

KOENIGSBERG 1945



INTRODUCTION

Koenigsberg 1945 relates the major Soviet offensive against East Prussia in early 1945. The German player must hold at all costs against enemy onslaughts to gain enough time for his civilian population to evacuate from the last held East Prussian ports. The Soviet player must break through the enemy lines to quickly seal the pocket and prevent the trapped population there to flee...

Koenigsberg 1945 lasts 20 turns, each being 2 days between the 13th January and 22nd February 1945. One player represents the Soviet 2nd and 3rd Belorussian Fronts, the other the Army Group Center of the German Wehrmacht.

- The **Soviet side** has numerous army corps, an overpowering air force and many reinforcements.
- The **Germans** have many armored units, but their infantry has a faltering moral.

The German player must save his civilian population from the advancing Russians by taking it to the harbors and board them on transports, such as the Wilhelm Gustloff.

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: 4h30

Favored Side: Soviet Union

Most Difficult Side to Play: Germany

The scenario lasts 20 turns (between 13th January and 22nd February, 1945), each turn being equivalent to 2 days.

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



FORCES

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

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

MAPBOARD

The map represents the regions of East Prussia and East Pomerania, as well as the northern parts of Polish Mazowia. Off-map boxes will show the German port of Kiel, Berlin, or on the Soviet side Leningrad, Vilnius or Brest-Litovsk.



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 40 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

REFUGEES

The refugee units start the game locked in various locations of East Prussia. They can only move if released by the play of certain game cards. Taking those units to the German port of Kiel (or to Berlin) will bring many VP to the **German player**.



The **Soviet player** will make VP by capturing (i.e. destroying) them.

SUPPLY SOURCES

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

Germans: all regions on the western side of the mapboard + harbors which are not blockaded.



REINFORCEMENTS

Soviet Reinforcements:

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