FESTUNG BRESLAU 1945

Rule book

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STRATEGEMATA

Historical background.

On 12th January 1945, a powerful offensive started from the vicinity of Vistula River. 1st Ukrainian Front under Marshal Ivan Konev led the assault from the region of Sandomierz. Two days later, from the direction of Warka and Magnuszew, 1st Byelorussian Front commanded by Georgy Zhukov followed their example. Russians had all the advantages. Thanks to that fact they quickly captured Kielce (15th January), Częstochowa, Radom (16th January), Warszawa (17th January), Kraków (18th January) and Łódź (19th January). Germans were withdrawing toward west in "roving cauldrons" (as Heinz Guderian described it). Army Group "Center", since 25th January under the command of general Ferdinand Schörner, was opposing Konev. German general decided to stop the Soviet advance on the Oder River. Reinforcements coming from other fronts and the fact that Soviets were losing their momentum made such decision quite sensible. Also, towns of Glogau, Steinau an der Oder, Breslau, Ohlau, Brieg and Oppeln were to be fortresses defended to the last man.

Red Army still inexorably advanced westward. On 23th January fierce fights commenced at Oels. At first, the town centre was captured by 936th Regiment from 254th Rifle Division. Counterattack was mounted by 269th Infantry Division reinforced by a *kampfgruppe* from 17th Panzer Division, though they were facing the main forces of Soviet 52th Army. Fierce street fighting lasted until midnight of 24th January. After defeat Germans retreated toward Breslau. Marshal Konev didn`t attempt to capture the city in a decisive maneuver. Breslau was protected from north-east by Navigational Canal, for one. Crossing the Oder River was also far more important for further campaigning, for two. Soviets indeed crossed the river by the end of January to the south and north of Breslau.

Ultimately, encirclement around the city was completed on 15th February. Main role in future fights were to be played by 6th Army of general Vladimir Gluzdovski. It was the weakest force within that particular Front. It possessed 20 000 soldiers and had only two armor brigades.
On the opposite side there was fortress garrison led by general Hans von Ahlefen (since 9th March duties of commanding officer were executed by general Hermann Niehoff). Important role was played by NSDAP members (officials of Nazi Party) grouped around gauleiter Karl Hanke. There were many units of varying quality within the besieged city. Ground personnel of Luftwaffe was directed to combat. The majority of German force consisted of Volkssturm soldiers who proved to be an equal opponent of Red Army in street fighting. SS Regiment "Besslein" was formed from the ranks of former concentration camps guards. They fought with a grim determination as they were well aware of their fate after the war. Similar fighting spirit reigned among Hitlerjugend battalions. During fights for the city two paratrooper battalions were transported by air. In total, garrison amounted to around 50 000 soldiers. It was practically without any tanks. Therefore any attempt to break the encirclement was unthinkable.

Regardless of numerical inferiority, Gluzdovski commenced the assault. He managed to surprise von Ahlfen by taking the unexpected approach to the city. By 17th February, after air and artillery support, Klecina and Brochów were captured. Złotniki and Żerniki, significantly less well defended, were also captured. Germans withdrew to Krzyki. After the fierce resistance, the radio station building has fallen. In coming days, the nearby railroad embankment and tram depot kept changing hands. Russians kept gaining ground but the momentum of their onslaught weakened visibly. The most important factor was dense urban terrain. Each house, even if partially collapsed, could have been a pocket of resistance. Furthermore, Germans made a good use of basements and often counterattacked at the rear of advancing Soviets. Soldiers of Red Army kept on attacking, regardless. Heavy fighting took place in an area of Powstańców Śląskich Street. On 23th February cuirassier barracks at the corner of Gajowicka and Haller streets were captured. A day after, the building of VIII Military District fell. Von Ahlfen replaced decimated Wehl Regiment with Mohr Regiment taken from the northern parts of the city. Such relocations from relatively calm parts of Breslau were possible as Red

Army didn`t have enough forces to attack the city from multiple directions at the same time. Since the beginning of March fights turned into the true battle of attrition. Sometimes, combat took place for days around a single block. Different weapons were used to devastating effect. From the material gathered in the fortress an armored train „Pörsel" was constructed. Germans were setting up the charges and demolished buildings that had been captured by Russians, burying the enemy under the rubble. It was also proven that panzerfausts could be used effectively indoors. Now every basement could hide a death trap for armored vehicles. Defenders started using wooden mines hidden among the rubble against infantry. Such trap killed one and wounded others among German parley group members, who were participating during May in talks about surrender. Russians were too eager to return the favor. They employed flamethrowers on mass scale along with artillery support of large caliber guns that were firing directly from short distances. In this way, every building could be levelled with its defenders still inside. Biplanes Po-2 turned out to be very effective in demoralizing the resistance as they were able to approach German positions under the cover of a night and bomb them flying at low altitude.

Since the beginning of encirclement, an airlift route was maintained. Planes were using the civilian airfield in Gądów Mały. That way supplies were transported into the fortress (mostly artillery munitions), wounded were evacuated and reinforcements brought in. German pilots were constantly proving their courage and uncommon skill, as the airfield was constantly under Soviet artillery barrage. Of course, Soviets were aware of the significance of the airfield. By the end of March, positions to the north of the city were occupied by 2nd Polish Army led by general Karol Świerczewski. Poles were supposed to join the fight, but successes of April attacks resulted in relocating the army to region of Lausitzer Neisse.

At the beginning of April, Głuzdowski made a vicious attack on the landing site in Gądów Mały. Assault was prepared with a bombardment on unprecedented scale. On 1st April, 340 bombers for 9 hours were attacking artillery batteries, first line of defense and all important landmarks within the city. On the same day infantry finally captured the landing site. However, Soviet headquarters made a mistake. Success should have been followed by a further attack along the Legnicka Street towards the centre of the city. Instead, an attack was made in north-east direction, towards Oder. Tactical goal was achieved in this manner - Mohr Regiment was divided into small isolated groups and stopped being a cohesive unit. Nevertheless, it was still putting up the fight and Germans gained time to once again prepare their defensive lines. Once again, just like in the south, combat turned into a slogging match. On 18th April a bunker on Strzegomski Square was captured. 20th of April saw the capture of Długa Street after a firefight where both sides used tanks.

At that point in time, "Festung Breslau" didn`t have any strategic importance. Red Army was fighting already in Berlin and fortress garrison couldn`t tie down as much of enemy forces as German leaders hoped for. The last notable event, more of a propaganda importance than a military one, was a participation of German anti-fascists in fighting. On a night between 5th and 6th May, they infiltrated lines of defense in an area of Dworzec Świebodzki and Młodych Techników Street, dressed in German battle dress. Leader of the group, leutnant Horst Vieth, fell in combat.

On 6th May 1945, at 6.30pm, general Niehoff signed the capitulation. After 80 days of the siege, silence fell on a ruins of the city, disturbed only by salvos shot by cheering Red Army soldiers.

1.0 Introduction.

Board game „Festung Breslau 1945" represents the fighting around Breslau that had taken place between the middle of February and beginning of May 1945. One of the players control Red Army while the other commands German forces. During the game players have to face not only their opponent but also problems that challenged their historical counterparts. Decisions influence the final outcome, which can differ from the history.

Before starting the game it is recommended to familiarize yourself closely with the following rule book. During the gameplay it is helpful to return to particular chapters to make sure that procedures are followed as written. In this manner, the rules will become second nature much faster and the enjoyment from the game will be greater.

The box contains a complete set of mounted counters. Before the game they have to be carefully removed from the frames and sorted out. Counters represents the units that have participated in the campaign. Game contains also a set of markers to facilitate the gameplay.

The game takes place on the board that represents in a simplified manner the city in 1945. The board also contains several tracks that help to record the gameplay situation.

An element of randomness in the game is provided by the use of a six sided die.

2.0 Components.

A complete game „Festung Breslau 1945" contains:
- one board 48x68 cm;
- a set of 308 mounted counters (12,5x12,5mm size);
- one rule book (12 pages);
- one scenario card;
- one six sided die.

[2.1]. The board represents Breslau and its immediate vicinity. Hexgrid was superimposed to facilitate the positioning of units and calculation of the distances between them.

[2.2]. Counters represent the units of both armies which had been participating in the campaign.

Following picture represents the counter of an unit and explains the information on it

unit's identifier

I/SS Besslein

Ffanaticism (see [10.6])

1626

+1 modifier applied to unit's attacks (blue colour)

starting hex during set-up or associated Turn of entry and Event

No Tactical Movement

0

-2

modifier applied when the unit is attacked (colour green)

Following table contains unit symbols used on the counters.

Russians - red background Poles - white background Artillery - orange background	Germans - grey background
gun ZIS - 3 76 mm	StuG 40 Ausf. H
howitzer M-30 122mm	Goliat
howitzer D-1 152 mm	German infantry
howitzer B-4 203 mm	
anti-tank gun ZIS-2 57 mm	
mortar Br-5 280 mm	
mortar M-160 160 mm	
mortar mk. 1943 120 mm	
rocket artillery BM-13 132 mm	
t34/85	
IS-2	
ISU-152	
SU-122	
SU-85	
SU-76	
Russian infantry	
Polish Infantry	

Markers and special units will be described in the appropriate sections of the rules.

[2.3]. Scenario card contains detailed setup information about initial positions of the units in two scenarios: the one that represents historical situation and the second that gives players greater freedom in making

their decisions. Before the start of the game players have to agree upon which scenario is to be played.

[2.4]. Last page of the rule book contains charts which are to be used during the game. Following rules describe which chart is to be used and how in particular situations.

[2.5]. A six sided die is to provide an element of randomness. If the rules say that a die roll has to be made, a six sided die is to be used.

[2.6]. Scale. One hex represents 400 metres of terrain. Units represent battalions, regiments or brigades. One Turn represents four days.

Clarification: Hex 1716 is to be treated as a Bridge. Entry onto that hex is allowed only from the hex 1816.

3.0 Glossary.

In this chapter players will find an explanation of terms that are used in the rulebook.

Hex – a single six-sided space on the board.

Adjacent hex – on the following image all adjacent spaces to the unit have been marked. They do not impact friendly units in any way.

Control of a space – a player controls the hex if his or hers units were the last to be in that hex or the last to move through that hex.

Line of communication – a continuous string of hexes, free of enemy units and hexes adjacent to them.

Modifier – a value added or deducted from a die roll.

Fortress' garrison – counters with a grey background, that are controlled by German player.

2nd Polish Army – counters with white (or orange, in case of artillery) background controlled by Russian player.

Red Army – counters with red and orange background along with units of 2nd Polish Army. Russian player controls all those forces. It has to be under-

lined that some procedures apply to the whole Red Army and some only to 2nd Polish Army.

Artillery units of Red Army – counters with orange background. Those units can perform bombardment in Phase 3.

Identifier - designation on the counter in accordance with historical organization of the army. Only in case of **Rifle Divisions in Red Army** it is important to which division a particular unit belongs. Detailed rules - see [7.1.4] and [7.1.6] (Strategic Movement), also [9.2] (multiple units in attack).

Units that do not belong to any division are independent units.

Example: Units with following identifiers belong to 112th Rifle Division:

- *436/112 (artillery)*
- *159 eng./112 (engineer)*
- *385/112*
- *416/112*
- *524/112*

Stack – when one hex is occupied by two or more friendly units. Stack limits are given in Terrain Chart and vary between different types of terrain and side of conflict. In any particular moment any one hex cannot be occupied by units of both sides.

4.0 Game Turns and Phases.

[4.1]. Gameplay is divided into 20 Turns. Each Turn is divided into Phases during which players execute specific actions. It is forbidden to execute actions in an inappropriate Phase. If a player will forget to perform an action, like movement of the unit, then he may perform it later as long as the opponent agrees to it.

[4.2]. Marker "TURN" serves to denote the current Turn of the game. After executing all actions of last Phase, that marker has to be moved onto the next space on Turn Record Track.

[4.3]. The gameplay ends after the last Turn. Players have to count then how many of victory hexes are controlled by Russian player - see 11.0 Victory conditions.

[4.4]. Each Turn is divided into following Phases:

Phase 1 - Events. Resolution of the events on the map in accordance to historical deployments described on Scenario Card. In this Phase Russian artillery units that performed Artillery Bombardment in last Turn have to be flipped on the front side.

Phase 2 - Red Army Strategic Movement. In this Phase units of Red Army that were Fatigued are returned to the map - see [7.1.3].

Phase 3 - Artillery Bombardment and Airstrikes. Russian player executes artillery bombardments and airstrikes - see [8.2].

Phase 4 - Red Army Tactical Movement. In this Phase German player can execute Defensive Fire (see [9.10]) with units that are not Disorganized.

Phase 5 - Red Army Assault. Red Army units can attack enemy units - see [9.0].

Phase 6 - Reorganisation. Disorganized German units are to be flipped on thier front side - see [8.2.9].

Phase 7 - German Assault. German units can attack enemy units - see [9.0].

Phase 8 - German Tactical Movement. In this Phase Russian player can execute Defensive Fire - see [9.10].

Phase 9 - German Strategic Movement. In this Phase German units that were Fatigued return onto the map - see [9.6].

Phase 10 - German supply. In this Phase German player can build an auxiliary landing strip - see [10.3].

5.0 Historical events.

The game contains historical events for the purpose of depicting campaign for Breslau in a wide context of Eastern Front.

[5.1]. There is a Turn Record Track on the map. In some of its boxes there is an information about what changes have to be done by which player. Lowercase letters by the German flag represent events influencing the German forces. Capital letters by the Soviet flag represent events influencing Red Army.

Example: In 9th Turn, German player has to resolve event "e" and Russian player has to resolve event "C".

6.0 Supply.

Leaders of both sides had to consider in their plans the availability of ammo, armament, food and medicine. Manpower was also critical. German garrison, as it was isolated from main Wehrmacht forces was in more difficult position.

[6.1]. Track "Fortress' Supply" along with appropriate markers serves to denote the current level of supply for German side.

Example: Let's assume that German Supply level is 13. Marker "x10" is to be placed on a space "1" and marker "x1" on a space "3". It means that 10 is multiplied by 1 and added to 1 multiplied by 3.

[6.2]. German player **lowers Supply level by 1**, when he executes any of the following actions:

• Artillery fire - see [8.3];

• supporting fights against 2nd Polish Army on the northern front - see [10.1.3].

[6.3]. German player **lowers Supply level by 2**, when armored train "Pörsel" is built or repaired - see [10.2].

[6.4]. Reorganisation. German player **lowers Supply level by 3** for each unit moved in Phase 9 from box "German battleworn units" to box "Tactical reserves of fortress' command".

[6.5]. German player **lowers Supply level by 4** for each built hex of auxiliary landing strip - see [10.3].

[6.6]. German player can increase Supply level. In Phase 10 of each Turn a die roll has to be made. Following modifiers apply:

+3 if German player controls the airport (hex 2027 - Flughafen Breslau),

+2 if German player finished building auxiliary landing strip,

+1 in Turns 1, 2 and 3.

The result has to be divided by two. Any fractions are to be rounded up. The final result shows by how many levels of Supply are gained by German side.

7.0 Movement.

In "Festung Breslau 1945" there are two types of movement: Strategic Movement and Tactical Movement.

[7.1]. Red Army Strategic movement. In Phase 2 following actions have to be executed precisely in this order:

• moving units that are in current turn of Turn Record Track onto the next space;

• moving units that are in the current Turn space of Turn Record Track onto the map;

• moving units from the map onto Turn Record Track.

[7.1.2]. If in the current Turn space of Turn Record Track there are any Russian units, then during Phase 2 they may be placed again on the map.

[7.1.3]. Units can be placed on Concentration Hexes or hexes occupied by Screening Units. Units of 2nd Polish Army can be placed only on Polish Concentration Hexes or Polish Screening Units. Remaining Red Army units can use only Russian Concentration Hexes and Russian Screening Units.

[7.1.4]. Player can place any number of independent units and/or any number of **entire divisions** in one hex. Stacking limits apply only by the end of Phase 4.

[7.1.5]. Units that returned onto the map can perform Tactical Movement normally.

[7.1.6]. Russian player can take off map **all, not eliminated units of any division.** There are no restrictions to the number of such divisions. Similarly, any number of independent or Screening Units can be taken off map.

[7.1.7]. Russian player can place Screening Units on all of hexes vacated in such manner.

Important: The number of counters representing Screening Units is limited. Therefore, it may occur that Russian player will be unable to place them everywhere he would like to.

[7.1.8]. Units taken off map because of [7.1.6] have to be placed on the next space of Turn Record Track.

[7.2]. German Strategic Movement. In Phase 9 following actions have to be performed in strict order:

• moving units from box "Tactical reserves of fortress' command" onto the map;

• moving units from box "Tactical reserves of fortress' command" onto the box "Northern front: German forces";

• moving units from the map onto the box "Tactical reserves of fortress' command";

• moving units from the box "Northern front: German forces" onto the box "Tactical reserves of fortress' command";

• moving units from the box "German battleworn units" onto the box "Tactical reserves of fortress' command".

[7.2.1]. If German player has units in the box "Tactical reserves of fortress' command", then he can move any number of them onto the map.

[7.2.2]. Units can be placed:

• only on City hexes, **at least 8 hexes distant** from Red Army units. Also the space has to have a line of communication with hex 1516 (Rathaus), or

• on hex 1516 (Rathaus), as long as it is not controlled by Red Army.

If above conditions cannot be met, the unit has to remain in the box "Tactical reserves of fortress' command".

[7.2.3]. At the time of German unit placement stack limit has to be observed.

[7.2.4]. German player can take off map any unit and place it in the box "Tactical reserves of fortress' command". Exception: The unit that is adjacent to Red Army unit cannot be displaced in such manner.

[7.2.5]. By lowering Supply level for each unit (see [6.4]), German player can move as many Fatigued units onto the box "Tactical reserves of fortress' command".

[7.3]. Tactical Movement. Units of both sides execute Tactical Movement according to the same rules. It is important, however, to remember that terrain costs sometimes differ between German and Russian forces - see Terrain Chart.

[7.3.1]. Each unit has **5 Movement Points.** Exceptions: Screening Units and some artillery units that cannot perform Tactical Movement (in other words, they have zero Movement Points).

[7.3.2]. The unit expends Movement Points entering each hex. The costs of entering a hex are listed in Terrain Chart.

[7.3.3]. The unit does not have to spend all its Movement Points. Unused points are lost. They cannot be transferred to other units, nor they do accumulate for later Turns.

[7.3.4]. Movement must be done from a hex to a hex - skipping over hexes is forbidden.

[7.3.5]. If unit does not have enough Movement Points, it cannot enter a given hex.

[7.3.6]. Tactical Movement and enemy units. After entering a hex that is adjacent to an enemy unit, the friendly unit can move further, as long as it still has Movement Points remaining. During Tactical Movement, enemy can perform Defensive Fire (see [9.10]) each time, when a friendly unit **enters** adjacent hex.

[7.3.7]. It is forbidden to move entire stacks. Tactical Movement has to be done separately by each unit.

Players have to move their units in such a manner to allow their opponent to declare and resolve Defensive Fire(s).

8.0 Artillery bombardment and airstrikes.

[8.1]. In "Festung Breslau 1945" there are two forms of attack: artillery bombardment and assault. Additionally, Russian player can perform airstrikes.

[8.2]. Artillery bombardment and airstrikes - Red Army.

[8.2.1]. Russian artillery units are represented by counters. They can perform artillery bombardment in Phase 3 **or** move and attack like other units in Phases 4 and 5. Exception: the units with 0 Movement Points. Even if they did not perform artillery bombardment, they are unable to move.

[8.2.2]. Russian air units are not represented by counters but by airstrike points.

 [8.2.3]. On Turn Record Track each space provides information how many airstrike points are available in each Turn. This number has to be marked in Phase 1 on Soviet Airforce Track.

Example: In Turn 4 Russian player has 9 airstrike points. Marker "x10" has to be placed on "0" space, while marker "x1" rests on "9".

[8.2.4]. Airstrike points can be used only for airstrike attacks - it is forbidded to use them altogether with artillery bombardment. Soviet Airforce Track is used to mark how many points still remain to be used.

Example, continued: Let us assume that Russian player has used 2 airstrike points. Marker "x10" remains on "0" space whereas marker "x1" has to be placed on "7" space.

[8.2.5]. Unused airstrike points are lost. Markers "x10" and "x1" have to be placed on "0" space after finishing the Phase 3.

[8.2.6]. Artillery bombardment and airstrikes are executed in the following manner:

a) Russian player points out the target hex;

b) Russian player declares the strength of the attack. To this purpose, he adds the number of artillery units that execute the attack or declare how many airstrike points he wants to spend.

c) Russian player rolls a die.

d) The result has to be read from "Artillery Bombardment and Airstrikes" table. The result is visible in column value from point b) and row from point c).

e) Two results are possible - they both have to be implemented immediately:

• No effect - there no changes on the map (exception: Fanaticism - see [10.6]);

• Disorganisation - **all units** occupying the target hex, are Disorganised. Their counters have to be flipped.

[8.2.7]. If a Disorganised unit suffers again from Disorganised result, there is no further effect whatsoever.

[8.2.8]. Disorganisation effects.

a) Disorganised unit cannot perform Defensive Fire.

b) Disorganised unit that is being Assaulted suffers from negative modifier.

[8.2.9]. In Phase 6 all disorganised units are to be flipped back - they lose the disorganised status and return to normal.

[8.2.10]. If artillery unit performed artillery bombardment, it has to be flipped. It means that the unit cannot move in Phase 4 and cannot Assault in Phase 5.

[8.2.11]. Artillery units are to be flipped back in Phase 1 of the next Turn.

[8.2.12]. During one Phase 3 **one hex** can be attacked **only once by airstrikes** and then **only once by artillery bombardment.**

[8.2.13]. Russian player can use **airstrike points** to attack German supply depots or artillery guns.

[8.2.14]. To make such an attack, following procedure is being used:

a) Russian player declares how many airstrike points will be spent and decreases available points by that amount;

b) Russian player rolls a die and reads the result from "Artillery Bombardment and Airstrikes" table. "S" result means a success - German player needs to lower his Supply level by 1.

[8.3]. Artillery fire performed by German garrison.

[8.3.1]. German artillery is not represented by separate counters.

[8.3.2]. German player can perform Artillery Fire in Phase 4 (Defensive Fire) and 7 (Assault).

[8.3.3]. Whenever German player declares Artillery Fire, the Supply level needs to be decreased. For each level it is decreased, Defensive Fire or Assault is modified by +1. However, such modifier cannot be higher than +3.

Example: Soviet unit entered a gray hex. German player fires defensively using the Artillery Fire. Let us assume that Supply level is 6. Expending 2 levels of Supply, the Supply drops to 4, but the modifier +2 is to be used in resolution of that Defensive Fire.

9.0 Assault.

[9.1]. This manner of attack can be only used against enemy units in adjacent hexes. An unit can perform an Assault only once per phase. Additionally, an enemy unit can be a target of only one Assault.

[9.2]. More than one unit can perform one Assault or Defensive Fire, as long as all of them are adjacent to targeted unit. Assaults are never obligatory. In case of Red Army, Assaults and Defensive Fire **cannot be executed by units from different divisions.** This limitation does not apply to independent units, who can participate in every Assault and Defensive Fire (though remember about [9.1]).

[9.3]. If a hex that is Assaulted is occupied by several units, only one of them suffers from the effects of Assault. The choice belongs to attacking player.

[9.4]. Both sides perform Assaults using the same procedure:

a) Attacking player declares the attacked unit.

b) Attacking player declares which units are performing an Assault.

c) Attacking player rolls a die - a result of 1 means "No Effect" and in such case the Assault ends immediately.

d) Player has to find the value from the Terrain Chart required for an successful Assault.

Example: German unit Assaults Russian unit, which occupies the Suburban hex. "Successful assault" value is 6 or more.

e) Die roll from c) is modified by any applicable modifiers.

f) if the final result is equal or higher than value from d), than the attacked unit is Fatigued or damaged (in case of armored train Pörsel). Other results mean "No Effect".

[9.5]. Possible modifiers:

● +1 for each Assaulting unit;

● +1 if Assault force includes infantry and armor unit;

● - # -- depending on the terrain occupied by target, see Terrain Chart;

● +# -- German Artillery Fire - see [8.3];

● +# -- modifiers on Assaulting units (blue);

● +# -- modifier on defender unit (green);

● special units - see [10.0].

[9.6]. Fatigue - German units. Unit has to be removed from the map and placed in a box "German battleworn units". Unit can return onto the map in Phase 9, during any Turn after Reorganisation (see [6.4]). During Reorganisation unit is moved from "German battleworn units" to "Tactical reserves of fortress' command" box.

[9.7]. Fatigue - Red Army. When Red Army unit becomes Fatigued, the owner has to roll a die and divide the result by 2 (rounding up any fractions). The final result (from 1 to 3) will show in how many Turns the unit can return onto the map - it has to be placed on an appropriate space on Turn Record Track.

Example: Soviet unit became Fatigued in Turn 3. Let us assume that Russian player rolled a 5. Result di-

vided by 2 gives 2,5 which rounds up to 3. Counter has to be placed on 6th space of Turn Record Track (3 + 3 = 6).

[9.8]. Fatigued Red Army units return onto the map in Phase 2 of appropriate Turn.

[9.9]. Units of 2nd Polish Army that become Fatigued during fights on northern front (see [10.1.3]) return in Phase 2 of appropriate Turn onto box "Northern front: 2nd Polish Army". If fights on northern front had ended (there are no units in the box), the general rules for Red Army units are to be used.

[9.10]. Defensive Fire. It is resolved by the procedure from [9.4]. All modifiers do apply, with a single exception for modifier from terrain occupied by targeted unit.

[9.11]. One German unit can perform Defensive Fire multiple times during Tactical Movement Phase of Red Army.

[9.12]. One Red Army unit can perform Defensive Fire multiple times during Tactical Movement Phase of German forces.

[9.13]. A single unit during its own Tactical Movement Phase can be the target of Defensive Fire several times.

10.0 Special units and special rules.

[10.1]. Entry of 2nd Polish Army. Polish units occupied their initial positions by the beginning of April, when they were to enter the combat. After the success of Easter attack, headquarters decided to move Poles over to Lausitzer Neisse. In result, Poles did not fight for Festung Breslau. Russian player, however, can decide to use those units.

[10.1.2]. At the beginning of game Polish units are off-map. When executing event G, the player has to place all Polish counters in the box "Northern front: 2nd Polish Army".

[10.1.3]. In Phase 1 of **any subsequent** Turn Russian player can declare that 2nd Polish Army enters the active combat. The fights for northern part of front have to be simulated with following procedure:

a) **for each German unit** present in the box "Northern front: German forces" German player rolls a die twice. Lowering the Supply level by one allows to modify a die roll by +2.

b) Add the results of **all** die rolls.

c) If the result from b) is greater than number of Polish units, German defenders held their ground. **Four units** of 2nd Polish Army become Fatigued while German units do not suffer losses. Procedure has to be repeated in Events Phase of the **next Turn**.

d) if the result from b) is lower than number of Polish units in the box, 2nd Polish Army managed to break through German line. All Polish units have to be placed on the next Turn space on Turn Record Track. They will enter the map according to [7.1]. Defeated German units are placed in box "Tactical reserves of fortress' command".

[10.1.4]. After declaring participation of 2nd Army, the amount of victory points required for Russian player to win the gameplay is raised by 5 VP.

[10.2]. Armored train Pörsel. The unit can enter play starting from Turn 9. German player has to control hex 2113 (DRB-Ausbesserungswerke) and lower Supply level by 2. Train counter is placed in that hex.

[10.2.1]. Armored train can move only across the railroad lines during German Tactical Movement Phase. During that Phase, train can move onto any hex with railroad lines.

[10.2.2]. Armored train is subject to all Assault and Defensive Fire rules and is treated like an armored unit.

[10.2.3]. If train becomes damaged, it may return onto the map in Phase 9 at hex 2113 as long as German player controls that hex and lowers Supply level by 2.

[10.3]. Construction of auxiliary landing strip. German player can build a landing strip for aircraft to improve garrison' supply.

[10.3.1]. Finished landing strip consists of three markers that occupy adjacent **City hexes**. Those hexes cannot be Bridge hex nor their hexspine cannot be Canal.

[10.3.2]. To place onto the map **one landing strip marker**, German player lowers Supply level by 4 at the beginning of Phase 10 (that is, before increasing Supply level).

[10.3.3]. Only one marker can be placed in **one Turn**.

[10.3.4]. German player decides about location of the landing strip hexes.

[10.3.5]. The modifier from [6.6] applies only when **all three landing strip markers** are placed onto the map and they are controlled by German side.

[10.4]. Goliaths. In Phase 1 of first Turn of the game, players have to resolve how many guided mines are available to Germans. German player has to roll a die twice and add the results. Total (from 2 to 12) will tell how many counters are to be placed in the box "Tactical reserves of fortress' command". Goliaths can leave that box only by using procedure in [10.4.1].

[10.4.1]. During **Assault**, but not Defensive Fire, German player can declare the use of Goliaths. Only one counter can be used in a single Assault - it is removed from the game, but provides a modifier marked on the Goliath counter.

[10.4.2]. The Soviet 62nd Engineer-Sapper Brigade had some Goliaths, captured in Liegnitz (Legnica), to their disposal. **Once** during a game, starting with 11th Turn, **an Assault** - but not Defensive Fire, executed by any unit of this Brigade can be modified by +2. The units that belong to that particular Brigade are: **56 eng., 57 eng., 58 eng. and 59 eng.**

[10.5]. Chemical weapons. During the fighting the Germans used poisonous chemicals. They had not caused many casualties but slowed Soviet advance considerably.

[10.5.1]. The amount of available counters have to be decided in Phase 1 of first Turn of the game. German player rolls a die and divides the result by 2 (rounding fractions up). The final result (from 1 to 3) will tell how many counters are placed in box "Tactical reserves of fortress' command".

[10.5.2]. Whenever Red Army unit enters a hex adjacent to a German unit, German player can, **instead of Defensive Fire,** declare the use of chemical weapons. Counter representing chemical weapons is to be placed in the hex occupied by Red Army unit. Red Army unit immediately returns into the hex from which it came and its movement ended. No Red Army unit can enter the hex with chemical weapons counter. By the end of Phase 6 the chemical weapons counter is permanently removed from map and game.

[10.6]. Fanaticism. German units marked with a star can become Fanatic. If such unit was a target of Bombardment, Assault or Defensive Fire where "No Effect" has occurred, then the unit receives "Fanatic" marker. From then on, the modifiers listed on the marker are to be used during Defensive Fires and Assaults. If Fanatic unit becomes Fatigued, it loses its "Fanatic" marker. It can receive it again later, as above. The attacked unit with "Fanatic" marker that receives "No effect" result does not receive any further marker.

Example: I/SS Besslein was a target of Artillery Bombardment but its result was "No Effect". Unit becomes Fanatic - it receives the "Fanatic" marker. From now on, when I/SS Besslein Assaults or performs Defensive Fire, players have to apply +2 modifier (one for a unit and one from the marker). When it is a target of Red Army Assault or Defensive Fire, the modifier -1 has to be applied.

[10.7]. German antifascists. Russian player can use the unit of German antifascists. In Phase 3 Russian player can automatically disorganize **one German unit that is adjacent to any Red Army unit.** Afterwards, antifascists counter is removed from the game.

[10.8]. Red Army katyushas. Russian player can decide to use rocket launchers as an infantry support. In Phase 3 player removes permanently one artillery unit and places in that hex two counters representing the infantry support units. From now on, they are independent units.

[10.9]. Russian Po-2 aircraft. Those biplanes were used as bombers during nighttime. They approached targets and attacked with machine guns or bombs.

They had not inflicted great losses but they were successful in undermining the morale of defenders.

[10.9.1]. In Phase 3 Russian player can attempt to disorganize **one** German unit. Russian player places the counter on attacked unit and rolls a die. Result 3 or 4 is a success, anything other is "No Effect". Regardless of success or failure, the counter can be used in next Turn. The amount of counters (3) is an intentional limit per Turn.

11.0 Victory.

[11.1]. If Russian player controls a victory hex, a marker has to be placed there. Each scenario describes how many victory points (hexes) Russian player has to control by the end of last Turn to achieve victory. If Russian player fails to obtain that amount, the game is won by German player.

Ivan Polbin (1905 - 1945) -- the only general major killed in action during World War II. He has received twice honor of Hero of the Soviet Union. His bomber Pe - 2 was shot down on 11th February 1945 above Breslau.

12.0 Gameplay example.

Following example is intended to help the players that begin their experience in understanding what to do, how to use the tables and how interpret the results. It is not supposed to be Tactics 101 or the only way to perfect victory.

1) From initial situation until Phase 3.

It is Turn 5. Russians have 9 airstrike points and one counter of Po-2 planes. Additionally, 5 artillery units are available. Fortress' Supply level is 6. Also, Germans possess one „Goliath" and one chemical weapon. Russians objective will be to capture a victory hex (occupied by two German units).

Phase 1 - Events. Turn 5 does not have any events to resolve.

Phase 2 - Red Army Strategic Movement. This Phase is ignored in our example.

Phase 3 - Bombardment and Airstrikes.

I - 5 artillery units: -- „No effect". Unit 55/HJ becomes Fanatic.

II - 5 airstrike points: -- „Disorganisation".

III - Po-2 plane: - „No effect".

I - another attack, this time with remaining 4 airstrike points: -- „Disorganisation".

2) Situation after bombardment and airstrikes.

3) Phase 4 - Red Army Tactical Movement.

I - Russian unit wants to enter the city. The only non-Disorganised German unit uses Chemical Weapon - Russians have to withdraw.

II, III, IV, V - Disorganised units cannot perform Defensive Fire - Russians effortlessly enter those hexes, gaining the position for Assault.

VI - Russian unit is fired upon by German unit in a good order. Defensive Fire is supported by two artillery fires (Supply level is decreased by 2): +1 (modifier of the unit) + 2 (artillery) = 6 -- Russian unit is Fatigued -- the unit will return after two Turns.

VII - Another Defensive Fire, this time with support of one artillery fire (Supply level is lowered by 1): -- This is an automatic failure, ending in „No Effect" result.

4) Situation after Russian Movement.

5) Phase 5 - Red Army Assault.

I - Units A, B, C are attacking Disorganised and Fanatic unit HJ: +3 (the number of Assaulting units) +1 (infantry Assaults along with armor) +1 (engineers) +1 (the target is Disorganised) -1 (Fanatic unit) -1 (Railroad terrain) -2 (Urban terrain) = 7 - The defender becomes Fatigued. The unit has to be placed in box „German battleworn units".

II - Units D, E, F are attacking Disorganised unit: +3 (the number of Assaulting units) +2 (engineers) +1 (engineers) +1 (the target is Disorganised) -2 (Urban terrain) = 7. The defender becomes Fatigued. The unit has to be placed in box „German battleworn units".

6) Situation after Phase 6 and Phase 7 - German Assault.

I - Unit A assaults armor unit with a support from „Goliath": +1 (one unit is Assaulting) +2 („Goliath") -0 (Clear terrain, there are no terrain modifiers) = 6. The Russian unit is Fatigued. - the unit has to be placed on Turn Record Track in space 8.

II - Unit B assaults the engineer unit: +1 (one unit is Assaulting) - 1 (park) = 5 -- „No effect".

7) Phase 8 - German Tactical Movement and the situation by the end of the Turn.

I - Units A and B perform Defensive Fire against German unit that enters the adjacent hex: +2 (the number of units Firing) +1 (engineer) - 0 (terrain does not influence Defensive Fire) = 6 -- „No Effect".

Russians did not capture the objective as Germans still control the occupied hex. However to retain its control, German player had to expend precious assets: Supply level dropped by 4, „Goliath" is gone, along with Chemical Weapon. Also, a strong Hitlerjugend unit became Fatigued. Russians also suffered losses as armor unit and infantry regiment will return in later Turns. Achieving the objective calls for further, grueling combat.