

BERLIN 1945



INTRODUCTION

Berlin 1945 simulates the last major Soviet offensive to capture the capital of the German Third Reich. The Soviets must break through the last lines of defense to reach and capture Berlin, and possibly the Fuehrer with it. The German player must hold at all costs, and withstand the Russian assault till the Americans arrive and become the first to enter Berlin.

Berlin 1945 lasts 16 turns, each representing on average 1 day, between the 16th April and 1st May 1945. One player handles the massive forces of the Stalinian Soviets, the other the last remaining forces of Hitler's Reich..

- The **Soviet side** has considerable force (aviation, armor, artillery...) spread over the two front led respectively by Marshalls Zhukov and Koniev..
- The **German side** has a ragtag collection of troops but geography and time play in its favor, as American armies are very close and could well enter Berlin before the Russians..

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 2h30

Favored Side: Soviet Union

Most Difficult Side to Play: Germany

The scenario lasts 16 turns (between 16th April and 1st May, 1945), each turn being equivalent to 1 day.

The **Soviet player** always plays first, followed by the **German player**.



FORCES

The **Soviet player** controls the units of the **Red Army (red)** and **Polish army (purple)**.

The **German player** controls the units of the **Wehrmacht (grey)**, **Luftwaffe (blues)** and the **SS (black)**.

MAPBOARD

The map represents the capital of Germany, Berlin, and its vicinity up to the Oder river.

There are 3 theaters: Brandenburg (north), Saxony (south) and the urban areas of Berlin city itself.



VICTORY

IMMEDIATE VICTORY

- For the **German player** if the **AAP** (see next) is 10 or more at the end of a turn (i.e. *the Western Allies captured Berlin before the Soviets*).
- For the **Soviet player** if, at the end of a turn, there are no **German Units** within Berlin theater
- for both side if they reach or exceed 20 VP at the end of a turn.

Otherwise the side with most VP at the end of the scenario wins the game.

BONUS VP :

- The **Soviet player** earns 1 VP for the first time he controls the following cities: Bautzen, Eberswalde, Frankfurt.

VP LOSS :

- The **Soviet player** loses 1 VP (per city) if he does NOT control all of the following by the end of the game: Bautzen, Eberswalde, Frankfurt.
- The **Soviet player** loses 12 VP at the end of the game if the *Hitler* unit is still in play.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase with income, maintenance and purchases.

Units and cards purchase costs:

- **Division / Air Unité / extra Card:** \$3
- **All Other:** \$2
- **Volksturm:** \$1

ALLIED ADVANCE PROGRESS (AAP)

The **AAP** starts the game at level 0. When it reaches 10, it means that the Anglo-American forces entered Berlin first, and the **Soviet player** has lost the game.



The **AAP** fluctuates mostly on card play and the capture of specific areas.

The first time the **Soviet player** captures the following regions, the **AAP** increases by +1: Eberswalde / Bautzen / Frankfurt.

SUPPLY SOURCES

Soviets: all regions on the eastern side of the mapboard.

Germans: all regions on the western side of the mapboard + Tiergarten.



REINFORCEMENTS

Soviet Reinforcements:

- **Turn 2 :** Reitwein (1st Tank Army), general *Katukov** + 11th Armored Corps + 11th Guard Armored Corps + 8th Guard Mechanized Corps.