

Last Battles: East Prussia-1945

ENDKAMPF: OSTPREUSSEN

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1.0 INTRODUCTION

East Prussia has been a battleground for over 1,000 years. Geographically situated as part of the so-called "land bridge" between Europe and Asia, and the border between the Germanic and Slavic peoples, virtually every hex on the game map has been the site of battles or other various forms of carnage at one time or another. From ancient times, the soil of East Prussia has been drenched with the blood of Germans, Huns, Mongols, Bohemians, Lithuanians, Tartars, Swedes, Poles, French, Russians and many others.

Prussia gradually expanded to the East and the West, culminating in the unification of Germany and the creation of the Second Reich after the Franco-Prussian War in 1870. The Prussian "Junker" Class dominated the government and society until Hitler's rise to power, and the Army even after that.

A theme running through Prussian-German history had been the "Drang Nach Osten" (Drive to the East), somewhat akin to "Manifest Destiny" in American history. East Prussia was a traditional springboard for eastward invasions, last used as such in 1939 to invade Poland and 1941 for operation "Barbarosa," the invasion of the Soviet Union. In January 1945, the Red Army stood poised at the East Prussian border, ready to invade the Reich itself.

East Prussia was a symbol to both the Russians and the Germans, to the former as the "cradle of German militarism" (true), to the latter of "military and cultural superiority" over the Slavs (? ! ?). Also in the deep underground bunkers in the forest east of Rastenberg lay the Wolfsschanze ("Wolf's Lair"), Hitler's supreme headquarters. In Hitler's private chambers there (with almost 30 feet of steel-reinforced concrete overhead) Keitel, Jodl, Bormann, Himmler, Göring and other Nazi leaders (who also had private quarters there—Göring even had a private hunting lodge in the nearby forest) had plotted the conquest of Europe and the Soviet Union.

Surrounded by barbed wire, antitank ditches, watchtowers, and guarded by the Führer-Begleit-Battalion and a flak brigade, it was deemed impregnable against any attack. Of course, an onslaught by two Soviet Fronts had not been foreseen.

Here too, the assassination attempt on Hitler's life on 22 July 1944 failed, leaving him more convinced than ever of his

destiny to lead the German people to victory or destruction.

Army Group Center (renamed "North" during the course of the campaign by Hitler in a rage against students of military history) had lost no less than five Panzer divisions and three Cavalry and Mechanized brigades in early December to the Führer's obsession with his Ardennes Offensive, and bolstering his last remaining ally of Hungary. Guderian never supported the idea of an offensive in the West and told Hitler that the Eastern Front was like a "house of cards. If the front is broken at one point, all the rest will collapse." When German intelligence presented Hitler with its estimate of Soviet strength (remarkably accurate), he called it the "biggest bluff since Ghengis Khan's time" and busied himself with preparations for his offensive to knock the Western Allies out of the war.

The offensive into East Prussia posed considerable problems for STAVKA (the Soviet High Command). The defenses were organized in depth and supported by powerful permanent fortifications built during the 1920s by the "Reichswehr" (as the German army was then called) as protection against Poland (!). These were steel-reinforced concrete emplacements, in many places stronger than the West Wall, but most of the moveable artillery had been removed to the Atlantic Wall. Nevertheless, they posed a serious obstacle to any advancing armies. In addition, a series of trenches, antitank ditches, artillery emplacements and other obstacles had been constructed by army, civilian and slave labor in late 1944. No less of a consideration were the ancient (but modernized) fortresses of Lötzen, Graudenz, Thorn, Kulm, Elbing, and above all Königsberg itself, with its many powerful surrounding forts and heavy artillery. Also the terrain of East Prussia, its lakes, rivers, marshes and canals, the well-developed network of railways and highways, gave numerous advantages to the defender.

The main objectives determined by STAVKA in November of 1944 were to contain the East Prussian Army Group, *ie.* protect the flank of Zhukov's drive toward Berlin, to isolate them from the rest of Germany and prevent them from escaping to defend against the final drive, and to split them up to prevent them from utilizing their forces in any coherent manner. Such a multifaceted task, contain, isolate, and split, called for at least two fronts. 3rd Byelorussian (Chernyakhov-

sky) was to strike at Königsberg from the east, while 2nd Byelorussian (Rokossovski) was to separate Army Group Center from Army Group "A" to the south and envelop it. Additionally, they were to force the Vistula crossings (this task was rescinded by Stalin during the operation, much to Rokossovski's surprise). The task of isolating the German forces was to be done as quickly as possible, so that armies could be redirected for the drive through Pomerania to Stettin and Berlin, in cooperation with Zhukov's 1st Byelorussian. The entire operation was optimistically planned to last 45 days, at the end of which the Third Reich would be defeated. The start date was set for the 20th, but pushed forward at Churchill's request, due to the critical situation in the Ardennes.

The Soviet concern for Zhukov's flank was appreciated by Heinz Guderian, Chief of the German General Staff, who had been a major proponent of the creation of the German Panzer forces and Blitzkrieg tactics. He suggested that East Prussia should act as a "balcony" overlooking the main Soviet drive through Poland (which he knew Army Group "A" couldn't stop), its forces used to pinch off the head of the Soviet attack when it had lost its impetus. This was exactly what the Soviets were afraid of, and the idea had considerable strategic merit (although the fact that Guderian himself was an East Prussian may have influenced his opinions somewhat). To this end, he clamored for the transfer of 6th SS Panzerarmee to the Eastern Front and the evacuation of the Army Group North (later "Kurland") isolated in the Courland Peninsula in northern Latvia, to bolster up the Eastern Front in general, and East Prussia in particular. Hitler refused both requests, the former because he still had illusions about his pet offensive in the Ardennes, the latter to protect the U-boat training areas in the Baltic (? ! ?). Hitler also refused Guderian and Hossbach's (commander of 4th Army) request to pull back 4th Army from its exposed salient to the powerful Masurian Lake-Lötzen Line, thus shortening the front and freeing up badly needed reserves.

The flip-side of the strategic coin was Rokossovski's view that the wrong sector had been chosen for the main thrust of the 3rd Byelorussian Front. The strongest fortifications in East Prussia were directly in the path of the attack planned by STAVKA. Also, "the very configuration of the front line suggested that the main

attack ought to be delivered from south to north." He reasoned that 3rd Byelorussian should jump off from the Lomzha area and drive on the Frisches Haff. Such an attack would be aided by the fact that "it would have combined better with the operations of our Front, and made it much easier to penetrate the enemy defenses." He was prepared to hand 50th and 3rd armies (with their deployment areas) over to Chernyakhovsky to this end. He also lamented the lack of coordination between the two fronts. He complained that STAVKA had "not even mentioned" this issue, whereas his task to protect the flank of 1st Byelorussian Front to the south was explained in great detail. In hindsight, Rokossovski's plan may well have met with better success, as 3rd Byelorussian's advance did proceed much more slowly than had been hoped, owing to the narrow frontage of the attack and the powerful fortified lines. Also, Hitler had ordered that Königsberg be held at all costs. Due to its historical significance, he was afraid that the Soviets would set up a puppet government there of German "traitors" and broadcast propaganda from there that would weaken the German people's will to fight. I have found no evidence that Stalin ever even entertained such a notion at the time. Thus the attack in this area also ran into the most bitter resistance.

At any rate, the two Soviet Fronts were prepared to reverse the "Drang Nach Osten" theme. The last time Russian armies had invaded East Prussia they had met disaster on the fields of Tannenberg in 1914.

This time they had come much better prepared for the task. The two Fronts combined contained over 3,800 tanks and assault guns, 25,000 artillery pieces of all types, over 3,000 aircraft and 1,220,000 combat troops. However, their infantry corps were understrength. The industrial might of the USSR could now provide an abundance of excellent equipment, but even the huge population of the Soviet Union could not sustain a war of such ferocity and appalling losses for almost four years without feeling the pinch for able-bodied soldiers. Rokossovski's Front had received 120,000 replacements, prior to the offensive, but not a single one came from the home replacement organization. 20,000 were troops that had been sifted from the rear area and supply services, 40,000 sick and wounded who were returned to duty, 10,000 were Soviets who had been freed from German P.O.W.

camps, and 53,000 were conscripts, the majority being Poles, Ukrainians and Balts who had been drafted into the Red Army. Only the transfers from STAVKA reserve were "more or less" fully manned; 2nd Shock, 49th and the veteran 5th Guards Tank armies.

However, the Germans were scraping the bottom of the barrel themselves. Men over 50 and boys of 12 or 13 were organized into local *Volkssturm* (People's Militia) battalions to defend their towns and villages. Many of their divisions were only shadows of their paper strength. Army units were being reinforced by sailors who no longer had any ships to sail and Luftwaffe ground staff, who no longer had any planes to maintain (or more accurately no more fuel to fly the planes they *did* have).

Army Group Center numbered about 780,000 men (including approximately 200,000 *Volkssturm*), 8,200 artillery pieces, 700-800 tanks and assault guns and around 775 aircraft. The Army Group had about 360 miles of frontage, roughly ten miles of front per division, which was about as good as the Germans could expect at that point of the war.

The Army Group's Order of Battle included the elite 1st Herman Göring Parachute-Panzer and 2nd Parachute-Panzer Grenadier divisions. Technically under Luftwaffe command and still comprised largely of volunteers, Göring saw to it that they were well equipped with all the latest and best weapons (just prior to the offensive they had received a shipment of new Tiger tanks and Jagdtigers). There was also the veteran Panzer Grenadier Division "Grossdeutschland" (which actually had the structure of a panzer division). Two other panzer and two other mechanized divisions, three assault gun and tank brigades, and a number of smaller mobile formations rounded out the Army Group's striking force. However panzer corps and armies were panzer in name only, having been stripped of their armored formations. One panzer corps (the 7th) began the battle with only corps troops and artillery, with no units attached!

Thus, the stage was set for the beginning of the last act of the Third Reich. The campaign in East Prussia, which saw "the most better fighting since Stalingrad" (Associated Press) was about to begin. The campaign was to last 105 days with the final fall of Königsberg, although it was essentially decided on 29 January,

when Rendulic (who had replaced Reinhardt as Army Group commander) ordered a halt to the westward attack of 6th Corps.

This game is dedicated to the civilians of all nations involved in the Second World War, who found themselves in the front line, as entire populations were mobilized for the war effort, bombed, and suffered under the occupation of invading armies.

— Gary M. Helmer

CREDITS

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Special Thanks to: David J. Piercy, Robin Cookson and Dr. Charles Burdick.

2.0 GAME DESCRIPTION

Last Battles is a game with two opposing sides that can have up to two players on each side. The players on one side move and fight with the Soviet pieces, while the other side's players move the German-Axis units. The play of the game is divided into sequenced turns in which players move their forces and engage in combat to gain geographic objectives and destroy enemy units. Each hex cell represents 8 kilometers; Each game-turn represents one full day of real time. The counters represent the ground, air, and naval units that fought, or could have fought, in the East Prussian Campaign. All units are printed with information necessary to play the game, and with data of historical interest.

3.0 GAME COMPONENTS

The following game components are supplied with *Last Battles*:

- 1 34" x 22" Map
- 1 Rules Book
- 300 Die-Cut Counters
- 1 Ten-Sided Die
- Charts and Tables

3.1 THE GAME MAP

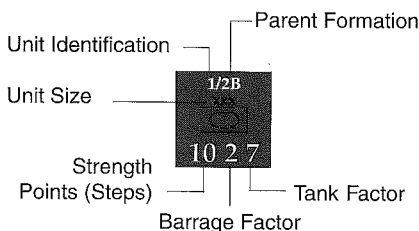
A hexagonal grid has been superimposed on the 22" x 34" game map to regulate the movement and location of playing pieces. *Last Battles* utilizes a scale of 5 miles to the hex.

3.2 THE COUNTERS

The counters represent the military units which took part in the historical battles. The numbers and symbols on each counter represent strength, movement capability, supply requirements, size of the unit, and the unit type and designation.

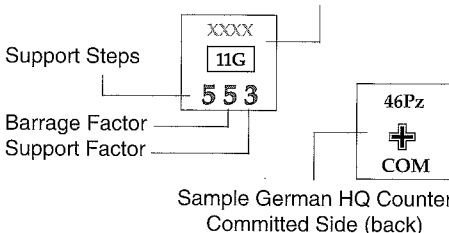
3.21 How to Read the Units

Tank Corps:

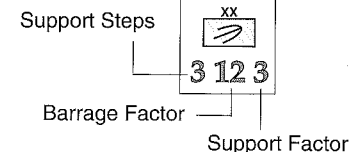


Headquarters:

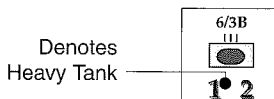
Sample Soviet HQ Counter (front)



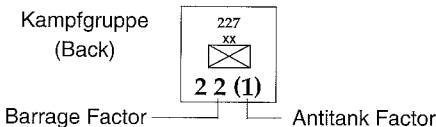
Rocket:



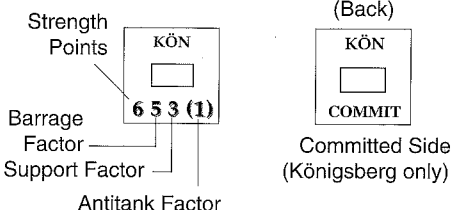
Heavy Tank:



Infantry Division:



Fortress Garrison:



3.22 Unit Designations

- II = Battalion
- III = Regiment
- X = Brigade
- XX = Division
- XXX = Corps
- XXXX = Army
- XXXXX = Front/Army Group

3.23 Summary of Unit Types

Tracked Units:

- = Tank/Panzer
- = Mechanized/Panzer Grenadier
- = Assault Gun/Sturmgeschütz
- = Tank Destroyer/Jagdpanzer
- = Self Propelled Antitank
- = Flame Thrower Tank

Motorized Units:

- = Motorized Infantry
- = Flak
- = Headquarters
- = Rocket
- = Antitank

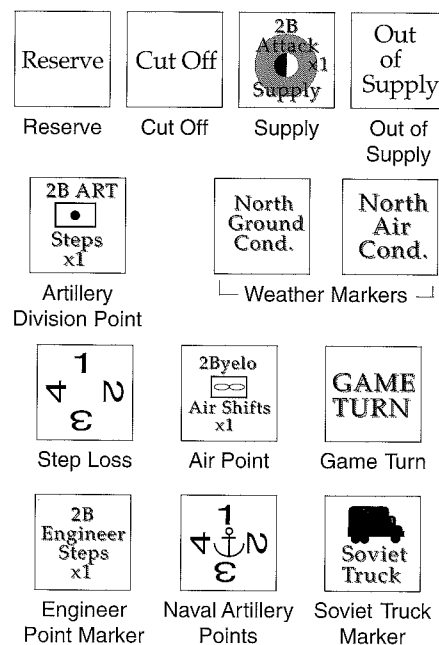
Leg Movement Class:

- = Infantry
- = Engineer/Pioniere
- = Fortified Area

Other:

- = Bicycle/Radfahrjäger
- = Fortress Garrison/Festungskommandant

3.24 Sample Markers



3.25 Nationality Color Coding

- Black on gray = German
- Black on blue-gray = German Fleet
- Black on blue = Luftwaffe (ground and air)

White on black = Waffen SS
(German)

Black on brown = Soviet, regular

White on red = Soviet Guards

3.26 Counter Abbreviations

AG = Army Group

AH = "Adolf Hitler" SS Panzer

AT = Antitank

B = Byelorussian (White
Russian)

BR = Brandenburg

DR = "Das Reich" SS Panzer

ELB = Elbing Fortress Garrison

FA = Fortified Area, Soviet
Infantry Unit

G = Guards, Soviet Elite Unit

GD = Grossdeutschland

Grau = Graudenz Fortress
Garrison

HAN = Gruppe Hannibal (SS
Police)

HG = Herman Göring Luftwaffe
Ground Unit

HJ = Hitler Jugend SS Panzer

HQ = Headquarters

HS = Hohenstaufen SS Panzer

ID = Infantry Division

J = Jäger, German Light
Infantry

Kön = Königsberg Fortress
Garrison

Le = Leichte (light)

Mb = Marienburg Fortress
Garrison

Mw = Marienwerder Fortress
Garrison

PZ = Panzer

RJ = Radfahrjäger (bicycle)

Sp = Sperr (engineer)

T = Totenkopf (death's head)
SS Panzer

Thorn = Thorn Fortress Garrison

VGD = Volksgrenadier Division

z, z.b.V. = German ad hoc Division

4.0 THE GAME TURN

Last Battles is played in turns, called "game turns." Each of the sequenced game-turns consists of a Soviet player-turn followed by a German player-turn. When a player-turn is listed as belonging to a side, the players on that side are called the *phasing* players; their opponents are the *non-phasing* players. The following is a brief list of a game-turn's activity. Any game activities occurring outside of the following sequence of play are prohibited.

4.1 WEATHER DETERMINATION PHASE

Players consult the *Weather Chart* to determine the weather conditions in the two Weather Zones: Players may opt to use the *Variable Weather Chart* instead. If this option is chosen, one die is rolled for each Weather Zone (and the Air and Ground Condition Markers are placed in the appropriate box on the game map (see Weather Rule 13).

4.2 SUPPLY PHASE

Each player rolls a die to determine how much supply he receives that turn. Supply that is received is immediately recorded on the *Record Tracks* of the Front Headquarters or Army Group Headquarters that received it (see Supply rules).

4.3 MUTUAL REINFORCEMENT/REPLACEMENT PHASE

Both players consults the *Reinforcement/Replacement Schedule* and place any new units on the map. They may also add replacement steps of the appropriate type to units already on the map.

4.4 SOVIET MOVE PHASE

The Soviet player moves his units according to the movement rules.

4.5 GERMAN RESERVE MOVE PHASE

The German player moves his units previously designated as reserves according to the Reserve Rule.

4.6 COMBAT PHASE

4.61 Raw Odds Determination Segment

Players total the attacking and defending units' combat factors, including any barrage or support factors, and determine the raw odds before considering any die-roll modifications (DRMs) Players also commit air DRMs and Supply to combats as they occur.

4.62 Defender DRMs Segment

All DRMs for terrain and air support are determined for the defender.

4.63 Armor Superiority Segment

Armor and Antitank (AT) ratios are determined. DRMs favoring the attacker or defender are totalled.

4.64 Final DRMs Segment

All other DRMs favoring the attacker are totalled and a final modification is determined.

4.65 Combat Segment

The attacker rolls the die and the results are applied immediately before re-

solving any other combat. If the defending hex is vacated, the attacking units may advance after combat.

4.7 SOVIET EXPLOIT PHASE

Steps 4.4 through 4.65 are repeated with Soviet units that had been placed in reserve or received a Breakthrough result during the combat segment.

4.8 GERMAN PLAYER-TURN

Steps 4.4 through 4.65 are repeated with the Soviet and German roles being reversed.

4.9 GAME TURN INTERPHASE

The Game Turn Marker is advanced and the Game turn sequence is repeated.

5.0 STACKING

More than one friendly unit may be present in a single hex, through a process called stacking. Players may combine any number of units in a hex that total ten stacking points or less. During a phase allowing any kind of movement, stacks may freely break down and recombine. Units may always move through other friendly units without penalty.

Units forced to overstack because of retreats must continue retreating until they reach a hex that is not overstacked. If this is not possible overstacking is allowed, but the overstack must be remedied by the end of the next friendly movement phase, or else excess units are eliminated.

5.1 STACKING POINT VALUES

Each unit has a Stacking Point Value. This value is totaled with those of any other units in a single hex to determine if those units are in violation of stacking limits.

Stacking Point Values are as follows:

Battalions	1/2
Regiments	1
Brigades and inverted German Divisions	2
Division, Headquarters, inverted Soviet Corps	3
Corps	4
Soviet Rifle Corps	5

5.2 SOVIET RIFLE CORPS STACKING

Soviet Rifle Corps are a special case. Normally, only one may be stacked in a hex. However, if a Rifle Corps does not move during its friendly movement phase, an additional Rifle Corps may be moved

into the hex. Two Rifle Corps may not move together as a stack. On the first Turn of any scenario, Soviet Rifle Corps may start stacked together.

5.3 EXAMINATION OF STACKS

Players may not examine the contents of an enemy stack during movement prior to combat. The strongest unit in stack must be on top. Usually, the strongest unit in a stack is a divisional or Corps-sized unit—Armored if present.

6.0 ZONES OF CONTROL

Most units have an influence on the six hexes that are adjacent to them. This influence is called a zone of control (ZOC). This ZOC affects movement, combat, supply, and other aspects of play. Friendly ZOCs never have an effect on friendly units.

6.1 WHICH UNITS HAVE ZOCs

Most divisions and all corps have a ZOC which extends into the six hexes immediately surrounding them. Headquarters (HQs) have a ZOC only if there is at least one non-armor regimental-sized unit stacked with them. German divisions and Soviet Corps that have been reduced to a single step have no ZOC. Zones of control extend out of, but not into fortresses, fortified lines, major and minor cities. They do not extend across unfrozen Lakes, Sea, or Major River hexsides.

6.2 EFFECTS OF ZOCs

Units which enter an enemy zone of control must pay an additional one-half Movement Point and stop. Units may not move directly from one ZOC to another except to retreat, or unless the moving units are tracked units that began the phase in the first ZOC, and that ZOC is not being exerted by enemy units that are armored or mechanized class units. The unit may move no further than one hex. This may not be done across fortified, or defensive lines.

6.3 ENEMY ZOCs AND SUPPLY

Units may not trace any kind of supply lines through unnegated enemy ZOCs (EZOCs). A friendly unit(s) negates an enemy ZOC if it exerts a ZOC itself.

6.4 EZOCs AND RETREAT

A stack of retreating units loses one step from each of the units for each enemy ZOC they must pass through that is unnegated. Any friendly unit except an HQ negates EZOCs for the purposes of this rule.

6.5 EZOCs AND ROAD MOVEMENT

Units may not use Road movement to move through an EZOC. They may use it to enter a hex if there are already friendly units present in that hex.

7.0 MOVEMENT

7.1 MOVEMENT ALLOWANCE

In his movement phase, the phasing player may move all, some, or none of his units. Units pay varying numbers of Movement Points (MPs) per hex or hexside, according to their movement class. MPs may not be accumulated or transferred from one Phase to the next. All units have a movement allowance of 6 MPs, except tanks, which have 5, and Cavalry, which has 8. Units may never exceed their movement allowance when moving. During snow turns the movement allowance of all units is reduced by 1 MP, except Cavalry, which is unaffected.

7.2 BASIC MOVEMENT PROCEDURE

When a unit moves, it must do so by entering adjacent hexes; units may not skip hexes to reach another hex on the map. Once the movement of a unit has been completed, players may initiate the movement of other units that have not yet moved. Players may let opposing players change the move of a unit that has just finished moving, but massive re-movement should not be encouraged.

The movement of certain kinds of units may be prohibited due to terrain and movement class of the units. The Summary of Unit Types (see 3.23) lists the Movement Class for every kind of unit in the game. The *Terrain Effects Chart* lists the terrain types that prohibit movement to various classes of units.

7.3 ROAD MOVEMENT

Units benefit from road movement rates only when following them directly from one hex to another. Units entering a hex through a hexside crossed by a road may ignore other terrain in the hex for movement purposes. Roads that cross major river hexsides negate the cost of crossing that hexside. Mechanized, motor and tracked units must pay one-half MP to enter road mode and use the increased rate. They must also pay one-half MP to leave—units may not remain in road mode.

7.4 RAIL MOVEMENT

Only the German player may use rail movement. Up to 20 stacking points may

be transported by rail each turn. Units may expend 10 rail movement points (RMPs) for each normal MP from their movement allowance. A double-track costs 1 RMP for each hex, a single-track costs 2. In Poland, add one to each hex traveled in rail mode.

To entrain, units move to a town or city bisected by rail lines and pay 1 MP. Units may detrain in any rail hex, paying one MP. Normal movement and rail movement may be combined in the same phase. Units traveling by rail must follow the rail line and may not pass through hexes which are occupied by Soviet units or their ZOCs. German units negate ZOCs for this purpose.

8.0 RESERVES AND EXPLOITATION MOVEMENT

Units may be placed in reserve if, during a friendly Movement Phase, they have not expended more than one-half of their movement allowance. Being in reserve allows units to move and expend up to one-half of their movement allowance during a Reserve Movement Segment or Exploitation Phase. Reserve units may also conduct attacks during a friendly Exploitation Segment.

8.1 RESTRICTIONS ON CREATING RESERVES

Units may not be placed in reserve in an EZOC. EXCEPTION: cut off units may be placed in reserve to facilitate breakout attempts.

If an enemy unit moves adjacent or the reserve unit is attacked, the Reserve Marker is removed and the units no longer are in reserve.

8.2 MOVEMENT DURING RESERVE SEGMENT

During the Reserve Movement Segment, reserve units of the non-phasing player may move up to half their movement allowance, but may not move into an EZOC unless they began the segment adjacent to a friendly unit which is in an enemy ZOC. In this case, they may enter the ZOC as long as it contains that friendly unit.

8.3 THE EXPLOITATION PHASE

Reserve units may move half of their movement allowance and conduct combat according to the movement and combat rules. Players may use any supply, artillery and/or air points that were not used in the previous combat phase.

8.4 BREAKTHROUGH

When a Breakthrough result occurs, the owning player may place one of the attacking stacks into reserve. This stack may then move and conduct combat during the following Exploitation Phase. A Breakthrough result during the Exploitation Phase has no further effect—units may not move and fight a third time in the same game-turn.

9.0 SUPPLY

German Corps and Soviet Army HQs act as supply conduits. To allocate supply points to a combat, the hex must be within 4 hexes of a corps or army HQ. German Corps HQs may do this for any friendly unit; Soviet Army HQs must have at least one subordinate unit involved in the combat. Each of the Soviet Fronts and the units belonging to that Front have been colored-coded by the use of a specific color in the Unit Type Boxes of all units. Up to two Corps or Army HQs may participate in any one combat.

9.1 SUPPLY PATHS TO FRONT OR ARMY GROUP HQs

To provide supply, HQs must be within 4 motorized MPs of a Front or Army Group HQ, which in turn must be able to trace a path of any length along roads or railroads to a friendly map edge. The scenario rules list all friendly map edges for each side. These paths must be free of enemy units and/or their ZOCs. The supply paths from units to HQs are traced using the same restrictions.

9.2 CUT OFF UNITS

If a unit or HQ cannot trace such a path, it is "cut off" and a Cut Off Marker denoting this is placed on the unit. When an HQ is cut off, all subordinate units of that HQ are also cut off, and the Cut Off Marker is placed on the HQ. A cut off unit may attack and defend normally one time, then an Out of Supply Marker is placed on the unit.

9.3 OUT OF SUPPLY EFFECTS

When a unit is out of supply, all of its combat factors are halved and motorized and tracked movement allowance are reduced by two. Units that are out of supply may never be placed in reserve; nor do they benefit from a Breakthrough result if they attack.

9.4 HIGHER HEADQUARTERS MOVEMENT AND SUPPLY

Soviet Front HQs may move one hex per Turn. They may only move along

double-track rail lines. They may not enter EZOCs unless other friendly units are present in the hex being entered.

German Army and Army Group HQs are moved as though they were motorized units. On the turn that they move they may not be used to supply any kind of Combat Supply.

9.5 COMBAT SUPPLY

Combat Supply is required by all units that wish to use their barrage factors or receive artillery barrage factors from HQs during combat. Barrage factors are added to the attack or defense strength of the hex being attacked.

9.51 Supply Points

Combat supply is measured in the form of supply points (SPs). Supply points are received by either Army Group or Front HQs during the Supply Phase. Both sides roll to receive supply points during the Supply Phase. The Soviets receive two SPs on a roll of 1-4, one on a roll of 5-8, and none if 9-10 is rolled. The Germans receive two on a roll of 1-2, one on a roll of 2-7, and none if 8-10. The Soviet player must decide immediately which Front will receive how many SPs.

9.52 Supply Point Tracks

Players use their *General Record Tracks* that are printed on the map to keep track of how many SPs are available. As supply points are received and expended, the SPs Available Markers for each HQ is adjusted to reflect the new totals. Opposing players may not examine each other's tracks.

9.53 Allocating SPs to Combat

During the Combat Phase, players allocate SPs to individual combats. Both players secretly choose whether or not they will provide points to a combat, and then simultaneously reveal their choices. Players can use a counter to represent supply and hold it hidden in their hand if they have allocated it to a combat. Both players then reveal what is in their hand. If there is no counter, then there is no supply point allocated.

9.54 Support Factors and Supply

Even if no supply points have been allocated to a combat, that side may add any support factors that are available. If a Front or Army Group has no supply points on its *Record Track*, no units from that Front or any German units may add their support factors to a combat.

9.55 Rocket Divisions and Supply

For each Rocket Division point used in a combat, the Soviet player must allocate

one extra supply point in order to use the barrage factors associated with that unit.

10.0 HEADQUARTERS AND ARTILLERY

10.1 BARRAGE AND SUPPORT FACTORS

Most units have a barrage factor; some units also have a support factor. Barrage factors may be used only if a supply point is expended. Support factors may be used as long as there is at least one supply point in the appropriate *Front* or *Army Group Box*.

10.2 BARRAGE AND SUPPORT RANGE

German Corps or Soviet Army HQs have a three hex range, counting from the HQ to the hex in which the combat is occurring. All other units have a one hex range. They must be in hexes adjacent to the combat, or if defending, in the hex itself. These ranges apply to both barrage and support factors.

Rocket units have a range of two hexes, while artillery division points have a range of three hexes. This range is counted from any of the Army HQs that are subordinate to the Front that the artillery division points are assigned to, or from the hex containing the rocket unit.

10.3 ALLOCATION AND USAGE OF BARRAGE AND SUPPORT FACTORS

Barrage or support factors are added to the combat value of other combat units during the Raw Odds Segment. After an HQ has fired or allocated its support steps, the counter is flipped over—denoting its use. Barrage strengths may only fire once per turn; HQs that have fired and are then subject to attack may always fire their support factors in defense.

10.4 SOVIET ARTILLERY DIVISION POINTS

Soviet artillery division points (ADPs) represent the large formations of artillery that they had grouped for this offensive. Such units were powerful, but not very flexible or mobile; they also had huge tonnage requirements for munitions, which could not be sustained for more than a day or two each week.

Each single ADP represents one artillery division. These ADPs begin the game assigned to either the 2nd Byelorussian or 3rd Byelorussian Fronts. This is shown by adjusting the ADP Marker on each of the *Front Record Tracks* to depict the cor-

rect number of points assigned to that Front. These Front assignments may not be changed.

Each ADP has a Barrage value of nine and a support value of two.

10.41 Artillery Division Supply

An artillery division point may not use its Barrage values in any combat in which its side has not allocated any combat supply points; it may contribute its support value to the combat, however.

A Rocket Division cannot use its Barrage value unless a combat supply point has been specifically expended just for that unit—an additional point would still have to be expended for any other units involved in the same combat.

10.42 Artillery Division Restrictions

Artillery division points may only be allocated to a combat that occurs within two hexes of a Soviet Army HQ belonging to the same Front as the artillery point. The HQ must have also started the game-turn in the hex it occupies at the start of the Combat Phase.

No more than one ADP may be allocated to a combat for each participating friendly Army HQ. A maximum of two artillery points may participate in the same combat. A Rocket Division is not considered to be an artillery division for the purposes of this rule.

10.5 SOVIET ROCKET UNITS

Soviet rocket units are treated as special types of artillery. They have a Barrage range of only one hex (adjacent hexes only). Only one such type of unit may participate in a single combat. They may move and fire in the same turn. When they fire, the owning player must expend one additional combat supply point for each Rocket unit involved. There is no limit to the number of Rocket units that may participate in a combat if at least one Gds Army HQ (or GD Tk Army) is participating in the attack.

Rocket units fire at one-half strength when they are contributing to a combat defensively.

11.0 AIR SUPPORT

The application of air power has been abstracted by the use of air points that represent the concentration of air assets by both sides. Air points affect combat by creating shifts on the *Combat Results Table* (CRT) that are beneficial to the side they belong to. Air points can also affect Supply and Movement.

11.1 AIR POINTS

An air point is a discrete unit of measure for quantifying the amount of air power that is available to a player. A single air point may never be further subdivided when being used.

Soviet air points start the game assigned to either the Third or the Second Byelorussian Front. The Soviet Players should adjust the Air Point Markers on each of the two Front's *Bookkeeping Tracks* to show the correct number of air points assigned to each of those Fronts.

Each Front has an Air Point Marker that is placed on its *General Record Track*. Use this marker to record how many air points the Front currently possesses. The German player has only one *General Record Track*, and all of his available air points are assigned to it.

11.2 EXPENDING AIR POINTS

Each time an air point is used for a mission, it becomes unavailable for the rest of the game-turn it was used in—it has been expended. At the start of the next game-turn, an expended air point becomes available again. Players should also note that air points are sometimes made unavailable due to weather conditions.

Air points that are assigned to a Front may not be used together on the same mission with air points from the other Soviet Front. The Germans have no such restriction.

There are no range considerations; air points may be used anywhere on the map.

Soviet air points that are assigned to 3rd Byelorussian Front are considered to be flying from fields located in the Northern Weather Zone; those air points that are assigned to 2nd Byelorussian Front are flying from fields located in the Southern Weather Zone. The Weather conditions in a zone affect the availability of aircraft points based in that zone (see Weather 13.0).

11.3 AIR MISSIONS

Air points may be used to fly two types of air missions: Ground Support and Air Supply.

11.31 Ground Support

During each Raw Odds Determination Phase of a combat, players secretly allocate any air points they wish to support that combat with. The number of air points is the number of column shifts that are applied to the combat that they are

supporting. A maximum of five air points may be allocated to a single combat.

The side with the lesser number of air points subtracts its total from that of the enemy. The resulting value is the number of shifts on the CRT awarded to the side that had the greater number of air points committed. If both sides commit the same number of air points, then neither side receives any benefit.

11.32 Air Supply

Both sides may attempt to airdrop supply. Only one airdrop of supplies may be attempted per Front, or German army in a pocket. Players designate which hex they are attempting to supply and roll the die. On a roll of 1-6 the drop is successful and the counter is placed in the hex. On 7-9 it is destroyed, and on 10 the enemy may capture the supply counter and then add its value to his supply box. Three is added to the die-roll if the hex is a fortress or city, and a result of 12 or 13 means the supply is captured. Supply may be captured in this way only if enemy units are adjacent to the hex that the drop was attempted in.

If the drop was successful, players should record on a piece of paper the number of supply points that have become available to the units that received the drop.

Units that are cut off or out of supply may use supply points to provide general supply. For each supply point expended, up to three hexes worth of units may be provided with general supply. These hexes must all be within one hex of where the airdrop occurred.

11.33 Air Point Assignment (optional)

When air points are assigned to a combat, they are generally allocated on a combat by combat basis. Players should be honest when deciding secretly beforehand how many air points will be committed to a combat. As an optional, yet more realistic rule, players may secretly write down all of their air point assignments before any combats are resolved. This greatly increases the unpredictability and suspense of combat, but takes a greater amount of time to execute.

12.0 COMBAT

Phasing units that are adjacent to enemy units at the beginning of the combat phase may attack them. Attacking is voluntary; units are not required to attack. All units defending in a hex must be attacked collectively, and have one com-

bined defense strength. Two or more enemy-occupied hexes may not be attacked as a single combat. A single unit may not split its attack strength against more than one hex. The attacker determines the order in which attacks are resolved. Combat is resolved according to the following procedure.

12.1 COMBAT PROCEDURE

The following is a list for the order of activities when resolving each combat.

12.11 Raw Odds Segment

First, the attacker declares whether or not he is using his armor factors. Then players total the attacking and defending combat factors, including all barrage and support factors from both sides. The totals are reduced to an odds ratio—round off in favor of the defender. Both sides secretly commit any air points to the combat. After all air points have been allocated, players announce how many they have applied to the combat. Each air point shifts the Combat Odds Ratio one column in favor of the owning player.

Every Odds Column above 7 to 1 adds a +1 DRM to the attacker's total DRMs.

12.12 Defensive Die-Roll Modification Segment

All DRMs are determined. Defending units receive modifications for terrain. All modifications are cumulative.

12.13 Armor Superiority Segment

During this segment players determine die-roll mods for Armor Superiority (if any). Each unit possessing an Armor and/or AT factor has it printed on the lower right hand corner of its counterface. AT factors are parenthesized, Armor factors are not. Armor factors may be used in attack or defense at full value. AT factors only possess their full value on defense; if they attack, this value is halved (round down—never below one). If the attacker has more armor factors than the defender has AT, then the attacker receives a +1 DRM. If 2:1, then a +2, and so on up to +4. If the defender has a 2:1 ratio of armor factors over the attacker then he receives a -1 DRM to the combat. With a 3:1, he receives a -2. There is no further benefit past -2. Armor factors are halved when attacking against minor city, major city, fortresses, or fortified lines. Flame throwing tanks are not halved against these terrain types. The attacker is not obligated to apply armor factors in a combat situation. Neither is the defender.

12.14 Final DRM Determination Segment

All DRMs favoring the attacker are now totaled, and a final DRM is calculated. This is done by subtracting the defender's DRMs from those of the attacker. There may never be more than six cumulative DRMs in any player's favor in each combat.

12.15 Combat Segment

The attacker rolls the die and the results are applied immediately, before resolving any other combats. The attacker may resolve his attacks in any order he wishes, but no units may attack more than once, and no units may be attacked more than once during the same Combat Segment. Note that units may attack or be attacked again during the Exploitation Phase of the same turn.

12.2 TERRAIN EFFECTS ON COMBAT

The far right column on the TEC lists the defensive DRMs awarded during combat. These are cumulative (exception: Königsberg hexes are all fortresses—but they do not receive the city and fort line benefits). Only German units receive defensive or Fortified line DRMs. When a defensive line is outflanked, +1 is added to the roll for each hexside. If a fortified line is outflanked, even by a single unit, the DRM is reduced to negative four, instead of -6. The defending unit may still not be forced to retreat if the German player is willing to take the losses.

Armor factors are halved against major or minor cities, fortresses, and fortified lines.

The defensive benefit for rough terrain is received only if the attacker is not on the same piece of high ground. A clear hexside between two high ground hexes makes them separate. One attacking unit on the same high ground negates the high ground for other attacking units not on the same high ground.

The River or Major River defensive benefits are only received if all attacking units must do so across river hexsides.

12.3 COMBAT RESULTS

Most combat results on the CRT are numbers, the left result applying to the attacker, and the right result to the defender. These numbers are combat obligations that are fulfilled by step losses and/or retreated units. The owning player decides how all odd numbered obligations will be satisfied, and the opposing player

chooses the even results. Players have the option of choosing step losses or retreats. The defender chooses first.

The attacker may never retreat more than one hex—but he is never forced to retreat if willing to take the step losses. The defender may not be forced to retreat if in a fortress major city minor city or behind a fortified line.

12.31 Step Losses

When a unit takes step losses, a Step Loss Marker is placed underneath, with the number of losses pointing to the top of the counter. As more losses are taken, the marker is rotated to reflect the new values. The Step Loss Marker is also flipped over to reveal other loss values.

For each step lost from a Soviet Rocket Division, reduce their barrage and support value by a third of their printed values.

Barrage and AT factors on German divisions and Soviet corps are unaffected until the units are reduced to a single strength point. The units may then no longer use their barrage and support factors if they have only one strength point remaining. The barrage and support factors of Soviet armies are halved if they have only one strength point left.

Armor factors are lost at the rate of one for every two strength points lost.

If armor or engineer steps are used in the attack, the first step loss as a result of combat must be armor or engineer.

12.32 Breakthroughs and Routs

Breakthroughs are overwhelming results for the attacker against the defender in a combat. The defender loses two steps and then must retreat two hexes. The attacker may place one of his stacks into reserve. Units that receive Breakthrough results during the Exploitation Phase may not go into reserve mode again.

Routs are overwhelmingly bad results for the attacker. The attacker must lose three steps and retreat one hex.

12.33 Step Losses and Magnitude

Whenever a particular side in a combat has more than twenty strength points participating in that combat, extra losses may be incurred. If that side takes any losses, either voluntarily or not, then one additional step loss is assigned to that side. The choice of who will take the loss is left to the owning player. Barrage and support points from either side are never counted toward this total when determining the number of strength points that are participating in a combat.

12.34 Forgive and Forget

In any combat in which the attacker has suffered at least two combat obligations and the defender has suffered at least one, the attacker may invoke the "Forgive and Forget" rule. This allows the attacker to reduce his combat obligations by one, also reducing the defender's by one at the same time.

12.4 RETREAT AFTER COMBAT

As a result of combat, units may be forced to vacate hexes by retreating. Each hex that a unit, or stack of units, vacates satisfies one obligation due to combat results. There are restrictions on how units may be retreated.

12.41 Retreat Procedure

Retreat is counted in numbers of hexes, not MPs. The owning player determines the path of retreat after combat subject to the following priorities:

1. Through unprohibited terrain.
2. End retreat in hexes they are not prohibited from stopping in.
3. End the retreat the required number of hexes away from the hex they vacated.
4. Through hexes containing enemy ZOCs (although there may be losses—see 6.4).
5. Units may never end in a EZOC.
6. Soviet rocket units must be in road mode to retreat.

12.42 Retreat and Elimination

Units that are unable to retreat are eliminated in the last hex they were allowed to enter. Units may never be forced to retreat in a manner that would inflict loss or elimination if there are other permissible retreat paths available.

12.43 Infantry Retreat Limitation

Leg Movement Class units may never be retreated more than two hexes.

12.5 ADVANCE AFTER COMBAT

Attacking units may advance after combat if the defending units have retreated or been eliminated. Advancing units may advance the number of hexes retreated by the defender. If the defender was eliminated, the attacker may advance his units three hexes. The units need not follow the same path as the retreating units, but the first hex must be the original hex that was attacked. Advancing units must stop upon entering an EZOC. Soviet rocket divisions may not advance nor be placed in reserve. Soviet rocket brigades may advance.

Leg Movement Class units may never advance more than two hexes. Also, if an uninverted Rifle Corps was stacked with another such type of corps, then only one of the two corps may advance more than one hex after combat—the other Rifle Corps may still advance one hex into the hex that was originally attacked.

12.6 EXAMPLES OF COMBAT MECHANICS

What follows is a comprehensive example of combat illustrating the rules and restrictions that were presented above. The strength of the units appears in brackets.

The Soviets are attacking a German-held hex. The attacking Soviet units consist of a Guard Tank Corps [12-2-7], two Rifle Corps that are stacked together [9-3-(1) each], one heavy tank regiment [1*-0-2] that is stacked with the Tank Corps, and supported by an Army HQ that is two hexes away from the nearest attacking unit [5-5-3]. There is also one Rocket Division.

The defending Germans occupy a fortified line and consist of a German infantry division [4-2-(1) that is East Prussian], and one heavy flak regiment [2-0-(2)*]. Nearby, there is one Corps HQ [2-5-2], and in a hex adjacent to the defender's hex there is one Panzergrenadier Division [5-2-(4)] in reserve mode. There is also woods terrain in the hex that the defenders occupy.

Both sides allocate a supply point to the combat and all units are in General Supply. Therefore, all units may use their barrage values. The Soviets also expend one additional supply point to fire the barrage values of the Rocket Division [12 points]. The Soviets also have one artillery point that they may assign from the Front's artillery assets. The Soviet Army HQ has not moved in the current turn and is within two hexes of a friendly unit that is attacking the hex in which the combat is occurring in. This allows the Soviet player to assign up to one artillery point per Army HQ in each combat.

The Soviet player totals all of his attacking barrage strengths, support strengths, and combat strength points. [12+9+9+1+3=34 combat strength points] + [2+3+3+0+5+12+10=35 barrage points] + [3+3=6 support points] = 75 Raw points.

The German total is [4+2=6 strength points] + [2+5=7 barrage points] + [2 support points] = 15 Raw points. During the Reserve Phase, the German player moves

the 5-2-(4) in such a way that allows it to enter the hex that will be attacked. This increases the raw German total by 7 up to a new total of 22.

Comparing the two raw strengths (Attacker to Defender) gives us an odds ratio of about 3.4 to 1. The odds are rounded down to the nearest whole numbers in favor of the defender. Thus, the odds ratio of this combat before any modifiers is 3 to 1.

Next, players of each side must determine whether or not they will commit any air power to the combat. This is done in secret. Optionally, both players may choose to utilize the method of prerecording the location of all air assignments prior to the resolution of any combats. In this example, the Soviets commit five air points, and the Germans commit two. The Soviet side receives an overall column shift benefit of three (5-2=3). This changes the final Odds Column on the CRT from 3:1 to 6:1.

The Soviet player next calculates the armor value of his attacking units. The total is 7+2=9. The German AT value is 1+2+4=7. Since the Soviet total is greater than that of the German total, one DRM is awarded to the Soviet player. The Soviet player also assigns one engineer point to the combat from the Front assets. This allows the Soviet player to gain one additional DRM (because the attack is going in against a fortified line).

The German player receives a DRM of 1 for being in a woods hex, and 6 DRMs for being in a fortified line. If at least one attacking Soviet unit had not been attacking through a fortified hexside, then the German player would have received only 4 DRMs for the hexside feature. Even though the Soviet player has a heavy tank dot bonus, he does not receive its DRM, because of the presence of the German heavy AT dot.

The Soviet player subtracts his total DRM value (2) from the German total of 7 DRMs. This is because the Soviet value is the smaller of the two. The resulting value (5) is the total number of DRMs awarded to the German player. Because the Germans are defending, these DRMs will be subtracted from the combat die-roll. This is called the "Final Combat" DRM.

The Soviet Player throws one ten-sided die. The result is a 8. The final Combat DRM of 5 is subtracted from 8, leaving 3. This value is cross-indexed with the 6 to 1 column on the *Combat Results Table*.

The result reads "2/2." Each side has suffered two combat obligations. The attacker must satisfy his obligations before the defender. The Soviets could invoke the "Forgive and Forget" rule (12.34), thereby reducing the result to a 1/1. They choose not to, however, and take two full step losses. The first loss must come from either an armored unit or engineer point, since both of these capabilities were used to provide DRMs. The Soviet player chooses to lose one point from his 12-2-7 Tank Corps (a Step Loss Marker with the 1 value being oriented on the top side is placed underneath the unit to signify one step loss). The second loss is taken from one of the Rifle Corps, reducing it to a 8-2-(1). Because the Soviet player attacked with more than twenty non-artillery strength points, he must take one additional loss (12.33). This third loss is inflicted upon the other Rifle Corps.

The German player must now satisfy his obligations. The first obligation is entirely up to him—he chooses to stand and take one loss from the 4-2-(1). The second obligation is decided by the Soviet player (even result). He wishes to force the German player to retreat one hex. Ordinarily, this would mean that the German player would have to vacate the hex and retreat one hex backwards. In this case, however, the German player is occupying a fortified line and can never be forced to retreat. Therefore, the German player inflicts an additional loss on the 4-2-(1), flipping it over to its reverse side [2-2-(1)].

If the German player had retreated, the Soviet player could have advanced the attacking units into the vacated hex. No more than ten stacking points would be allowed to end their advance in the vacated hex.

13.0 WEATHER

Weather played an important role in the East Prussian Campaign. The frozen ground aided in the movement of armor and military traffic over the roads that existed in East Prussia and Poland. Normally impassable lakes, swamps, and rivers were frozen over for much of the operation. Blizzards and heavy mists grounded aircraft for days at a time. Toward the end of the operation, a heavy thaw occurred, bringing an effective halt to mobile operations. The weather rules depict these situations.

There are two Weather Zones: North and South. The two zones are delineated

by the dashed gray line running through Marienburg and the Wolfsschanze. Each of the two Weather Zones has its own weather conditions. These are kept track of on the map by the placement of Weather Markers in the appropriate boxes.

There are three Ground Conditions: Freeze, Snow, and Thaw. There are Three Atmospheric Conditions: Clear, Partial, and Fog. The Ground and Atmospheric conditions may be different in each Weather Zone. Players may use the historical weather as per the *Turn Record Chart* or the *Variable Weather Chart*.

13.1 GROUND CONDITION

Ground condition affects movement. The movement rates printed on the *Terrain Effects Chart* reflect the Freeze conditions. During Snow, all units have one less MP. During Thaw, all movement costs are doubled, except on paved roads. On the second consecutive turn of Thaw apply the movement and combat modifications on the *Second Turn Thaw Effects Table* (13.11).

13.11 Second Turn Thaw Effects Table

Terrain Type	Leg	Motorized	Cavalry	Tracked	Combat Die Modification
Swamp	3	5	2	4	-3
River	+1	P*	+1	P*	-3
Lake or Major River Hexside	+4	P*	+2	P*	-5
Haff and Lake Hexes	P	P	P	P	P

P = Prohibited; P* = Prohibited except at Bridges (a road crossing the hexside)

NOTE: Dirt roads are ignored during thaw; treat as other terrain in the hex.

13.2 ATMOSPHERIC CONDITIONS

Clear: All aircraft points based in that Weather Zone may operate normally.

Partial: Air points must be committed on a two for one basis. Fractions are lost.

Fog: All air points in that zone are unavailable.

All air points of the 4th Air Army (2nd Byelorussian Front) are based in the South Zone. All 1st AA are based in the North Zone. The Germans had aircraft based both South and North of the weather line. Northern fields are at Königsberg and Heilsburg, Southern at Stargard and Allenstein. The German player's aircraft are considered to be shuttling back and forth to all of these airbases. At the start of a turn, the German player may secretly write down how many air points are assigned to the

North airfields, and how many are assigned to the South airfields. If weather affects those in one sector, the others may be left untouched. Planes assigned to one sector may not be flown in the other.

14.0 REINFORCEMENTS & REPLACEMENTS

Both sides receive replacements during the course of play. The German player also receives reinforcements. Reinforcements are brought in at the city or area indicated on the *Turn Record Chart*. Replacements are of two types: Armor and Infantry.

14.1 ARMOR REPLACEMENTS

Armor Replacements can be used to replace losses in Tank/Panzer, Assault Gun, Tank Destroyer, Heavy Tank or Mechanized units. Flame thrower tanks may not be replaced.

14.2 INFANTRY REPLACEMENTS

Infantry replacements may be used to replace any Leg Infantry Class units.

14.3 RESTRICTIONS ON REPLACEMENTS

Other types of units may not be replaced.

Units receiving replacements must be within four hexes of an HQ and in supply. Units may receive replacements while in an enemy zone of control. Units may be resurrected from the dead pile. German infantry divisions may transfer steps between one another if they are in the same, or adjacent hex. A division may not transfer if it is below three steps. Replacements are added during the Replacement Phase and may be accumulated.

No unit may ever receive more than two steps per turn.

14.4 ARRIVAL OF REPLACEMENTS AND REINFORCEMENTS

The *Game-Turn Chart* lists the arrival of the type and location of all replacements and reinforcements.

15.0 BREAKDOWNS

Both sides have Breakdown Counters available. A division or corps may be broken down into smaller subordinate parts. Breakdown Counters have lower case letters in place of normal unit IDs. The PzGr Division GD has its own Breakdowns.

15.1 SOVIET RIFLE CORPS BREAKDOWN

When the Soviets break down a Rifle Corps, the corps counter is placed in the *Breakdown Box* and the rifle divisions with the correct number of factors are placed on the map where the corps was. These units may move normally. Remember to account for any losses that had been incurred before the corps was broken down.

15.2 GERMAN DIVISION BREAKDOWN

When German divisions are broken down, the divisional counter becomes the HQ/Artillery Regiment and has one step. The other regiments may move freely, but have no ZOC unless stacked directly with the Divisional Headquarters or another unit with a ZOC.

15.3 RECOMBINING UNITS

There is no MP cost to breakdown or recombine units. Units may do so during any movement phase. To recombine, the units must either be in the same hex, or adjacent to one another. The new unit is placed in any of the hexes occupied by the units used to recombine. Players may not recombine units from different divisional or Corps designations.

- The counter mix is not a design limitation—feel free to make your own counters.

16.0 UNIT SPECIALIZATION

16.1 FLAME THROWER TANKS

Flame thrower tanks have the capability of reducing the defender's DRMs for defensive lines, fortified lines, towns, fortresses, and cities. For each such unit (not step) involved in an attack against these terrain types a +1 DRM is added to the die-roll. Flame thrower tanks may never be replaced.

16.2 GERMAN FORTRESS GARRISONS

Certain German cities have an intrinsic Fortress garrison. This garrison consists of a number of steps. The number for each city is printed on the map near that city's name. It is also enclosed within a circle.

Whenever the Soviets attack a city with a garrison, the German player may add the garrison strength to that of any other units in the hex that are defending. If there are no other units, the city is defended using the strength of the garrison.

Any losses called for by an attack on a city garrison may be taken from the intrinsic printed strength. Use a Step Loss Marker to show how many steps are left in the city garrison. These steps may never leave the city.

The cities of Elbing, Thorn, Marienburg, Graudenz, and Marienwerder all contain city garrisons. Elbing and Graudenz also have a barrage value of 2, while Thorn possesses a barrage value of 4—which is reduced by one for each step loss. Marienburg and Marienwerder each have a barrage value of 1. Thorn and Elbing possess an AT value of (1) no matter how many step losses they have suffered.

The city of Königsberg is a special case. This garrison is provided with its own counter. It may fire its barrage and support factors into any of the surrounding hexes. It may also assign its steps to any hex in the Königsberg Fortress Complex in a manner that is similar to that of Soviet HQs. It may not do so if it is in an EZOC. All other Fortress rules apply. The Königsberg Fortress Complex consists of all of the city hexes of Königsberg that are enclosed by fortified lines.

German Fortress Garrisons are immobile. All step losses called for when they are attacked must be losses. These cities have no intrinsic Volksturm, but are factored into the counters. Fortress Garrisons of fewer than 4 steps have no zone of control.

16.3 EAST PRUSSIAN UNITS

German units marked with a dot above their strength point were comprised largely of East Prussians, who naturally fought more desperately to defend their homes. Units so designated receive a DRM of -1 in the defense only. If stacked with non-east Prussians, this DRM is not received. These units must be within the bright red border (line) that delineates East Prussia. Within means the area enclosed by the line.

16.4 LATVIANS

The 15th SS Grenadier Division was composed of Latvian fascists who were somewhat less than enthusiastic about fighting for the Germans at this point.

When they are attacked alone, the Soviets receive a +1 DRM. Also, this unit may not attack unless stacked with a German unit.

16.5 GERMAN NAVY

The German Navy still had control of much of the Baltic at this point. A powerful fleet was based at Zoppot and Gotenhafen. They were diverted from ferrying duties at Kurland and Pillau to support the land units in combat.

The naval support becomes available to the German player on 29 Jan. They are treated as artillery units with a five hex range and a barrage factor of eight. They may operate from any full sea hex. The German player has 6 naval supply points available. One must be expended each time the fleet fires. When none are left, the fleet may no longer fire. Use the naval counter that has been provided to keep track of the number of times the fleet has fired.

16.6 SOVIET ENGINEER ASSETS

The Soviet player has engineer assets that are not depicted by actual playing pieces. Instead, each Front is assigned a number of engineer points. The number of available points is kept track of through the use of markers on the appropriate *Record Track*. As points are lost—due to combat losses—the marker on the *Track* should be adjusted to reflect the current number of points left to that Front.

Soviet engineer points are assigned by Soviet Army HQs that are subordinated to the same front as the engineer points. The engineer points may be assigned to any Soviet attack that is within three hexes of an Army HQ. The distance is measured from the hex containing the HQ to any hex containing Soviet units involved in the attack. A path of hexes free of enemy units and/or their ZOCs must exist between the HQ and the attacking units.

The Soviet player may assign one Engineer point per HQ to each Soviet attack that meets the requirements above. An engineer point may only be assigned to one combat per combat phase. No more than two engineer points may ever be assigned to any one attack. No more than one engineer point per HQ may be assigned.

Once assigned to a combat, Soviet engineer points function exactly like flame thrower tanks (see 16.1)

Soviet engineer points are subject to losses exactly like real units. If they are

used to negate defender DRMs, then any first loss called for by the combat results must come from engineer points (if armor was also involved in the attack, the attacking player has a choice as to which unit will suffer the first loss). If an engineer point has been chosen to take a loss, subtract one step from the total number of engineer points available on the appropriate Front's *Record Track*.

Soviet engineer points may never be replaced.

17.0 ABSORBING UNITS

Soviet Tank and Mech Corps, and German Pz/PzGr divisions may absorb smaller units. The absorbed units are placed in the corps' or division's box on the *Set Up Chart* and are considered to be moving with the larger units. If the absorbed units are a different movement class than the absorbing unit, the entire group must move at the rate of the slowest units. It may drop off these units as the stack moves. Stacking limits must be observed.

18.0 SPECIAL RULES

18.1 VOLKSSTURM

The Germans had organized local Volkssturm battalions, untrained bands of old men and young boys—who nevertheless took a high toll of Soviet tanks. The first time a Soviet tank or mech units enters a German town, minor city, or major city it loses a step on a die-roll of one. This is negated if the feature was first passed through by infantry or cavalry that expended an additional one-half movement point.

Additionally, each village in East Prussia has an intrinsic Volkssturm step, each town two, and each major or minor city that has no Fortress Garrison, three. These are added to the combat value of regular German Army units defending in the hex. They do not count toward step losses or anything other than raw odds determination. If the defending units are forced to retreat, the Volkssturm are permanently eliminated in that hex.

18.2 NO WITHDRAWAL

No German unit may move from its initial deployment hex except to retreat as a result of combat, or unless it has been attacked—which releases the unit from this restriction. After release, the unit may function normally. This restriction is lifted following the third turn of the initial Soviet attack in that Army's

area (Turn 3 for 3Pz Army and Turn 4 for 2nd Army). Army and Army Group assets and reserves that are not initially deployed in the front line are exempt from this rule.

18.3 FOURTH ARMY AND RESTRICTIONS ON SOVIET MOVEMENT

No units of the 4th Army may be attacked until its release, with the exception of the Herman Göring Korps which operates as part of the 3PzA. A continuous row of units or ZOCs must be maintained by the 31st and 50th Soviet armies and their attached fortified areas. No Soviet units may cross the movement boundaries on the map until the turn after 4th Army's release. Additionally, the Soviet 50 Army may not cross the front line until 23 January (Turn 11). The 31 and 50 armies may extend their frontage beyond their initial deployment boundaries to free up the 49 and 2Gd armies. The 50 Army may extend by 4 hexes, and the 31 Army may extend by three. On the turn of the 4th Army's release, the units of that army receive a bonus forced march of 4 additional MPs, which must be used to carry them as far west as possible, not entering enemy zones of control. They may use rail movement.

18.4 SPECIAL FIRST TURN ATTACK RULES

The 3rd Byelorussian Front begins its attack on 13 January (Turn 1), and the Second Byelorussian Front jumps off on January 14 (Turn 2). On these turns only the Germans receive an additional minus three die modification when defending. This reflects the fact that they pulled back from their first line of defense to avoid the long-expected artillery bombardment, which was hampered by the fog and mist anyway. Both Soviet Fronts must expend at least three of their available supply points on these turns.

18.5 THE VISTULA

Hexes on the west bank of the Vistula are assumed to be covered by Army Group Vistula units and may not be crossed by Soviet units. Hexes on the south side of the Vistula are assumed to be covered by Zhukov's 1st Byelorussian Front. German units forced to retreat south over the Vistula are eliminated, instead.

18.6 WITHDRAWAL OF GROSSDEUTSCHLAND KORPS

During the Exploitation Phase of Turn 3, the GD Korps is removed from the map.

18.7 3RD GUARD TANK CORPS

This unit was attached to 2d Byelorussian Front, but not committed. It may not be used unless any of the following optional rules favoring the Germans are used.

18.8 SOVIET SECOND ECHELON

Units designated as Second Echelon on their respective Front *Setup Charts* may not move until the turn that their release is called for on the *Turn Record Chart*.

18.9 THE WOLFSSCHANZE AND THE TANNENBERG MEMORIAL

The Germans removed the remains of Von Hindenburg and his wife, and blew up the large memorial commemorating the German victory at Tannenberg (hex 2619) in 1914. They also demolished the Wolfsschanze (Wolf's Lair, hex 3529), the Führer's HQ in the forest east of Rastenburg. Had either been captured intact by the advancing Red Army, it would have been a tremendous propaganda coup. A German unit must pay an additional one-half movement point in each hex to destroy them, or the Soviets receive additional victory points (see Victory Conditions).

18.10 REFUGEES

During the first days of the campaign, the roads in East Prussia were clogged with German civilians fleeing the Soviet onslaught. They hampered the bringing up of supplies and the movement of combat road formations. This problem was later put under control by SS police and Volksturm acting as Traffic Control. If the Germans attempt to allocate a supply point to a combat between turns 4 and 11, a die is rolled. If the result is a 1 or 2, the supply point is not received. It is also not considered expended.

18.11 Entrance Areas B and C

Entrance area C represents the end of a long spit of land (the Kurische Nehrung) between the Kurisches Haff and the Bay of Danzig, reaching up to Memel. This is the only hex from the north through which the Samland Peninsula may be entered. When 28th Corps appears, it must cover one of the 2 hexes to the south and the corps of 43d Army may use the partial hex. Similarly, area B partial hexes are in play. 9th German Corps must cover these hexes or suffer the consequences of having 43rd Army appear in its rear.

19.0 HOW TO SET UP AND PLAY THE GAME

Sort the counters out on the respective *Army Group* and *Front Setup Charts*. The German player sets up his units first, within the restrictions on the *Setup Charts* and game map; afterwards, the Soviet player sets up his units. The scenario section lists any special rules and setup information for that scenario. If a numbered hex appears next to the unit on the *Setup Chart*, that unit is placed in that hex. Also, there are unit placement boundaries drawn on the map to aid in the placement of the starting units of a scenario.

In all of the scenarios, the Soviet player moves first.

19.1 GERMAN SETUP NOTES

19.11 Korps Assets

Korps units are placed anywhere on the map between the divisions on the right most and left most flanks of the Korps sector. They may be placed on the front line. The front line is defined by the initial setup of German and Soviet units and either a blue or red line—depending upon the scenario.

19.12 Army Areas

The Army area is defined as the area at least two hexes behind the Korps area of each army. Army assets that have no setup hex number on the German *Order of Battle and Setup Chart* may deploy initially anywhere in this area. AT units may setup on the front line.

19.13 Initial Reserve Units

The only units that may start the game in reserve mode are tracked units. The 18th PzGr Division may not move until turn 4.

19.14 Grossdeutschland Korps

For all of the scenarios except 24.2 (Race To The Sea), this Korps is setup on or adjacent to hex 4232. Use the stronger GD Korps HQ, the weaker is used when the Korps is withdrawn.

19.15 3d Panzerarmee, 41 & 46 Korps

These units are printed as 3A, 42, and 46 respectively on their counters.

19.2 SOVIET SETUP NOTES

19.21 Front Assets

Soviet Front assets may be placed anywhere on the front line.

19.22 11Gds and 5Gds Tank Army

Units from these armies must be placed in, or adjacent to, the two hexes listed on the *Setup Charts*.

19.23 Reserve Tank and Mech Corps

Tank and Mech Corps listed on the front *Order of Battle and Setup Charts* as behind a certain army must be at least 4 hexes behind the army and may not move until released.

20.0 OPTIONAL RULES & "WHAT IF" SCENARIOS

These options exist to allow both players to explore the various hypothetical situations that could have arisen during the East Prussian Campaign. They should only be used upon mutual agreement by both sides. They are listed in rough order of historical reasonableness.

20.1 GD KORPS

The GD Korps is not withdrawn.

20.2 LIMITED WITHDRAWAL

4th Army may be pulled back up to six hexes on a new line that runs from Goldap, Bialla, and Lomzha. This is the hatched gray line running from hex 2234 to hex 3836 by way of Bialla. The no withdrawal rule is still used. The Soviet 31 and 50th armies are setup opposite to the 4th Army after it has been redeployed.

20.3 4SS PZ KORPS

This formation was withdrawn in December for the defense of Hungary. Using this optional rule, it may be retained on the map and set up any where behind the line at least five hexes. It may start in reserve.

20.4 EARLIER WITHDRAWAL OF 28TH KORPS

Units of this Korps enter at area C, five turns earlier than indicated on the *Turn Record Track*.

20.5 EARLIER TROOP EVACUATION OF KURLAND

Add 4th Pz, 227th and 389th divisions to the initial Army Group reserve setup. These units may set up at least 5 hexes away from the front line. All other reinforcements appearing at Danzig arrive 3 turns earlier.

20.6 FREE MOVEMENT

Rule 18.2 is ignored. German units may move freely.

20.7 4TH ARMY RELEASE

The units of this army may move freely beginning with turn 3. The restrictions on 50th and 31st Soviet armies are also lifted.

20.8 GUDERIAN PLAN SCENARIO

Add the 6th Pz Army to the initial Army Group reserve. Set up is handled in the same manner as 4th SS Pz Korps.

20.9 GUDERIAN FANTASY SCENARIO

Of the two armies in the Kurland Pocket, one probably would have been deployed in East Prussia, if Guderian had had his way. Players must manufacture their own counters for this. In addition to the 6th Panzer Army and the 4th SS Panzer Korps, add the following units to Army Group Center during initial setup. All Infantry and V.G. divisions possess 2 barrage factors and one AT factor. The numbers in parentheses are the actual strengths of the unit. Mobile divisions and Soviet corps have their factors listed in full.

GERMAN ARMIES

18th Army:

1 Korps (2-3-2), 11th (6), 32nd (6), 218th (5), 225th (5), and 563d V.G. (4) divisions.

2nd Korps (2-3-2), 14th Pz (7-2-4), 31st V.G. Division (4), 126th (5), and 283rd (4) divisions.

3rd SS Korps (2-4-2), 11th SS PzGr (6-2-4), 121st (5), 4SS PzGr Brig (3-0-(2)

10th Korps (1-3-1), 30th (6), 87th (5), and 132nd (5) divisions.

SOVIET UNITS

It is unlikely that the Germans could have reinforced East Prussia without a likewise move on the part of the Soviets. The Soviets would probably have pulled the 6th Gds Tank Army out of Hungary.

Add to the Soviet Forces:

Anywhere with 2nd or 3rd Byelorussian Fronts:

The 6th Gds Tank Army (5-5-3):

5th Gds Tank Corps (10-2-6)

9th Gds Mech Corps (11-2-5)

5th Gds Cav Corps (10-1-2)

1 Gd Mech Corps (10-2-4)

20.10 BETTER SOVIET COOPERATION

The air assets of both Fronts may support any Soviet attack or defense on the map, weather permitting. Additionally, supply points may be exchanged freely between the two fronts.

20.11 ORIGINAL ATTACK DATE

The game now begins on January 20th (Turn 8). The Soviets begin with 5 infan-

try and 5 armor steps in their replacement pool. Additionally, 4 supply points are received on the following turn-in addition to any received during the Supply Phase. The 24th Pz Division is added to the Army Group Center reserve as well as the 32nd Division at Thorn. All other reinforcements arrive as indicated on the Game Turn chart, and events are pushed back 8 turns. Both Fronts may attack on the first turn.

20.12 ROKOSSOVSKI PLAN SCENARIO

3rd Byelorussian Front is now concentrated in the Lomzha Area. The front boundary is the former boundary between 3rd and 49th armies. The 3rd and 50th armies are attacked to 3rd Byelorussian Front. 1st Air Army is now assumed to be in the Southern Weather Zone. 11th Gds Army, 1st Tank Corps, and 2nd Gds Tank Corps are in the second echelon and setup within 3 hexes of Ostrov. 1st Tank Corps is released on Turn 3, 2nd Gd Tank Corps on Turn 4, and 11th Gds Army on Turn 6. One heavy tank regiment, 1 assault gun brigade, one tank brigade, and one mech brigade each remain with the following armies: the 5th, 39th, and 31st armies in the North. The frontages of these armies is stretched to cover the front. The fortified areas of 50th Army are attached to 31st Army. 2nd Gds, 28th, 3rd, and 50th armies and all remaining Front assets are deployed between the new Front boundary and Ossoviz. 5th Gds Tank Army and 49th Army and 3rd Gds Cav Corps are second echelon of 2 Byelorussian Front and deployed on the road between Malkin and Ostrov and are released on their historical dates. 49th Army is released on Turn 4. All 2 Byelorussian Front assets are setup in the new 2nd Byelorussian Front area. All others setup and release dates for this Front remain the same. Both Fronts may attack on Turn 1.

For the Germans, the Herman Göring Korps is added to 4th Army's reserve and setup anywhere in that army's area, at least 4 hexes from the front line. The GD Korps is setup anywhere in the 2nd or 4th Army areas, at least 5 hexes from the front line, and is not withdrawn, *ie.* ignore rule 22.14. 41st Korps boundary is stretched to cover the former HG Korps area. 9th and 28th Korps are released the turn following the turn that a Soviet unit enters East Prussia, Mlawka falls, or Plock falls—whichever occurs first. If none of these events occurs, release the units on

their historical release dates. 43rd Army follows as per normal. 5th Pz is setup as historically, but may move south on Turn 3. All other rules are in effect.

Additionally, 3rd Byelorussian Front HQ now sets up in hex 1535. Rule 18.4 is in effect on turn 1 only. The Soviets must make at least one attack on turns 1 and 2 in the 5th and 39th Army areas (they need not be supplied).

Except for the 5th Pz Div, no units of the 3rd Pz Army may move south of the Weather line until turn 6.

The Soviets receive double the normal VP value for Gumbinnen if it falls before turn 7 and Double for Insterburg before turn 10.

21.0 HISTORICAL SCENARIOS

21.1 THE ONSLAUGHT

Scenario Duration: Game Turns 1-14.

VICTORY POINTS:

Only the Soviet player receives victory points. At the end of Turn 14, VPs are totaled and victory must be determined. Victory points are awarded as follows:

VPs	Victory Condition
+5	For each step loss above 3 from the GD Korps before its withdrawal. Each Infantry or V.G. Division completely destroyed.
+10	For each of the following: Modlin, Marienwerder, Deutsch Eylau, Osterode, Ortelsburg, Neutich, Tiegenhof, Wormditt, Guttstadt, Wehlau, Rastenburg, Angerburg, Lyck, Goldap, Gumbinnen, Johannsburg, Tannenberg Memorial (intact), Wolf's Lair (intact), Gerdauen, Nikolaiken, Sensburg.
+15	For each of the following: Tolken, Allenstein, Lötzen.
+16	For Kulm.
+20	For each of the following: Thorn, Marienburg, Zinten, Friedland, Labiau, Tapiau, Insterburg, for each Pz or Pzgr Division completely destroyed. If the Heilsberg Triangle is crossed by Soviet units (the line running from Braunsberg to Tapiau).
+25	For Graudenz, Heilsberg, Barthenstein, Braunsberg.

+30	For Elbing, Heiligenbeil.
+75	If Königsberg is cut off from Pillau.
+100	For Pillau
+150	For Königsberg.
-10	For each hex of the bank of the Vistula north of Graudenz and south of Marienburg not covered by a Soviet unit or ZOC.
-15	For each Rifle Corps completely destroyed.
-20	For each Rocket Division destroyed.
-30	For each Tank or Mech corps completely destroyed.
-75	If a road or rail line can be traced from the west edge to Königsberg.

VICTORY LEVELS:

Soviet VPs	Victory Level
Less than 150	German Victory
150-199	Soviet Marginal Victory
200-259	Soviet Substantive Victory
260 or more	Soviet Decisive Victory

21.2 RACE TO THE SEA

Game Turns: 8-16; place units according to setup map.

Soviet units may not cross Scenario boundaries (the dashed line running from 2233 to 4116). Only 2 Byelorussian Front units are used. 50th Army and 3 Gd Tank Corps are not in play. Only 2nd Army units and those called for on this OB are in play. The number to the right of the unit in parentheses is the number of strength points lost (if any) at the start of the scenario. The scenario begins with the Weather Determination Phase of Turn 8.

Use the red start line for this scenario. All units belonging to an army must setup within the boundaries shown on the map.

SOVIET ORDER OF BATTLE

70th Army (-1 step): 1224

47 and 114 Rifle Corps (-1 each) in or adjacent to the 70th Army sector.

65th Army (full strength): 1521

105th, 18th Rifle Corps (-2 each), 46th Rifle Corps (-1 each): in or adjacent to the 65th Army sector.

2nd Shock (full strength): 1920

116th, 118th Rifle Corps (-2 each),
108th Rifle Corps (-1)

48th Army (-1): 2022

42nd, 39th Rifle Corps (-1 each), 29th
Rifle Corps (-2)

3rd Army (full strength): 2026

35th, 40th, 41st Rifle Corps (-1 each)

49th Army (full strength): 2030

70th Rifle Corps (-1), 37th Rifle Corps
(full strength), 1st Gd Tk Corps (-1) be-
hind 6th Army, 8th Gd Tk Corps (-2) 2
hexes behind 2nd Shock Army, 8th
Mech Corps (-2) behind 48th Army, 3d
Gd Cav Corps 1 hex south of Praynich
(in reserve) hex 1824.

5th Gd Tk Army: Within 2 hexes of
Ceicanov (in reserve) hex 1623.

In the eliminated units box:

1 assault gun brigade, 2 heavy tank
regiments. All other Front assets be-
ing anywhere at least one hex behind
the Soviet front line. One step loss is
taken from each of the following bri-
gade types at the start: 1 assault gun,
1 mech, and 1 tank.

The 2 *Byelorussian Front Chart* is used
and begins with 3 available supply
points. Units beginning in reserve may
not move during the initial movement
phase of turn 8. Only the air points
that are assigned to 2nd Byelorussian
front are used.

GERMAN ORDER OF BATTLE

German units set up on the red start
line. (KG) indicates the unit begins re-
duced.

27th Korps (full): 1120

542 V.G., 35th and 252nd divisions (-2
each) +1 AT battalion; 190th AG Bri-
gade (-1) one or two hexes behind.

23 Korps (full strength): 1716

5thJ (KG), 7th (-2), 299th (KG), 129th
(-1) +1 AT battalion.

20th Korps (full strength): 2225

14th, 102nd, 192nd (-2 each) +1 flak
regiment

The GD Division begins the scenario
broken down. The division HQ, the Pz
Regiment (-1), and the 3 step PzGr
Regiment (-1) begin in the line with
20th Korps.

The Other (2 step) PzGr Regiment is
in 2119 with 1 flak regiment and the
627th Engineer Brigade and one divi-
sion from 23 Korps.

GD Korps HQ (the weaker one), Leichte
AG Brigade, and one flak regiment at
Soldau (hex 2219).

46th Panzer Korps within 3 hexes of
Plock (hex 1214).

**7th Panzer Korps HQ plus 7th Pan-
zer Division** (-2) at Niedenburg (in re-
serve if desired) hex 2421.

15th SS and 32nd Division at Thorn
(hex 1905).

24th Panzer Division at Ortelsburg
(hex 2725).

83rd Division at Sierpc (Sichelberg:
1911)

All Fortress Garrisons are in play ex-
cept Königsberg. All other army assets
may start anywhere, including the front
line. Reinforcements arrive per turn
Record Chart, with the addition of the
following which enter from the east edge
of the scenario boundary on turn 8: 18th
PzGr Division, 558 V.G. and 562 V.G. di-
visions.

The Germans begin with one supply
point.

VICTORY CONDITIONS:

VPs are awarded as per the Onslaught
scenario for cities within the scenario
boundaries (the Vistula and the other
boundaries). The Tannenberg and Vistula
River victory points are in effect.

Soviet VPs	Victory Level
80 or more	Soviet Decisive (the historical result was 100 VPs)
60-80	Soviet victory (German player did well)
60 or less	German victory (oh-oh, you have been lined up by Stalin and shot!)

21.3 ONSLAUGHT SCENARIO WITH TWO SOVIET PLAYERS

Everything is as per the Onslaught
Scenario, except one Soviet player com-
mands the 2 Byelorussian Front, and the
other player controls the 3rd Byelo-
russian Front. Each player is competing
against the other, as well as the Germans.
If there is no agreement on how to divide
up supply, reinforcements, replacements
and the use of air assets, they must ap-
peal to STAVKA. This means that each
player rolls one ten-sided die—the high
roller wins, getting his way. There is a +1
modification in favor of the 2 Byelo-
russian Front player.

VICTORY CONDITIONS:

Victory points are awarded as per the
Onslaught scenario. Historically, the 2nd
Byelorussian got about 155 VPs, and the
3rd got 130. Thus 25-30 VPs should be
added to the 3rd Byelorussian player's VP
total when comparing VP totals.

21.4 THE CAMPAIGN GAME:

NA ZAPAD!

This scenario lasts from Turn 1 to
Game Turn 20. All rules and victory point
totals are in effect. The Victory Condi-
tions apply:

Soviet VPs	Victory Level
300 or more	Soviet Decisive Victory (Historical: 340)
250-299	Soviet Substantive Victory
200-249	Soviet Marginal Victory
248 or less	German Defensive Victory

22.0 LAST BATTLES AS HISTORY

22.1 IMPORTANT DATES

The game as history—a chronological
game-turn record of East Prussia.

GT # -562100: 405 A.D.

Invasion of Huns forces migration of
many Germanic tribes (Vandals, Goths,
etc.) out of Baltic and East Prussian area.
Under leadership of Radagaisus they
take part in "barbarian" invasions of
Roman Empire.

GT # -275575: 1190

Order of the Teutonic Knights formed
by Germanic Crusaders in the Holy Land.
("Order of the Brethren of Sword." Sym-
bol: red cross on a white cape.)

GT # -268640: 1209

East Prussia granted by Frederick II
to the Order to Christianize "heathen
land" and declared subject to the Pope in
1234. From their main castles at Kulm
and Thorn the Order begins to subjugate
Baltic area from Pomerania to Latvia.

GT # -256960: 1241

Mongols march through East Prussia
as flank protection to main drive on Po-
land and Hungary.

GT # -251850: 1255

Königsberg founded by Teutonic
Knights.

GT # -241630: 1283

Conquest of East Prussia by Teutonic Knights completed.

GT # -209900: February 17, 1370

Teutonic Knights defeat Lithuanians at Rudau. High point of the Order in East Prussia.

GT # -195475: July 15, 1410

Battle of Tannenberg. Combined Polish-Lithuanian forces (with Russian contingent and Hussite mercenaries under Jan Ziska) decisively defeat the Order of Teutonic Knights. Heavy losses and blow to prestige marked the beginning of the Order's decline.

GT # -179215 to -174835: 1454-1466

Poles support a Prussian revolt against the Order. After defeat at Battle of Puck (September 17, 1462), the 2nd Treaty of Thorn granted Pomerania and lower Vistula to Poland. The Order retained its holdings in East Prussia, but became a Polish vassal state.

GT # -152935: 1526

Collapse of Teutonic Knights in East Prussia when the Grand Master of the Order turns Protestant. (Remnants linger in the Rheinland until 1809, when the Order was suppressed.)

GT # -116436: 1626

Gustavus Adolphus lands at Pillau with Swedish Army and occupies all of East Prussia except Danzig.

GT # -116070: 1627

Battle of Dirschau. Although wounded, Gustavus defeats Poles and retains possession of East Prussia.

GT # -105485 to -105120: 1656-1657

East Prussia devastated by Tartar invasion.

GT # -104025: 1660

"1st Northern War" between Sweden and Poland. Swedes driven out and Electorate of Brandenburg receives full title to East Prussia.

GT # -89055: January 18, 1701

Frederick I crowned King of Prussia in Königsberg.

GT # -86140 to -85410: 1709-1711

Black Plague decimates East Prussian population.

GT # -74825 to -58035: 1740-1786

Reign of Frederick II (the Great). Under his leadership Prussia emerges as a major European power.

GT # -67890: 1759

Russian victory at Grossjägerdorf during 7 Year War leaves Russians in occupation of East Prussia.

GT # -50735: 1806

Napoleon invades Prussia. Prussian Army modeled on that of Frederick the Great no match for Napoleonic tactics and organization—routed at Jena and Auerstadt, remnants retreat to East Prussia and join with Russian allies.

GT # -50530: November 1806

Napoleon advances into East Prussia. Sets up winter quarters from Bug River to Elbing.

GT # -50370: January 1807

Russians open offensive south of Königsberg.

GT # -50341: February 8, 1807

Battle of Preussisch-Eylau. Bloody but inconclusive battle. French claim victory because Russians withdraw, but French too hurt to pursue.

GT # -50240: April 27, 1807

Danzig falls to French after five-week siege.

GT # -50186: June 14, 1807

Battle of Friedland. Russians defeated by French.

GT # -50161: July 9, 1807

Treaty of Tilsit. (Three hexes off map to north.) Napoleon and Tsar Alexander I sign treaty leaving Napoleon master of Europe.

GT # -11525: August 17, 1914

Russian 1st and 2nd armies advance into East Prussia. Advance units thrown back at Stallupönen (Ebenrode) by German I Korps.

GT # -11522: August 20, 1914

The Battle of Gumbinnen. I Korps thrown back.

GT # -11514 to -11508: Aug. 26-31, 1914

Battle of Tannenberg. (What, again?) Russian 2nd Army encircled and annihilated by bulk of German 8th Army. Remnants flee.

GT # -11504 to -11498: Sept. 9-14, 1914

1st Battle of the Masurian lakes. Russians thrown out of East Prussia with heavy losses. Tsarist Army never really recovered from the series of disasters in East Prussia.

GT # -9490: 1919

Treaty of Versailles. East Prussia separated from Germany by "Polish Corridor." Danzig becomes "Free State."

GT # -2640: September 1939

German Army Group North uses East Prussia as jumping-off point for invasion of Poland.

GT # -1610: June 22, 1914

East Prussia again a jumping-off point for Army Group North. This time for "Unternehmen Barbarossa"—the invasion of the Soviet Union.

GT # -180: August 1944

Russian offensive that began in June 1944 in Byelorussia (called the "Destruction of Army Group Center" or "Operation Bagration") finally halted by remnants of AG Center at East Prussian border.

GT # -97 to -92, October 6-10: 1944

Soviet offensive against 3rd Panzer Army clears Memelland (north of map) of German forces except for 28th Corps holding city of Memel.

GT # -86: October 16, 1944

Soviet offensive against 4th Army in East Prussia gains ground. Bitter fighting. German counterattacks stabilize line at game-start line positions.

GT # -1: January 12, 1945

Soviets make battalion-strength attacks north and south of Rominter Forest to tie down German reserve and mislead them to true goals of impending attack. From prisoners and other sources, Germans learn that long-expected offensive will begin the next day and proceed with pre-planned evacuation of forward positions and change locations of HQs and artillery positions. Zhukov's 1st BR Front opens offensive just south of game map.

GT #1: January 13, 1945

3rd BR Front opens offensive; two-hour artillery barrage. German line gives, but doesn't break except for hole at Kattenau (south of Schlossberg) created by retreat of 549 VGD. Bad weather grounds Red Air Force.

GT #2: January 14, 1945

2nd BR Front opens offensive against 2nd Army out of Serock and Rozan bridgeheads. Thick mist prevents air support and hinders artillery coordination. Only 5-8 kilometers gained on main line of advance (70th, 65th, 2nd Shock and 48th armies). Counterattacks by 7th Panzer

Division, 190th Sturmgeschütz-Brigade and 507th Tiger Battalion. In the north, weather clears around noon and both air forces employed. 5th Pz Division counterattacks and plugs up hole at Kattenau. Bitter fighting outside of Schlossberg. In the first two days of fighting the two Soviet fronts expend more than 15,000 freight car loads of artillery ammo, requiring 1,000,000 trucks to transport from the trains to the troops. "The East Prussian operation had no equal in the history of warfare in terms of ammunition employed" (Vasilevsky).

GT #3: January 15, 1945

Weather in south again grounds 4th Air Army. In north snow and fog again clears in afternoon. Kattenau falls and dent in German line broadened by Stalin tanks. 26th Corps forced further back. Request for pullback of 9th Corps refused by Hitler. The Grossdeutschland Corps was pulled out of the line and loaded into waiting train. Compared to the inferno raging south of the Vistula where Zhukov had shredded Army Group "A," the battles in East Prussia seemed like outstanding defensive successes to Hitler. Guderian and Reinhardt screamed that the Korps was needed where it was, that it could not possibly arrive in time over the "partisan-infested" rail lines, and that the town it was ordered to defend (Kielce) was already in Soviet hands (all true). Hitler, of course, had his way and as the Korps detrained in Lodz, it was shelled by the rapidly-advancing Soviets, and was lucky to fight its way free to join up with Nehring's 24th Panzer Corps (practically the only combat-worthy unit left of Army Group "A"). In south, 2nd Army forced back into second defensive line. Grossdeutschland and 129th infantry divisions counterattack in 3rd Soviet Army area, but repulsed.

All of 2nd Army's reserves thrown in, in an effort to halt Soviet onslaught. Rokossovski "reluctantly" throws 1st and 8th Guard Tank Corps to accelerate advance. (He had wanted to save them to put through a breach in the German line, which had not yet been created, but he was under pressure by Malinin, Zhukov's Chief of Staff, to protect the flank of 1st BR Front, which had already advanced far to the west).

GT #4: January 16, 1945

Dawn brings clear weather and sub-freezing temperatures (-8°C) across entire front. Both Soviet air armies hammer German positions with support

of units of the 18th (Long Range Bomber) Air Army. Luftwaffe responds, but is badly outnumbered. In north, Schlossberg falls and Soviets break through and attack both sides of Kussen; 2nd Guard Tank Corps thrown in. 5th Pz Division counterattacks near Kussen, but Herman Göring Corps forced to fall back. Forces pulled out of unattacked 4th Army to support 3 Pz Army. Hitler finally gives permission for 9th Corps to pull back, but refuses Reinhardt's request to pull back 4th Army. He also orders 6th SS Panzer Army to begin moving to the east from the Ardennes. In the south, the Soviet 8th Mech Corps was committed in 48th Army's sector. Leading Soviet armored units reach outskirts of Nowo Miasto (Neustadt). Second Army's lines beginning to crack despite further counterattacks by 7th Pz Division, Grossdeutschland Division and 190th Sturmgeschütz Brigade, and numerous replacements in the form of Luftwaffe ground staff, naval battalions, and Volkssturm. 2,500 sorties by 4th Air Army, 1,000 by 1st Air army. Badly battered and disorganized, 46th Panzer Corps bumped north across Vistula by Zhukov's 1st BR Front.

GT #5: January 17, 1945

Clear Weather continues in north and 4th Air army continues support of 2nd BR Front despite snowstorm. In the south, Praynich and Ceicanov fall and bitter armored battle occurs near Plöhnen. Rokossovski moves up 5th Guards Tank Army to begin its dash for Elbing and the coast, and 3rd Guards Cavalry Corps towards Allenstein through the breach being created in the 48th Army sector. Modlin falls. In the north, German line still holding in front of Gumbinnen. According to Reinhardt, the situation here was better than down in the 2nd Army sector because: 1) The Soviet attack here was only 50 kilometers wide, 2) the numerous defensive lines, and 3) the troops were fighting more desperately to defend German soil (several divisions being comprised of East Prussians). He failed to mention that the weather had grounded the Red Air Force in the early going, but otherwise a reasonable assessment of the situation. He also received a long lecture from Hitler on this day about the value of holding territory after he again pleaded to pull back 4th Army.

GT #6: January 18, 1945

Snowfall across the entire front, but both air forces active. 2nd Army front line

finally snaps on both sides of Mława, and Soviet armored forces burst through the gap towards Niedenburg and Soldau, meeting opposition from part of Grossdeutschland. On 2nd Army's southern flank, 46 Pz Corps was struck by Soviet armor outside of Plock. 2nd Army begins its long retreat to the north and west, having been ripped into two pieces, the 27th and 23rd Corps being thrown to the west, the 20th Corps to the north. In the north, 39th Army broke through the Inster River position just north of Breitenstein and the 1st Tank Corps was thrown into the gap. 3rd Pz Army threw in its last small remaining reserves to no avail, and was forced to fall back along the refugee-clogged roads.

GT #7: January 19, 1945

Weather cold and clear everywhere. In the south, the East Prussian border first crossed by Red Army units near Niedenburg. Plock, Mława, Serpe (Sichelberg), Soldau and Lautenburg fall. 7th Pz, 18th PzGR and elements of Grossdeutschland attempt to halt onrushing tide to no avail. Elements of 24th Panzer Division also thrown in. (This unit had been railed up from the south. Upon its arrival in Rastenburg on the 17th, it was ordered immediately to Ortelburg and attached to the 7th Pz Corps. Not all of its units and equipment had yet arrived. New tanks had been shipped to Korschen for it, but 5th Panzer Division helped themselves to many of them, thus the division eventually fought with the strength of a strong Kampfgruppe, some of the Panzertruppen being employed as infantry (note that some sources refer to this unit as Kampfgruppe "Einem"). Two divisions from 4th Army transferred to 2nd Army. Panic breaks out among civilian population. Although ordered to remain by local Nazi Party officials, they stream northward in hopes of reaching Pillau and being transported out by ship, the path to the west now being blocked by Red Army units. Many old men and young boys armed with Panzerfausts take toll of Soviet armored spearheads before being crushed or taken prisoner. In the north, Germans still falling back under heavy pressure and air attacks. Some sources (including Soviet) indicate that Modlin held out until this day.

GT #8: January 20, 1945

Ideal flying weather and frost continue. In the north, 3rd Pz Army forced back into Pregel-Deime position on northern flank, although some units still hold-

ing north of Insterburg and south west of Gumbinnen on the Angerapp River, including the 50th Division, which had been transferred from 4th Army. 11th Guards Army committed. 28th Army bursts into Gumbinnen—heavy street fighting. The Soviet plan to envelop Army Group Center by converging drives on Königsberg and Elbing made clear to Germans by a captured map. 4th Army now surrounded on 3 sides with literally nothing covering its flanks, reminiscent of position in June 1944. 4th Army Chief of Staff describes situation as “pure absurdity.” Reinhardt calls Hitler and says “this cannot continue.” Hitler promises 4th Pz Division, then in route from Kurland and 20 naval battalions from Denmark, but still refuses withdrawal of 4th Army. The Soviet spearheads were 130 km apart from each other (Osterode-Tapiau) with 4th Army still in its initial positions 170 km to the east. In the south, 65th and 70th armies rapidly approaching the Vistula. Third Army crosses East Prussian border with 3rd Guards Cavalry Corps in the lead approaching Allenstein. Rokossovski receives “complete surprise” order to direct the bulk of his forces north rather than west. Adjustment made to original plan due to 3rd BR Front’s advance being slower than anticipated. 2nd BR’s forces begin sweep up east bank of Vistula with 5th Guards tanks in lead racing for Marienburg, Elbing and the coast. Gilgenburg, Neidenburg and Willenburg fall. 85% of 3rd BR Front’s air assets support 5th Guards Tank Army’s advance. Hitler orders 5 more divisions to be transported out of Kurland by sea.

GT #9: January 21, 1945

Low clouds, fog, and poor visibility ground 1st Air Army’s aircraft for the next 4 days, although relatively unaffected in the south (3,000 Soviet sorties and 1,000 German on this day—a high figure for the Luftwaffe, which had been reinforced with an additional fighter and Stuka Geschwader). On the night of the 20th Hossbach had issued order to his corps commanders to prepare to withdraw despite the Führer’s orders to hold, and without informing Reinhardt until this morning (he approved). 4th Army was thus already forced-marching to the west when in the afternoon Hitler finally gave his approval to withdraw to the Masurian Lakes—Lötzen had been abandoned without a fight (he sacked both Reinhardt and Hossbach). In the north,

Gumbinnen falls and assault on Insterburg begins on southern flank. On northern flank of 3rd Panzer’s Army, fallback on Königsberg continues under heavy pressure from 3rd BR Front and 43rd Army. 11th Guards Army enters the fray. In the south, the 50th Army command failed to detect the withdrawal of 4th Army for two days, when a recon in force revealed that the trenches opposite them were unoccupied. Rokossovski sacked the Army Commander for this “unforgivable oversight.” (Heads on both sides rolled as a result of the crazy saga of 4th Army in East Prussia!) However, things were developing nicely for Rokossovski in other areas of his front. With heavy air support, 5th Guards Tank was racing for the coast, bypassing pockets of resistance for the following 2nd Shock and 48th Armies to mop up. The remains of Von Hindenburg were removed from Tannenberg and the Tannenberg memorial commemorating the German victory there in 1914 was blown up as the Red Army approached.

3rd Guards Cavalry burst into Allenstein, panicking the population, who had little idea the Soviets were so near, and captured a train full of troops and Panzers. Elements of Grossdeutschland and other units that could be scraped up in the vicinity counterattacked and began to push them back until the timely arrival of units of the 48th Army repulsed the attack in streets clogged with fleeing civilians. Realizing further defense was useless, the German forces fell back the next afternoon, leaving a gaping hole in a front already resembling Swiss cheese. To the west, the Drewenz River fortified line had been broken through in several places. By nightfall, Hohenstein, Osterode, Löbau, Strassburg, Neumark and Tannenberg were in Soviet hands.

GT #10: January 22, 1945

In the morning the last express train from Königsberg to Berlin got through. Only isolated pockets of resistance remain in Insterburg and 3rd BR Front attacks Wehlau, but 5th Panzer Division and reinforcements from 4th Army repulse the assault. Hossbach leaves covering forces in Masurian Lake position (Johannisburg-Lötzen-Langerburg) and has 6th Corps (now including 170th, 131st Infantry divisions, 28th Jäger, 547th and 558th Volksgrenadier Divisions with a tank destroyer battalion and other supporting units) continue forced marching to the west. The plan is to at-

tack from the Guttstadt-Wormditt area to the west to maintain the link with Germany. The infantry and Jäger divisions were to make the initial assault, with the VG divisions in reserve. The westward trek was hampered by the heavy snowdrifts “the worst seen in years.” Hitler agrees to withdrawal of 28th Corps in Memel. In the south, 7th Panzer Division counterattacks in direction of Deutsch-Eylau, but is brushed aside by 5th Guards Tank Army. Grossdeutschland deploys to attack further east, but supplies don’t arrive in time due to refugee-clogged roads. Mohrungen, Deutsch-Eylau fall. 70th Army breaks through outer fortified line of Thorn, which has been reinforced by two divisions, in addition to Festung-Kommandant (Fortress Garrison).

GT #11: January 23, 1945

Snowstorm continues, aircraft in north still grounded. In the south, Red Army advance on the Vistula continues. Thorn is encircled, Gosslerhausen is overrun. Farther north lead elements of 5th Guards Tank Army overrun Preussich-Holland and Mülhausen. A small unit of tanks from 29th Tank Corps manages to sneak past the defenses of Elbing from Preussich-Holland unnoticed by the defenders until one opened fire in the Old Marketplace in early evening. The battalion fought their way *through* the city (dodging streetcars along the way, which were still running) although five tanks were knocked out. They reached the coast* northeast of Elbing and the last connection with the Reich was broken, “the black day in the history of East Prussia, on which all of our hopes to save our homeland sank into the grave.” All the Vistula crossing were cut except the Elbing-Danzig highway.

Grossdeutschland was thrown eastward into what became known as the “Heilsberg Pocket,” containing over 400,000 troops, almost twice as many as at Stalingrad, while 7th Panzer Division and most of the 2nd Army was thrown across the Nogat. 3 BR Front continued its pressure on the Deime Line.

* Sources conflict as to the exact date that the Soviet armored spearheads reached the Frisches Haff. Most Soviet sources put the date as the 25th, others, including German, put it variously between the 23rd or 24th. It seems probable that small units reached the area on the night of the 23rd, but were not there in force until the 25th.

GT #12: January 24, 1945

28th Corps begins its withdrawal down the Kurische Nehrung. It is done in 3 "hops" at night, due to Soviet air superiority. 4th Army continues westward trek and abandons Lötzen, the "best built and armed fortress in East Prussia." Assault on Wormditt begins. Soviets begin assault on Elbing—broken up by Stuka attacks. Small breakthroughs on Deime Position contained.

GT #13: January 25, 1945

Hitler renames Army Group Center as "North." Army Group North becomes "Kurland," Army Group "A" becomes "Center." His frenzy subsides and he allows Army Group South to remain "South." He also carefully combs the Third Reich for person least qualified to command newly-formed Army Group Vistula and finds Heinrich Himmler. Reinhardt is wounded, but continues to command. Nikolaiken and Nordenburg as well as Angerapp occupied by Soviet units following 4th Army. More attacks on Elbing. 5th Guards Tank Army reaches coast in force, but is exhausted and out of supply. 2nd Shock makes first attack on Marienburg, but repulsed. First attack on Braudenz also thrown back. Some German troops break out of Thorn, which was only guarded by one division, and make it almost to Kulm before being crushed. Germans still hold bridgehead from Kulm to Graudenz. 3rd BR Front finally breaks Deime Line and takes Tapiau. 4th Army units assembling for attack.

GT #14: January 26, 1945

The weather finally clears everywhere and both air forces are active. By the light of the full moon the attack of 6th Corps began. The two Volksgrenadier divisions that were to be the 2nd echelon had been transferred to 3rd Pz Army, thus the attack went in the Guttstadt-Wormditt area in with 170th and 131st I.D.s, 28th Jäger Division, and 24th Panzer Division and supporting units. It took the Soviets by surprise and gained ground rapidly, falling on surprised supply and artillery columns. Rokossovski thought there were 8 divisions attacking. Rendulic took command of the Army Group after commanding in Kurland for only 12 hours where he had told his troops "when you don't know what to do next, when everything looks the blackest, I want you to beat your chest and say 'I'm a National Socialist and that moves mountains!'" But the hopes of Army Group North rested on the counterattack, not on chest-beating. In response to the

counterattack, Rokossovski rushed parts of 5th Guards Tank Corps, and Third Guards Cavalry into the breach in 48th Army's line. At the same time he ordered 2nd Shock to turn part of its forces facing east, in case the enemy should break through that far. Soviet forces cross the Nogat and take Neutief, cutting Elbing off. Soviets supplying some troops by air.

GT #15: January 27, 1945

German attack continues to make progress, reaching 15 miles past the Passarge River and approaching Preussich-Holland. Tolkemit falls. Battle around Königsberg intensifies. Red Army units cross the frozen Masurian Lakes and occupy Rastenburg, Gerdaun, and the demolished Wolf's Lair.

GT #16: January 28, 1945

Ground still decked with snow, but temperature beginning to rise. Ice on Vistula starts to melt. 3rd BR Front makes strong attack along Labiau-Königsberg highway and reaches inner fortress line. "Heilsburg Triangle" penetrated at Friedland. German attack now being pressured on 3 sides, Hossbach bemoaning the loss of the two divisions now in Samland. Germans attempt air supply of Elbing, but majority falls on burning buildings, adding to fireworks display. Grossdeutschland pulled out of the line and ordered north east to protect Königsberg. Soviets break into Marienburg, but most of city remains in German hands. Strong winds prevent even the battleships from leaving harbor at Gotenhafen. 46,000 refugees and wounded shipped out of Pillau to date.

GT #17: January 29, 1945

Ground beginning to thaw. Himmler writes to Guderian "... the thawing weather is for us a gift of fate. God has not forgotten the courageous German people." Soviet attacks on Elbing broken up by heavy guns of *Scheer* and *Lützow* and supporting vessels. From the 29th to the 31st, *Prinz Eugen* and artillery ship *Paul Jacobi* and destroyer Flotilla 25 pound the Samland with 871 20.3cm shells, while Elbing area hit with 350 20cm shells. The Soviet Navy makes no appearance in the Baltic except for air and submarine activity. During the last 8 months of the war 33 ships are sunk by submarines and 57 merchant ships and 34 warships sunk by air attack. Between January and May more than 1.5 million people are evacuated from Kurland and East Prussia. Rendulic orders halt to 6th Corps' attack, terming it a "cowardly with-

drawal." Hossbach sacked, Marienwerder falls.

GT #18: January 30, 1945

Thaw now everywhere. Rokossovski calls it a "major hindrance" but main trouble now is "numerical weakness of our troops" and that they were "completely exhausted." He states further that "We were worse off with tank units." Many of the forward units were being supplied by air. Remnants of German attack force now back across Passarge River. Rokossovski gives "top honors" to 3rd Guards Cavalry for performance in throwing back the attack. 6th SS Panzerarmee refitting outside of Berlin—Hitler decides to send it to Hungary.

GT #19: January 31, 1945

11th Guards Army reaches coast of Frisches Haff, cutting off Königsberg from main pocket to the south. Attacks in the north cut it off from Pillau. (It was to remain so until 19 February, when a German counterattack spearheaded by 5th Panzer Division and supported by naval guns established a firm corridor to Pillau, which enabled Königsberg to hold out for two more months, falling on 9 April. The pocket was supplied during the interim across the Frisches Nehrung.)

GT #20: February 1, 1945

Thaw brings general halt to major operations (temporarily). Grossdeutschland and 2nd Herman Göring attack and re-establish link from south with Königsberg. Thorn falls the next day, Elbing on the 10th.

22.2 EPILOGUE

The Soviets caught their breath and began a systematic reduction of the Heilsburg Pocket and the fortresses along the Vistula that were still holding out. Graudenz fell on 5 April and Marienburg and Königsberg on the 9th. In the Pocket, Preussich-Eylau fell on 9 February, Mehlsack on the 16th, Braunsberg on 20 April, Heiligenbeil on the 24th, and Balga on the 28th. Pillau held out until 25 April after 6 days of bitter fighting, ending the 105-day campaign in East Prussia. Soviet historians attribute the German success in prolonging the struggle to their excellent sea communications, which is true. Without the supplies coming in through Pillau, the Heilsburg Pocket could not have possibly held out so long.

At any rate, the Third Reich was in its death throes. The campaign in East Prussia was the last stop before Berlin. □

TERRAIN EFFECTS CHART

Terrain Type	UNIT TYPE				Defensive Modifications	Notes:
	Leg	Motor	Other	Tracked		
Clear	1	1	1	1/2	–	
Woods	1 1/2	3	1 1/2	1	-1	
Forest	2	4	2	3	-2	
Swamp	1 1/2	3	1	1	-1	
River Hexside	–	+1	–	+1	-1	
Major River or Lake Hexside	+1	+2	–	+1 1/2	-2	
Lake or Haff Hex (1)	2	2	1	1	-1	Received only if attacker is on and defender not.
Village	As other terrain in hex				-1	1 Volkssturm step
Town	As other terrain in hex				-2	2 Volkssturm steps
Minor city	As other terrain in hex				-4	3 Volkssturm steps
Major City	As other terrain in hex				-5	3 Volkssturm steps
Fortress Hex and Fortified Line Hexside	As other terrain in hex				-6	-4 if outflanked. See Rule 12.2
Defensive Line Hexside	As other terrain in hex				-3	+1 for each hexside outflanked
Rough	As Clear or other terrain in hex				-1	Only if defender is in rough terrain and attacker not
Hill	1	2	1	1	-2	
Dirt Road	1	1/2*	1	1/2*		(2)
Paved Road	1	1/4*	1	1/4*	–	(2)
Zone of Control	+1/2 For all units to enter				–	

(1) Only Frisches Haff hexes are frozen. Kurisches Haff hexes are impassable. See *Movement and Combat Modifications Table* for terrain effects during Thaw.

(2) Bicycle units receive a 2-hex movement bonus when moving along a paved or dirt road during Freeze conditions.

* Must pay additional 1/2 MP to enter and 1/2 to leave to use this movement rate.

NOTE: The movement rates printed on the *Terrain Effects Chart* reflect the Freeze conditions. During Snow, all units have one less MP. During Thaw, all movement costs are doubled except on paved roads. On the second consecutive turn of Thaw apply the movement and combat modifications on the *Movement and Combat Modifications Table*.

SECOND TURN THAW EFFECTS TABLE {13.11}

Terrain Type	Leg	Motorized	Other	Tracked	Combat Die Modification
Swamp	3	5	2	4	-3
River	+1	P*	+1	P*	-3
Lake or Major River Hexside	+4	P*	+2	P*	-5
Haff and Lake Hexes	P	P	P	P	P
<p>P = Prohibited P* = Prohibited except at Bridges (a road crossing the hexside)</p> <p>Note: Dirt roads are ignored during thaw; treat as other terrain in the hex.</p>					

Unit Types:

Leg: Infantry, Engineer, Fortified Area

Motor: Motorized Infantry, Flak, Headquarters, Artillery, Rocket, Antitank

Other: Cavalry, Bicycle, Fortress Garrison

Tracked: Tank, Mechanized, Assault Gun, Tank Destroyer, Self Propelled Antitank, Flame Thrower Tank

COMBAT RESULTS TABLE

DIE-ROLL	ATTACKER TO DEFENDER																	
	1-2		1-1		1.5-1		2-1		3-1		4-1		5-1		6-1		7-1	
	A	D	A	D	A	D	A	D	A	D	A	D	A	D	A	D	A	D
-4	R	-	R	-	R	-	R	-	4	-	4	-	4	-	3	-	3	-
-3	R	-	R	-	R	-	4	-	4	-	4	-	3	-	3	-	3	1
-2	R	-	R	-	4	-	4	-	4	-	3	-	3	-	3	1	3	1
-1	R	-	4	-	4	-	3	-	3	-	3	-	3	1	3	1	2	1
0	4	-	4	-	4	-	3	-	3	-	3	1	3	1	2	1	2	2
1	4	-	4	-	3	-	3	-	3	1	3	1	2	1	2	2	2	2
2	4	-	3	-	3	-	3	1	3	1	2	1	2	2	2	2	2	2
3	3	-	3	-	3	1	3	1	2	1	2	2	2	2	2	2	2	2
4	3	-	3	1	3	1	2	1	2	2	2	2	2	2	2	3	2	3
5	3	1	3	1	2	1	2	2	2	2	2	2	2	3	2	3	2	3
6	3	1	2	1	2	2	2	2	2	2	2	3	2	3	2	3	1	3
7	2	1	2	2	2	2	2	2	2	3	2	3	2	3	1	3	1	3
8	2	2	2	2	2	2	2	3	2	3	2	3	1	3	1	3	1	3
9	2	2	2	2	2	3	2	3	2	3	1	3	1	3	1	3	1	B
10	2	2	2	3	2	3	2	3	1	3	1	3	1	3	1	B	-	B
11	2	3	2	3	2	3	1	3	1	3	1	3	1	B	-	B	-	B
12	2	3	2	3	1	3	1	3	1	3	1	B	-	B	-	B	-	B
13	2	3	1	3	1	3	1	3	1	B	-	B	-	B	-	B	-	B
14	1	3	1	3	1	3	1	B	-	B	-	B	-	B	-	B	-	B
15	1	3	1	3	1	B	-	B	-	B	-	B	-	B	-	B	-	B

Explanation of Results:

A Column = Result applying to the attacker

D Column = Result applying to the defender

1, 2, 3, 4, = # of combat losses and/or retreats

R = Repulse

B = Breakthrough

- = No Effect

Die-Roll Modifications:

+1 for every odds column above 7-1

+1 for each hexside defending unit behind defensive line is being attacked from

-4 if fortified line is outflanked (instead of -6).

Note:

- Armor factors are halved against minor and major cities, and fortresses.
- The +1 Engineer modification is for each attacking unit, or for each engineer point assigned to an HQ.

Endkampf: Ostpreußen

LAST BATTLES: EAST PRUSSIA-1945

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3W CoSi

Last Battles: East Prussia-1945

ENDKAMPF: OSTPREUSSEN



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GAME TURN SEQUENCE

- 4.1 Weather Determination Phase
- 4.2 Supply Phase
- 4.3 Mutual Reinforcement/
Replacement Phase
- 4.4 Soviet Movement Phase
- 4.5 German Reserve Movement Phase
- 4.6 Combat Phase
 - 4.61 Raw Odds Determination Segment
 - 4.62 Defender DRMs Segment
 - 4.63 Armor Superiority Segment
 - 4.64 Final DRMs Segment
 - 4.65 Combat Segment
- 4.7 Soviet Exploitation Phase
- 4.8 German Player-Turn
- 4.9 Game Turn Interphase

VARIABLE WEATHER CHART

GAME TURN	NORTH						SOUTH					
	Clear	Partial	Fog	Freeze	Snow	Thaw	Clear	Partial	Fog	Freeze	Snow	Thaw
1	1	2	3-10	1-8	9-10	—	NA	NA	NA	NA	NA	NA
2	1	2-7	8-10	1-8	9-10	—	1	2	3-10	1-8	9-10	—
3	1	2-8	9-10	1-8	9-10	—	1	2-3	4-10	1-8	9-10	—
4	1-8	9	10	1-8	9-10	—	1-8	9	10	1-6	7-10	—
5	1-3	4-9	10	1-6	7-10	—	1-8	9	10	1-2	3-10	—
6	1-8	9	10	1-2	3-10	—	1-8	9	10	1-2	3-10	—
7	1-8	9	10	1-8	9-10	—	1-8	9	10	1-8	9-10	—
8	1-6	7-9	10	1-8	9-10	—	1-7	8-9	10	1-7	3-10	—
9	1	2	3-10	1-7	8-10	—	1-6	7-9	10	1-5	6-10	—
10	—	1	2-10	1-3	7-10	—	1-4	5-9	10	1-3	4-10	—
11	—	1	2-10	1-5	6-10	—	1-5	6-9	10	1-3	4-10	—
12	—	1-2	3-10	1-7	8-10	—	1-3	4-9	10	1-3	4-10	—
13	1	2-3	4-10	1-7	8-10	—	1-8	9	10	1-3	4-10	—
14	1-6	7-8	9-10	1-8	9-10	—	1-7	8-9	10	1-4	6-9	10
15	1-4	5-9	10	1-3	4-9	10	1-2	3-8	9-10	1-2	3-8	9-10
16	1-8	9	10	1-2	3-8	9-10	1	3-7	8-10	1	2-7	8-10
17	1-9	10	—	1-2	3-7	8-10	1	2-3	4-10	—	1	2-10
18	1-9	10	—	1	2-3	4-10	1-7	8-9	10	—	1	2-10
19	1-8	9	10	—	1-2	3-10	1-8	9	10	—	1	2-10
20	1-8	9	10	—	1-2	3-10	1-8	9	10	—	1	2-10

Note: Players may use the historical weather as per the *Turn Record Chart* or the *Variable Weather Chart*. If this option is chosen, one die is rolled for each Weather Zone (and the Air and Ground Condition Markers are placed in the appropriate box on the game map (see Weather Rule 13).

TURN RECORD CHART

Game Turn	WEATHER NORTH		WEATHER SOUTH		REPLACEMENTS		Notes:
	Ground	Air	Ground	Air	German	Soviet	
1	Freeze	Fog	Freeze	Fog	–	–	3rd BR Front attacks
2	Freeze	P	Freeze	Fog	0/2	–	2nd BR Front attacks
3	Freeze	P	Snow	Fog	0/4	1/0	1st and 8th Gd. Tank Corps (2BR) released
4	Freeze	Clear	Freeze	Clear	0/3	0/1	18th Pz Grenadier Division released. 8th Mech (2BR) released. 2nd Gd. Tanks Corps (3BR) released. Refugee Rule in effect. 46th Pz Korps enters at area A, but may move no more than 1 hex north of the Vistula, and 3 MP the following turn.
5	Freeze	P	Snow	Clear	2/5	1/0	24th Pz Division appears entrained at Thorn, 32nd Infantry Division at Danzig. 5th Gd. Tank Army and 3rd Gd. Cavalry Corps release. (2BR) 1 division and 1 non-divisional unit from 4th Army to 3rd Pz Army. 2 divisions to 2nd Army. 9th Korps enters at area B.
6	Snow	Clear	Snow	Clear	0/3	0/1	HQ and four rifle corps of 43rd Army at B. 1st Tank Corps (3BR) released.
7	Freeze	Clear	Freeze	Clear	1/2	2/0	389th Infantry Division at Danzig
8	Freeze	Clear	Freeze	Clear	0/2	0/1	11th Gd. Army released (3BR) 251 Infantry Division at Thorn.
9	Freeze	Fog	Freeze	Clear	1/2	1/1	4th Army released
10	Snow	Fog	Snow	P	0/2	1/1	
11	Freeze	fog	Snow	Clear	0/1	1/1	50th Army released. z.607 enters at area C. Last turn of Refugee Rule
12	Freeze	Fog	Snow	P	0/1	0/1	58th Infantry Division and 28th Korps HQ at C. 31st V.G.D. at Danzig
13	Freeze	Fog	Snow	Clear	1/2	1/1	227th Infantry Division at Danzig. Flip Army Group HQ to “North” side.
14	Snow	Clear	Snow	Clear	0/3	1/0	93rd Infantry Division at Pillau
15	Snow	P	Snow	P	0/2	1/0	95th Infantry Division at C
16	Snow	Clear	Snow	P	0/2	0/1	1 corps of 43rd Army at C
17	Snow	Clear	Thaw	Fog	0/1	1/0	German naval points available
18	Thaw	Clear	Thaw	Clear	0/2	0/0	
19	Thaw	Clear	Thaw	Clear	0/0	0/1	
20	Thaw	Clear	Thaw	Clear	0/0	0/1	

P = Partial; #/# = armor/infantry; V.G.D. = Volksgrenadier Division

Note: Players may use the historical weather as per the *Turn Record Chart* or the *Variable Weather Chart* (see rule 13).

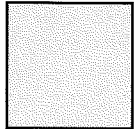


GERMAN ORDER OF BATTLE AND SETUP

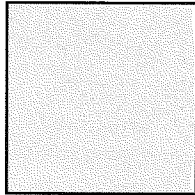
See setup boundaries on the map.

Reinforcements

46 Panzerkorps



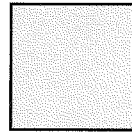
73 I.D.
337 V.G.D.
1 Sperr Br.



24 Pz Div
31 V.G.D.
32 I.D.
93 I.D.
227 I.D.
251 I.D.
389 I.D.

Optional Units

6 SS



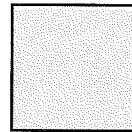
1 AH

2 DR

9 HO

12 HJ

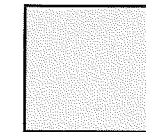
4 SS



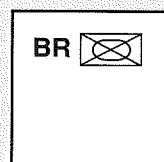
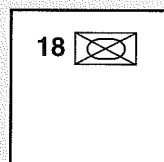
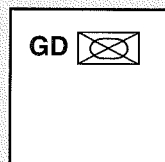
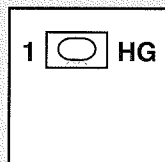
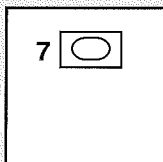
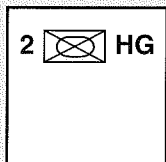
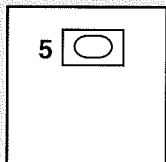
3 T

5 W

4 Pz D.

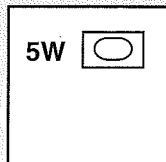
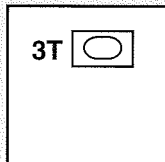


Divisional Absorptions

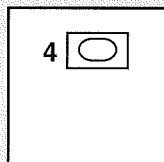


Optional Units

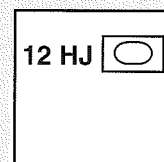
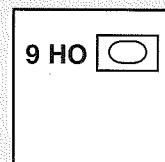
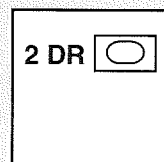
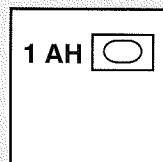
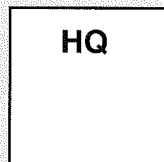
4th SS Panzerkorps



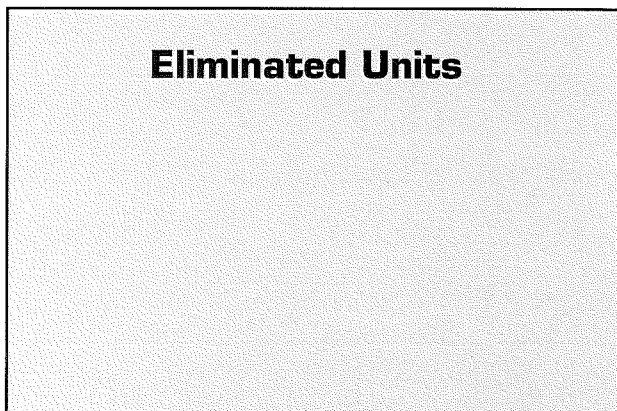
Kurland



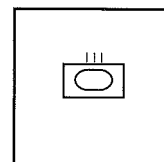
6th SS Panzerarmee



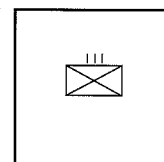
Eliminated Units



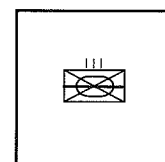
Breakdowns



a



b



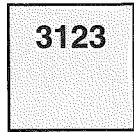
GD



GERMAN ORDER OF BATTLE AND SETUP

See setup boundaries on the map.

Army Group HQ



Points At Start:



x 1



x 7



x 10



x 12

Army Group Center

Wartenburg

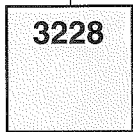
Army Group Reserves



GD xx
Khorjele



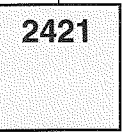
18 xx



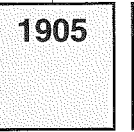
10 RJ x
Sensburg



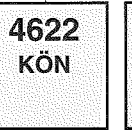
23 xx



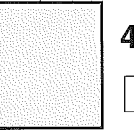
xxx
7 Pz
(HQ Only)
Nienburg



83 ss
15 ss
Thorn



1 Fortress
Garrison



xxx
GD
1 HG xx
BR xx
within 2 hexes

Third Panzeraarmee (initially off map)

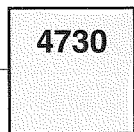
Army HQ

26 Korps

9 Korps

28 Korps

Army Assets



1 I.D.
69 I.D.
349 V.G.D.
549 V.G.D.

56 I.D.
286 I.D.
548 V.G.D.
551 V.G.D.
561 V.G.D.

58 I.D.
98 I.D.
z.b.V. 607

7 Units

136 II
5 xx
 xx

4432 Insterburg
4534

x 2
 xx
505 Tiger

Fourth Armee

Army HQ

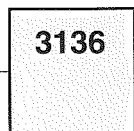
HG Para-Pz Korps

41 Pz Korps

6 Korps

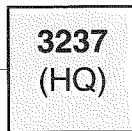
55 Korps

Army Assets

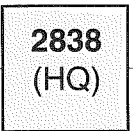


LYCK

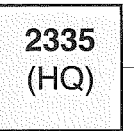
2 HG xx
61 I.D. xx
2 HG xx



21 I.D.
28 Jäger D.
50 I.D.
367 I.D.
170 I.D.



131 I.D.
541 V.G.D.
558 V.G.D.
Gruppe
"Hannibal"



203 I.D.
547 V.G.D.
562 V.G.D.

11 Units

102 x 3136 Lyck
z 605 xx 3432 Lötzen
16 x 3529 Wolfschanze
6 III 3936 Goldap
87, 116, 125 x 3
 x 2
 xx
 xx

Second Armee

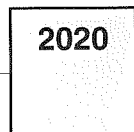
Army HQ

20 Korps

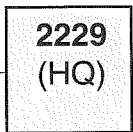
23 Korps

27 Korps

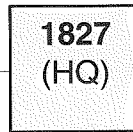
Army Assets



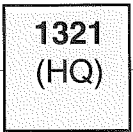
Mlawe



14 I.D.
102 I.D.
292 I.D.



7 I.D.
129 I.D.
299 I.D.
5 Jäger D.



35 I.D.
252 I.D.
542 V.G.D.

12 Units

7 xx 1423 Celcanov
190 x 1021
627 x 2020

34 2020
507 Tiger

x 2
Le xx
21, 101 x 2
 xx
 xx







3RD BYELORUSSIAN FRONT




ORDER OF BATTLE AND SETUP

See setup boundaries
on the map.

1st Echelon Armies

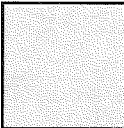
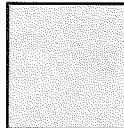
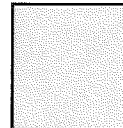



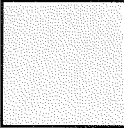
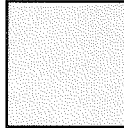
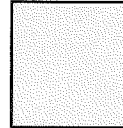




<div>4442</div> <div>3B</div> <div>Points At Start:</div> <div> x 11</div> <div> x 14</div> <div> x 4</div> <div> x 12</div> <div>Verbolo</div>	31	2 Guards	28	5	39
	3641 (HQ)	3938 (HQ)	4239 (HQ)	4540 (HQ)	4741 (HQ)
	36	11 GD	3 GD	45	5 GD
	71	13 GD	20	65	94
	113 +1 FA	14 GD	128	72	113

2nd Echelon Armies

11 Guards	1 	2 GD 
Within 2 hexes of 4043	Behind 2nd Guards Army	Behind 28th Army
 x 1		
16 GD 18 GD 36 GD		

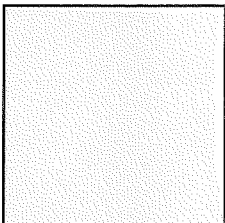
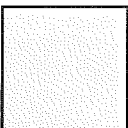


Front Assets

(Anywhere in Front Area)

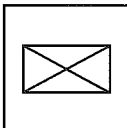
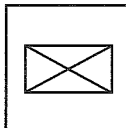
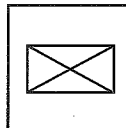
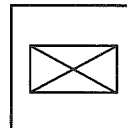
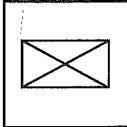
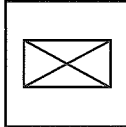
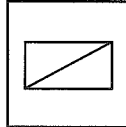
		
 x 1	 x 1	 x 7
		
 x 4	 x 3	 x 2
		 x 1

From 1st Baltic Front

(off map initially; see *Turn Record Chart*)

43rd Army	Army Assets
	
13 44 54 92 93	 x 1
	 x 1

Breakdowns

			
a	b	c	d
			
e	f	3rd Guard Cavalry	

Eliminated Units



2ND BYELORUSSIAN FRONT ORDER OF BATTLE AND SETUP

See setup boundaries on the map.

1533

2B

Points At Start:



x 15



x 8



x 6



x 12

1st Echelon Armies

70	65	2 Shock	48	3	49	50
1026 (HQ)	1227 (HQ)	1530 (HQ)	1730 (HQ)	1931 (HQ)	2034 (HQ)	2138 (HQ)
47 114	46 18 105	108 116 118	39 42 29	35 40 41	37 70	121 85 49 +3 FA

2nd Echelon Armies

5 Gd	1 Gd	8 Gd	8	3 Gd	
Within 1 hex of 1638				1534	
	Behind 70 Army	Behind 2nd Shock Army	Behind 48th Army	Ostrov	3rd Gd Cav Breakdowns
29	10	x 3	3 Gd *		
			1938		

* May not be committed unless
Optional Rules are used.

Eliminated Units	Air Units Unavailable/Used

Front Assets

(Anywhere in Front Area)

x 1	x 5	x 1
x 1		
x 2	x 3	
x 1		
x 1		

For Supply
Determination

LAST BATTLES: EAST PRUSSIA-1945

Endkampf: Ostpreußen



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11/2G XXX 9 3 (1)	13/2G XXX 9 3 (1)	14/2G XXX 9 3 (1)	18/11 XXX 9 3 (1)	16/11 XXX 9 3 (1)	36/11 XXX 9 3 (1)	5/39 XXX 9 3 (1)	3/28 XXX 9 3 (1)	13/43 XXX 7 3 (1)	3/2B XXX 10 1 (2)
5/3C XX 4 1	6/3C XX 3 1	32/3C XX 3	a XX 4 1 (1)	a XX 3 1	a XX 3 1	XXXX 2G 5 5 3	XXXX 11G 5 5 3	XXXX 5GtK 5 5 3	5GT X 2 3

1/2B XXX 10 2 7	2/3B XXX 10 2 6	2B XX 3 12 3	3B XX 3 12 3	2B X 2 6 (1)	2B XXXX 4 5 2	3B XXXX 4 5 2	3B XXXX 4 5 2	3B XXXX 4 5 2	3B XXXX 4 5 2
3/2B XXX 10 2 6	8/2B XXX 10 2 6	2/3B X 2 2	10/3B X 2 2	2B XXXX 4 5 3	2B XXXX 4 5 2	2B XXXX 4 5 2	2B XXXX 4 5 2	2B XXXX 4 5 2	2B XXXX 4 5 2

1 BALT XXXX 3 3 1	2BYEL XXXX 2	3 BYEL XXXX 2	2B XX 2 1	3B XX 2	2B XX 2	2B XX 2 2	3B XX 1 1	2B XX 1 1	20/3B XX 2 2
20/28 XXX 8 3 (1)	128/28 XXX 9 3 (1)	18/65 XXX 10 3 (1)	46/65 XXX 10 3 (1)	105/65 XXX 10 3 (1)	54/43 XXX 7 3 (1)	92/43 XXX 6 3 (1)	94/39 XXX 9 3 (1)	113/39 XXX 8 3 (1)	29/48 XXX 9 3 (1)

35/3 XXX 9 3 (1)	40/3 XXX 8 3 (1)	49/50 XXX 7 3 (1)	85/50 XXX 7 3 (1)	121/50 XXX 7 3 (1)	44/43 XXX 7 3 (1)	93/43 XXX 6 3 (1)	45/5 XXX 9 3 (1)	65/5 XXX 9 3 (1)	72/5 XXX 8 3 (1)
37/49 XXX 10 3 (1)	70/49 XXX 10 3 (1)	41/3 XXX 9 3 (1)	47/70 XXX 10 3 (1)	114/70 XXX 10 3 (1)	36/31 XXX 8 3 (1)	71/31 XXX 8 3 (1)	113/31 XXX 8 3 (1)	39/48 XXX 8 3 (1)	42/48 XXX 8 3 (1)

108/25 XXX 10 3 (1)	116/25 XXX 10 3 (1)	118/25 XXX 10 3 (1)	8/2B XXX 10 2 4	10/5GT XXX 12 2 7	29/5GT XXX 12 2 7	1/3B XXX 10 2 5	4 1 N	4 1 N	4 1 N
b XX 4 1 (1)	b XX 3 1	b XX 3 1	c XX 3 1 (1)	c XX 3 1	c XX 3 1	d XX 3 1 (1)	d XX 3 1	d XX 3 1	GAME TURN

Counter Art by Joseph Youst and Jeffrey Tibbets

LAST BATTLES: EAST PRUSSIA

CounterSheet 2 Front

6/3B III 1 2	76/3B III 1 2	82/3B III 1 2	37/3B III 1 2	517/3B III 1 2	258/3B III 1 2	141/3B III 1 2	66/2B III 1 2	260/2B III 1 2	148/2B III 1 2
2B X 2 2	2B X 2 2	2B X 2 2	3B X 2 2	3B X 2 2	3B X 2 2	3B X 2 2	10/43A III 1 2	360/2B III 1 2	79/2B III 1 2

2B X 2 1	3B X 2 1	3B X 2 1	2B FA 3	2B FA 3	2B FA 3	3B FA 3	Soviet Truck	1 E	1 E
2B Attack Supply x1	2B Engineer Steps x1	2B ART Steps x1	2Byelo Air Shifts x1	3B Attack Supply x1	3B Engineer Steps x1	3B ART Steps x1	3Byelo Air Shifts x1	North Ground Cond.	North Air Cond.

South Air Cond.	2/6A XX 10 3 6	9/6A XX 8 3 4	12/6A XX 8 3 4	1/6A XX 10 3 6	XXXX 6Pz 5 6 3	547/55 XX 5 2 (1)	541/6 XX 5 2 (1)	558/6 XX 5 2 (1)	542/27 XX 5 2 (1)
South Ground Cond.	Han/6 XX 4 2 (1)	5/4Pz XX 10 3 6	3/4Pz XX 10 3 6	15 XX 4 2 (1)	XXX 4Pz 2 5 2	347/26 XX 5 2 (1)	549/26 XX 5 2 (1)	562/55 XX 5 2 (1)	1 E

1 HG/GD XX 10 3 8	2HG/HG XX 11 3 (6)	XXXX HG 4 5 3	German Attack Supply x1	German Air Shifts x1	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N
4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N

4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N
4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N	4 1 N

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148/2B 	260/2B 	66/2B 	141/3B 	258/3B 	517/3B 	37/3B 	82/3B 	76/3B 	6/3B
79/2B 	360/2B 	10/43A 	3B 	3B 	3B 	3B 	2B 	2B 	2B

Reserve			3B FA 2	2B FA 2	2B FA 2	2B FA 2	3B X 1	3B X 1	2B X 1
North Air Cond.	North Ground Cond.	3Byelo Air Shifts +10	3B ART Steps +10	3B Engineer Steps +10	3B Attack Supply +10	2Byelo Air Shifts +10	2B ART Steps +10	2B Engineer Steps +10	2B Attack Supply +10

542/27 	558/6 	541/6 	547/55 	xxxx 6Pz Comm	1/6A xx 5 3 3	12/6A xx 4 3 2	9/6A xx 4 3 2	2/6A xx 5 3 3	South Air Cond.
3 2 (1)	3 2 (1)	3 2 (1)	3 2 (1)	xxx IVP L Comm	15 xx 2 1 (1)	3/4Pz xx 4 3 2	5/4Pz xx 4 3 2	Han/6 xx 2 1 (1)	South Ground Cond.

Reserve	Reserve	Reserve	Reserve	Reserve	German Air Shifts +10	German Attack +10 Supply	xxxx HG Comm	2HG/HG xx 5 3 (3)	1HG/GD xx 5 3 4
Reserve	Reserve	Reserve	Reserve	Reserve	Reserve	Reserve	Reserve	Reserve	Reserve

Cut Off	Cut Off	Cut Off	Cut Off	Cut Off	Cut Off	Out of Supply	Out of Supply	Out of Supply	Out of Supply
Cut Off	Cut Off	Cut Off	Cut Off	Cut Off	Out of Supply	Out of Supply	Out of Supply	Out of Supply	Out of Supply

3/2B xxx 5 1 (1)	13/43 xxx 4 3 (1)	3/28 xxx 5 3 (1)	5/39 xxx 5 3 (1)	36/11 xxx 5 3 (1)	16/11 xxx 5 3 (1)	14/11 xxx 5 3 (1)	14/2G xxx 5 3 (1)	13/2G xxx 5 3 (1)	11/2G xxx 5 3 (1)
5GT x Comm	xxx 5GTk Comm	xxx 11G Comm	xxx 2G Comm	a xx 2 1	a xx 2 1	a xx 3 1 (1)	32/3C xx 2	6/3C xx 2 1	5/3C xx 3 1

3B xxxx 39 Comm	3B xxxx 31 Comm	3B xxxx 28 Comm	3B xxxx 5 Comm	2B xxxx 3 Comm	2B xx Road	3B xx Road	2B xx Road	2/3B xxx 5 2 3	1/2B xxx 5 2 4
2B xxxx 70 Comm	2B xxxx 65 Comm	2B xxxx 50 Comm	2B xxxx 49 Comm	2B xxxx 48 Comm	2B xxxx 25H Comm	10/3B x 5 2 3	2/3B x 5 2 3	8/2B xxx 5 2 3	3/2B xxx 5 2 3

20/3B x 1 1	2B 111 	3B 111 	2B x 	2B x 	3B x 	2B x 	3 BYEL xxxxx 	2BYEL xxxxx 	1 BALT xxxx 43 Comm
29/48 xxx 5 3 (1)	94/113 xxx 4 3 (1)	94/39 xxx 5 3 (1)	92/43 xxx 3 2 (1)	54/43 xxx 4 3 (1)	105/65 xxx 5 3 (1)	46/65 xxx 5 3 (1)	18/65 xxx 5 3 (1)	128/28 xxx 5 3 (1)	20/28 xxx 4 3 (1)

72/5 xxx 4 3 (1)	65/5 xxx 4 3 (1)	45/5 xxx 5 3 (1)	93/43 xxx 3 2 (1)	44/43 xxx 4 3 (1)	121/50 xxx 4 3 (1)	85/50 xxx 4 3 (1)	49/50 xxx 4 3 (1)	40/3 xxx 4 3 (1)	35/3 xxx 5 3 (1)
42/48 xxx 4 3 (1)	39/48 xxx 4 3 (1)	113/31 xxx 4 3 (1)	71/31 xxx 4 3 (1)	36/31 xxx 4 3 (1)	114/70 xxx 5 3 (1)	47/70 xxx 5 3 (1)	41/3 xxx 5 3 (1)	70/49 xxx 5 3 (1)	37/49 xxx 5 3 (1)











a xx 3 1	a xx 2 1	a xx 3 1 (1)	1/3B xxx 5 2 3	29/5GT xxx 6 2 3	10/5GT xxx 6 2 3	8/2B xxx 5 2 4	118/2S xxx 5 3 (1)	116/2S xxx 5 3 (1)	108/2S xxx 5 3 (1)
GAME TURN	d xx 1 1	d xx 2 1	d xx 2 1 (1)	c xx 2 1	c xx 2 1	c xx 2 1 (1)	b xx 2 1	b xx 2 1	b xx 3 1 (1)











102/20 xx 	14/20 xx 	292/20 xx 	129/23 xx 	299/23 xx 	51/23 xx 	7/23 xx 	35/27 xx 	252/27 xx 	61/HG xx
6 2 (1)	5 2 (1)	6 2 (1)	6 2 (1)	6 2 (1)	5 2 (1)	7 2 (1)	7 2 (1)	6 2 (1)	7 2 (1)

21/41 xx 	28/41 xx 	50/41 xx 	367/41 xx 	170/41 xx 	131/6 xx 	203/55 xx 	95/28 xx 	58/28 xx 	Z.605/4A xx
6 2 (1)	5 2 (1)	6 2 (1)	6 2 (1)	7 2 (1)	6 2 (1)	6 2 (1)	6 2 (1)	6 2 (1)	4 2 (1)

286/9 xx 	56/9 xx 	69/26 xx 	1/26 xx 	83 xx 	23/AG xx 	Z607/28 xx 	73/46 xx 	93 xx 	10RJ/AG xx
4 2 (1)	6 2 (1)	6 2 (1)	7 2 (1)	4 2 (1)	4 2 (1)	4 2 (1)	4 2 (1)	5 2 (1)	3 (1)











21/2A 	101/2A 	34/2A 	116/4A 	125/4A 	136/3A 	87/4A 	6/4A 	16/4A 	32 xx
2 (2)	2 (2)	2 (2)	2 (2)	2 (2)	2 (2)	2 (2)	2 (2)	2 (2)	4 2 (1)











a 	a 	a 	507/2A 	503/3A 	4 	2A 	3A 	4A 	627/2A 			
3	3	2 (1)	2 (1)	1°	2 1°	3	6	2 3	1 (2)	1 (2)	1 (2)	3

5/3A xx 	7/2A xx 	24 xx 	102/4A x 	GD/AG xx 	BR/GD xx 	IR/AG xx 	190/2A x 	LE/2A x 	1Sp/46 x 			
8	2	4	8	2	4	5	2	3	3	3	2	2

XXXXX AGC	XXXXX 2	XXXXX 3Pz	XXXXX 4	XXXX 46Pz	AG xxx 7Pz	4A xxx 41Pz	3A xxx 28	3A xxx 9	3A xxx 26
3	2	2	2	2 4 2	2 4 2	2 4 2	2 4 2	2 4 2	2 4 2

4A xxx 55	4A xxx 6	2A xxx 27	2A xxx 20	2A xxx 23	AG xxx GD	GD/GD xxx 	GD/GD xxx 	GD/GD xxx 	AG xxx GD
2 4 2	2 4 2	2 4 2	2 4 2	2 4 2	4 5 3 4°	5 3	(3)	2 (2)	2 2 (1)

2A 	2A 	3A 	3A 	4A 	4A 	2A 	3A 	4A 	337/46 XX 
1 (2)	1 (2)	1 (2)	1 (2)	1 (2)	1 (2)	1 3	2 3	1 3	4 2 (1)

KÖN 	251 XX 	227 XX 	389 XX 	31 XX 	b XX 	b XX 	561/9 XX 	548/9 XX 	551/9 XX 
6 5 3 (1)	4 2 (1)	4 2 (1)	4 2 (1)	4 2 (1)	3	3	4 2 (1)	4 2 (1)	5 2 (1)

LAST BATTLES: EAST PRUSSIA

61/HG xx • 3 2 (1)	252/27 xx 3 2 (1)	35/27 xx 3 2 (1)	7/23 xx 3 2 (1)	5J/23 xx 3 2 (1)	299/23 xx 3 2 (1)	129/23 xx 3 2 (1)	292/20 xx 3 2 (1)	14/20 xx 3 2 (1)	102/20 xx 3 2 (1)
Z.605/4A xx 2 2 (1)	58/28 xx 3 2 (1)	95/28 xx 3 2 (1)	203/55 xx 3 2 (1)	131/6 xx 3 2 (1)	170/41 xx 3 2 (1)	367/41 xx 3 2 (1)	50/41 xx 3 2 (1)	28J/41 xx 3 2 (1)	21/41 • 3 2 (1)

10RJ/AG x 2	93 xx 3 2 (1)	73/46 xx 3 2 (1)	Z607/28 xx 2 2 (1)	23/AG xx 2 2 (1)	83 xx 2 2 (1)	1/26 • 3 2 (1)	69/26 xx 3 2 (1)	56/9 xx 3 2 (1)	286/9 xx 2 2 (1)
32 xx 2 2 (1)	16/4A x 1 (1)	6/4A iii 1 (1)	87/4A iii 1 (1)	136/3A iii 1 (1)	125/4A iii 1 (1)	116/4A iii 1 (1)	34/2A iii 1 (1)	101/2A iii 1 (1)	21/2A iii 1 (1)

627/2A x 1				4 ii 3 2 2			a iii 1	a iii 1	a iii 2 2
15Sp/46 x 1	LE/2A x 2 1	190/2A x 2 2	18/AG xx 2 2 (2)	BR/GD xx 3 2 (1)	GD/AG xx 5 3 3	102/4A x 2 2	24 xx 3 2 2	7/2A xx 4 2 2	5/3A xx 4 2 2

26 + COMM	9 + COM	28 + COM	41Pz + COM	7Pz + COM	46Pz + COM				xxxx AGN 3
GD + COM	GD/GD xxx 1 (1)	GD/GD xxx 2 (2)	GD/GD xxx 2 3	GD + COM	23 + COM	20 + COM	27 + COM	6 + COM	55 + COM

337/46 xx 2 2 (1)									
551/9 xx 3 2 (1)	548/9 xx 2 2 (1)	561/9 xx 2 2 (1)	b xx 2	b xx 2	31 xx 2 2 (1)	389 xx 2 2 (1)	227 xx 2 2 (1)	251 xx 2 2 (1)	KÖN COMMIT

