must have participated in the attack which cleared the hex of enemy units.

6.93 ZOCs and terrain costs do not affect advances.

6.94 A unit is never required to advance.

7.0 REPLACEMENTS

When a unit is destroyed in combat, it is placed in the appropriate box on the map labeled Destroyed Units. There are five boxes: Western Allies, Allies/Italy, East Germans, West Germans, and Soviets. The TRT indicates the number of of these units which may return to play during the replacement phase.

7.1 Destroyed Units

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

7.12 Soviet (and Soviet Allied) units go into the Soviet destroyed units box. Yugoslav and Hungarian units may not be replaced.

7.13 Western Allied units in Italy go into the Western Allied/Italy destroyed units box. All other Western Allied units go into the Western Allied destroyed units box.

7.2 Receiving Replacements

During his replacement phase, the phasing player consults the TRT to determine how many replacements his side receives. Replacements may not be accumulated; if there

are no units in the destroyed units box, no replacements are received.

7.21 When Soviet and German (both East and West) units are replaced, the destroyed unit with the lowest attack strength must be returned to play first. Any destroyed Western Allied unit may be returned to play.

7.22 German replacements appear on the map in any hex adjacent to Berlin. During the turn in which a German unit returns to play as a replacement it may move at double its printed movement allowance.

7.23 German replacements may not enter play in a hex occupied by enemy units.

7.24 If a German replacement cannot enter play because all hexes adjacent to Berlin on its side of the Theater Boundary are occupied by enemy units, the replacement unit goes to the other German Theater. If those hexes are also blocked by enemy units, the replacement is lost.

7.25 Soviet replacements may be placed in any hex along the east edge of the map anywhere north of the Yugoslav border (hex 0926 or northwards). Western Allied units may be placed anywhere on the western edge of the board; Allied/Italian units may be placed anywhere along the southern edge of the map in Italy.

7.26 Replacements may enter the map in an enemy ZOC, but may move no further during the upcoming movement phase.

Example 1: It is the West German replacement phase of Turn Four. In the West German Destroyed Units Box are: a 6-5-6, a 5-6-4, a 4-6-5, a 2-4-4, and a 2-3-4. The weakest unit must be taken, either the 2-4-4 or the 2-3-4. The West German player elects to take the 2-4-4. This unit is placed in one of the hexes adjacent to Berlin on the west side of the German Theater Boundary. It may move in the movement phase.

Example 2: It is the Western Allied replacement phase of Turn Six. In the Western Allied Destroyed Units Box are: two 7-4-8s, a 6-6-7 and a 4-8-6. The Western Allied replacement rate is two units per turn. The Allied player elects to take a 7-4-8 and the 4-8-6. These units are placed on western edge of the map and may move in the movement phase.

8.0 COURLAND

Four East German and two Soviet units begin the game in the Courland box. During the East German replacement phase, one German unit from the Courland box may be removed. The East German player rolls the die. On a result of 1, the unit falls victim to Soviet air and naval forces and is placed in the Destroyed Units box. On any other result, it may be placed at either Stettin or

Rostock. Once all four German units have left the Courland box, both Soviet units from the Courland box may enter play during the next Soviet replacement phase anywhere along the northern edge of the map (hexes 3522 through 3526, inclusive). Courland units do not count against either side's replacement limit on the turn they enter play.

9.0 EXITING THE MAP

Only German units may voluntarily exit the map. They may leave the western edge between hexes 1601 and 2301, inclusive. They may leave the eastern edge between hexes 0926 and 3526, inclusive. They may leave the southern edge of the map between hexes 0112 and 0117, inclusive.

9.1 Once a German unit has left the map, the player moving the exited unit may remove the two Allied or Soviet units closest to the hex from which it exited. The Allied or Soviet units to be removed are flipped over and are not removed until the end of the movement phase in which the German unit exited. The flipped over units retain their ZOCs. The German, Allied and Soviet units thus removed are not placed in the Destroyed Units Box — once a unit has left the map, it may never return.

9.2 If all 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 destroyed units box for that front.

9.3 It costs four MPs to exit the map. If a unit does not have enough MPs remaining, it may not exit.

10.0 GARRISONS

Once his units occupy each of the following cities, the Soviet player must place a front in the city as a garrison. Warsaw, Prague, Vienna and Berlin must be garrisoned no later than the end of the Soviet movement phase after they are occupied.

10.1 The Soviet player receives no victory points (11.0) for any of the above cities which is not occupied by a garrison at the end of the game.

10.2 Garrison units remain in place for the remainder of the game. Garrisons in place at the beginning of the Red Star/White Star scenario (15.0) may not move.

10.3 Garrisons attack and defend normally. They may not move. If forced to retreat through combat, they ignore the result.

11.0 VICTORY

Victory Points (VPs) are gained by controlling or occupying cities. The Soviet player may receive VPs only for those cities controlled or occupied by Soviet or Soviet Al-

lied units. The Western Allied player may receive VPs only for those cities controlled or occupied by Western Allied units. Cities are controlled by exerting a ZOC into a city hex not occupied by or in the ZOC of either a German unit or a unit of the other side or by being the last player to have units pass through or next to the city. VPs are totalled at the end of the final turn of the scenario being played. The player with the most VPs wins.

12.0 HISTORICAL SCENARIO

12.1 Set Up

Set up units according to the set-up chart for the historical scenario. The unit designations are provided purely for historical interest; any unit of the appropriate strength may be placed in the hex indicated.

12.2 Scenario Special Rules

12.21 First Turn Restrictions. During Turn One West German units must make at least two attacks on Western Allied units. After Turn One West German units function normally.

12.22 Immediately following the player-turn on which Berlin falls, all German units are removed from the map. Play then proceeds normally, except that units may cross the German Theater Boundary. Soviet and Western Allied units may not attack one another; they may only move to gain VPs.

12.23 If neither Western Allied nor Soviet forces take Berlin, the game is a draw.

12.3 Optional Rule

All German replacements are received as East Germans. When using this option, ignore the Turn One special restrictions.

13.0 EXPANDED HISTORICAL SCENARIO

The following modifications to the Historical Scenario rules allow the game to continue past Turn 10.

13.1 Scenario Special Rule

Immediately after the player-turn on which Berlin falls, Soviet and Western Allied units are enemies and may attack one another. At the end of the player-turn on which Berlin falls, all German units are removed from the map. Once the German units have been removed the German Theater Boundary has no effect.

13.2 Optional Rule

At the end of the player-turn on which Berlin falls, all German units except SS units are removed from the map. These come under the control of the Western Allied player. They defend normally, but attack and move at half their printed rating. The

Western Allied player receives no VPs for a city occupied solely by German units.

14.0 COLLAPSE IN THE EAST

West German and Western Allied units are not used. The Soviet and Western Allied players set up all their remaining units as for the historical scenario. Only the portion of the map east of the German Theater Boundary is used. No Western Allied or West German replacements are received. Any German unit forced to retreat across the German Theater Boundary must return to the east side of the line on the following turn. If unable to do so, it is eliminated. Each player receives VPs for each city his units occupy at the end of the game. Every city begins the game under German control. The player with the most VPs at the end of the game (end of Turn 6) wins.

15.0 RED STAR/ WHITE STAR: PATTON'S FANTASY

At the end of the Second World War in Europe, two of the largest combat-ready armies ever assembled faced each other in Central Europe. No shots were fired, but what if the Soviets and Western Allies decided to fight it out?

15.1 Set Up

Set up units according to the set-up chart for the Red Star/White Star scenario. Units need not be set up according to their unit designations; any unit of the appropriate strength may be placed in the hex indicated.

15.2 Scenario Special Rules

15.21 Play begins on Turn 11 and continues until Turn 16.

15.22 Before play begins, the Soviet player rolls the die. On a result of 1, 2 or 3 he has no player-turn on Turn 11.

15.23 No German units are used, and all East and West German phases are ignored.

15.24 The German Theater Boundary and all restrictions on attacks against other Allied units are ignored.

15.25 The player with the most VPs at the end of the game wins.

15.26 Polish Exile and Polish Communist units may not attack one another. They otherwise may operate normally.

16.0 THREE-PLAYER GAME

One player controls the Soviet (and Soviet-Allied) units, one controls the Western Allied units, and a third controls all German units.

16.1 The Sequence of Play is altered as follows:

A. Soviet Player-Turn

1. **Soviet Replacement Phase.** The Soviet player may return previously eliminated Soviet units to play as replacements.

2. **Soviet Movement Phase.** The Soviet player may move all Soviet, Polish Communist, Rumanian, Bulgarian and Yugoslav units.

3. **Soviet Combat Phase.** Soviet (and Soviet-Allied) units may attack German units.

B. German Player-Turn

1. **German Replacement Phase.** The German player may return previously eliminated German units to play as replacements.

2. **German Movement Phase.** The German player may move all German units.

3. **German Combat Phase.** German units may attack enemy units.

C. Western Allied Player-Turn.

1. **Western Allied Replacement Phase.** The Western Allied player may return previously eliminated Western Allied units to play as replacements.

2. **Western Allied Movement Phase.** The Western Allied player may move all US, British, Canadian, French and Polish Exile units.

3. **Western Allied Combat Phase.** Western Allied units may attack German units.

D. Once the Western Allied Combat Phase is complete, advance the game-turn marker one space and resume the turn sequence.

16.2 Set Up

Set up units according to the set-up chart for the historical scenario. The unit designations are provided purely for historical interest; any unit of the appropriate strength may be placed in the hex indicated.

16.3 Scenario Special Rules

16.31 The player with the most VPs at the end of the game wins. If neither Western Allied nor Soviet forces occupy Berlin at the end of the game, the Germans win.

16.32 In any German movement phase the German player may triple the movement allowance of any one German unit. This unit must cross the German Theater 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 may not start or end its movement phase in an enemy ZOC.

16.33 All other German Theater Boundary restrictions are ignored. In addition, all restrictions on German units entering Berlin are ignored. German replacements (both East and West) may be used to replace any

German units, though those with the lowest attack factors must always be the first replaced.

17.0 FOUR-PLAYER GAME

One player controls the Soviet (and Soviet-Allied) units, one controls the East German units, one controls the West German units and one controls the Western Allied units.

17.1 Set Up

Set up units according to the set-up chart for the historical scenario. The unit designations are provided purely for historical interest; any unit of the appropriate strength may be placed in the hex indicated.

17.2 Sequence of Play

The Sequence of Play is altered as follows:

A. Soviet Player-Turn

B. East German Player-Turn.

C. West German Player-Turn.

D. Western Allied Player-Turn.

17.3 Scenario Special Rules.

17.31 All German Theater Boundary restrictions apply.

17.32 The East German player wins if the Soviets fail to enter Berlin by Turn Ten. The West German player wins if the Western Allies fail to enter Berlin by Turn Ten. The Western Allied player wins if he enters Berlin before the Soviets, and does so by Turn Ten. The Soviet Player wins if he enters Berlin before the Western Allies, and does so by Turn Ten. Note that it is possible for two players to win the same game.

CREDITS	
Concept & Design	James P. Thompson
Artwork	James P. Thompson
Editing	James P. Thompson
Proofreading	James P. Thompson
Illustrations	James P. Thompson
Maps	James P. Thompson
Photographs	James P. Thompson
Tables	James P. Thompson
Index	James P. Thompson
Layout	James P. Thompson
Production	James P. Thompson
Distribution	James P. Thompson
Marketing	James P. Thompson
Consultants	James P. Thompson
Playtesting	James P. Thompson
Editing	James P. Thompson
Proofreading	James P. Thompson
Illustrations	James P. Thompson
Maps	James P. Thompson
Photographs	James P. Thompson
Tables	James P. Thompson
Index	James P. Thompson
Layout	James P. Thompson
Production	James P. Thompson
Distribution	James P. Thompson
Marketing	James P. Thompson
Consultants	James P. Thompson
Playtesting	James P. Thompson

Battle for Germany

Soviet Union

1 BLT 8-20-3	2 BLT 8-20-3	3 BLT 8-20-3	1 BR 8-20-3	2 BR 8-20-3	3 BR 8-20-3	1 UK 8-20-3	2 UK 8-20-3	3 UK 8-20-3	4 UK 8-20-3
1 GD 7-7-4	2 GD 7-7-4	3 GD 7-7-4	4 GD 7-7-4	5 GD 7-7-4	6 GD 7-7-4	7 GD 7-7-4	8 GD 7-7-4	10 GD 7-7-4	11 GD 7-7-4

Polish Communist Yugoslavian Rumanian Bulgarian United States

3 GD 6-4-6	6 GD 6-4-6	4 TK 6-4-6	2 XXX 3-4-4	2 XXX 5-6-4	4 XXX 5-6-4	4 XXX 3-5-4	4 XXX 2-5-4	5 XXX 4-8-6	15 XXX 4-8-6
1 GD 6-4-6	5 GD 6-4-6	2 TK 6-4-6	4 XXX 3-4-4	4 XXX 5-6-4	4 XXX 5-6-4	4 XXX 3-5-4	4 XXX 4-8-6	5 XXX 4-8-6	15 XXX 4-8-6

British Canadian French Polish Exile Luftwaffe

7 6-6-7	19 6-6-7	20 7-4-8	5 XXX 4-8-6	13 XXX 4-8-6	8 6-6-7	4 XXX 4-8-6	2 XXX 4-8-6	2 XXX 4-8-6	1 XXX 4-9-4
2 6-6-7	12 6-6-7	5 7-4-8	4 XXX 4-8-6	12 XXX 4-8-6	30 7-4-8	2 7-4-8	1 6-6-7	GAME TURN	2 XXX 5-11-4

SS West Front

2 XXX 6-7-6	2 8-6-8
1 8-6-8	12 6-5-8

German West Front

2 XXX 2-3-4	2 XXX 4-5-5	2 XXX 1-3-4	2 XXX 2-4-4	2 XXX 4-5-5	2 XXX 2-4-4	2 XXX 2-3-4	47 6-5-6	58 5-3-6
2 XXX 2-3-4	2 XXX 3-5-4	2 XXX 5-6-5	2 XXX 4-5-5	2 XXX 4-5-5	2 XXX 2-3-4	14 4-6-5	76 3-5-5	

SS East Front

HG 6-4-5	3 XXX 3-6-4	3 XXX 3-4-4
3 7-5-8	4 4-3-8	15 XXX 2-3-6

German East Front

2 XXX 2-4-4	2 XXX 3-5-4	2 XXX 2-3-4	2 XXX 2-4-4	2 XXX 1-2-4	2 XXX 3-4-4	2 XXX 2-3-4
2 XXX 3-7-5	2 XXX 3-5-4	2 XXX 4-5-5	2 XXX 3-5-4	2 XXX 2-3-4	2 XXX 4-6-4	2 XXX 3-4-4

Hungarian

3 XXX 3-4-4	3 XXX 3-4-4	3 XXX 4-5-5	3 4-3-6	24 7-5-8	40 5-4-6	46 4-3-5	56 4-3-5	GD 7-5-8	XXX 3-5-4
2 XXX 3-4-4	2 XXX 2-4-4	2 XXX 3-3-4	4 3-2-7	39 7-5-8	41 5-5-5	48 4-3-5	57 5-3-7	XXX 3-5-6	XXX 3-5-4

Counter Art By D.L. McElhannon

© 1994, Decision Games

Set-Up Charts

Historical				Red Star/ White Star				Historical				Red Star/ White Star				Historical				Red Star/ White Star				
Soviet Union																East German Waffen SS								
1 Balt	8-20-3	3524						7	6-6-7	2104						9	3-6-4	1522						
2 Balt	8-20-3	Courland	3322					12	6-6-7	1705						11	3-4-4	1823						
3 Balt	8-20-3	Courland						19	6-6-7	2204						4	4-3-8	2722						
1 BR	8-20-3	2624	2613					5	7-4-8	2104						3	6-5-8	Courland						
2 BR	8-20-3	2925						20	7-4-8	1705						15	2-2-6	0923						
3 BR	8-20-3	3225	2723					Britain								East German Army								
1 Ukr	8-20-3	2224	2418					1	4-8-6	2401						21	2-4-4	0524						
2 Ukr	8-20-3	1422	1617					5	4-8-6	0612						49	3-2-5	2024						
3 Ukr	8-20-3	1220	1522					12	4-8-6	2203						2	3-5-4	Courland						
4 Ukr	8-20-3	1724	1918					13	4-8-6	0512						6	3-5-4	3024						
1 Gd	7-7-4	1926	2912					8	6-6-7	2303						8	2-3-4	2525						
2 Gd	7-7-4	3125	2315					30	7-4-8	2303														
3 Gd	7-7-4	2425	2216					Canada								9	4-5-5	3423						
4 Gd	7-7-4	1221	1520					1	4-8-6	0612						10	2-4-4	Courland						
5 Gd	7-7-4	2425	1318					2	7-4-8	2303						16	3-5-4	Courland						
6 Gd	7-7-4	3325	2513					France								17	1-2-4	1622						
7 Gd	7-7-4	1523	1719					2	4-8-6	1405						20	2-3-5	2623						
8 Gd	7-7-4	2526	2314					1	6-6-7	1505														
10 Gd	7-7-4	3025	2712					Capitalist Poland								23	3-4-4	2623						
11 Gd	7-7-4	3325	3322					2	4-8-6	0512						26	4-6-4	3224						
1 Gd	6-4-6	2526	2314					West German Air Force								27	2-3-4	3024						
3 Gd	6-4-6	2325	1918					1	4-9-4	0610						29	3-4-5	1622						
5 Gd	6-4-6	2824	1617					2	5-11-4	2502						34	3-4-4	0324						
6 Gd	6-4-6	1523						West German Waffen SS								42	3-4-4	2223						
2	6-4-6	2624	2912					13	6-7-6	1806						55	3-4-5	2823						
4	6-4-6	2325	2712					1	6-5-8	2005						59	2-4-4	1824						
Communist Poland								2	6-5-8	2005						68	4-5-5	0823						
1	3-4-4	2724	2718					12	6-5-6	2304						72	3-2-4	1021						
2	3-4-4	2724	2718					West German Army																
Bulgaria								63	2-3-4	1506						3	4-3-6	1019						
1	2-5-4	1524	1318					64	2-3-4	1606						4	3-2-7	1320						
Yugoslavia								66	4-5-5	1906						24	7-5-8	1823						
1	5-6-4	0824	1018					67	3-5-4	2105						39	7-5-8	3224						
2	5-6-4	0325	0916					73	1-3-4	0712						40	5-4-6	3423						
3	5-6-4	0525	0817													41	5-5-5	2823						
4	5-6-4	0224						74	5-6-5	2205						46	4-3-5	2424						
Rumania								75	2-4-4	0609						48	4-3-5	2223						
1	3-5-4	1123						80	4-5-5	1805						56	4-3-5	2424						
4	3-5-4	1322						81	4-5-5	2205						57	5-3-7	1421						
United States								82	4-5-5	1806						GD	7-5-8	3223						
4	4-8-6	0510	1115													1 K	3-4-6	1421						
6	4-8-6	1605	1714					85	2-4-4	1805						Hungary								
8	4-8-6	1904	2012					90	2-3-4	1606						1	3-5-4	1722						
13	4-8-6	2204	2512					47	6-5-6	1905						3	3-5-4	1219						
15	4-8-6	1706	1413					14	4-6-5	0611														
2	6-6-7	0511	1115					58	5-3-6	1905														
								76	3-5-5	0712														
								East German Air Force																
								HG	6-4-5	3223														

Combat Results Table

Odds: 1-4 1-3 1-2 1-1 2-1 3-1 4-1 5-1 6-1 7-1
Die Roll 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 less than "1:4" are treated as "1:4.

Explanation of Results:

A Result of:

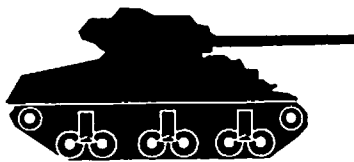
De All Defending units are eliminated.

Ae All Attacking units are eliminated.

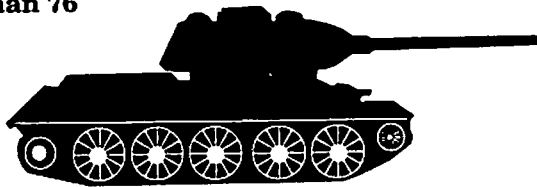
Ex Exchange. All defending units are eliminated; then attacking strength points equal to the printed defense strength (unmodified by terrain) are eliminated.

Ar All attacking units must retreat.

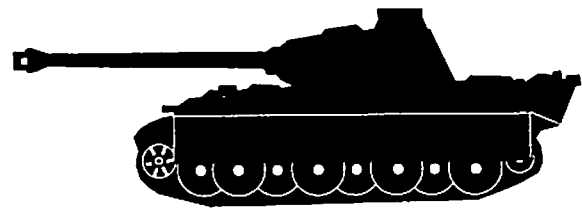
Dr All defending units must retreat.



Sherman 76



Soviet T-34



Panther

Terrain Effects Chart

Terrain	Movement Points (MP) to Enter/Cross	Effect on Combat
Clear	1	No Effect
Broken	2	Defender doubled
Rough	4	Defender tripled
Fortified	Other terrain	German units double
Switzerland	May not enter	Not Allowed
Berlin	1, Germans may not enter	No Effect
Blocked	May not cross	Not Allowed
River	+1	Defender doubled if all attackers attack across River
Lake	May not cross	Not Allowed
Theater Boundary	May not Cross	No Effect
Yugoslav Border	Yugoslavian and Soviets may not cross	No Effect
Sea	May not Enter	Not Allowed
City	Other terrain	No Effect