

NA BERLIN!

THE DRIVE INTO GERMANY: 1945

[1.0] INTRODUCTION

NA BERLIN! is an Expansion Kit for VPG's NO RETREAT! (and ownership of that game is required to use this kit), extending the game into 1945, right up to the capture of Berlin. It also adds new cards and counters to the original game.

These Expansion Kit Rules supersede the Standard Rules when there is a conflict.

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 8.5" x 11" map (and Game Turn Record Track) extension
- 16 5/8" square game pieces
- 1 rules sheet
- 1 scenario sheet
- 8 Event Cards

[2.1] The Game Map & Charts

The game map expands the NO RETREAT! map to the west into Germany and Eastern Europe. Note that each Game Turn in 1945 represents only 1 Month (not 2, as it does in NO RETREAT!).

[2.3] The Playing Pieces

All the 16 units included in this Expansion Kit are used *only* with the extension, and NOT in a regular game of NO RETREAT!.



[2.3.1] Volksturm Units:

A new unit type, the one-step German Volksturm, represents hasty fortifications and mobilization of citizens for the last-ditch defense of their Fatherland.

- **Special Ability:** When a defending hex contains a Volksturm unit, treat a "DR" (Defender Retreat) result as "No Effect" (as if the Volksturm unit were Fortified Infantry). However, *after* this combat result conversion is applied, the Volksturm unit in that hex is **eliminated** (even if stacked with a regular Fort unit).

The implication is that attacking enemy units won't be able to Advance After Combat (10.8, because the combat result was, after conversion, a "No Effect"). Also, any unit stacked with a thus-removed Volksturm unit remains in place after that battle, unaffected by its outcome.

- [2.3.2] **Yugoslav Army:** The two Yugoslavian Army units can only flip to

or from their Fort counter side when located in one of the two Yugoslav areas on the map (representing the rugged and mountainous terrain where these partisans have operated from for years). They also draw their supply for those two areas.



[3.0] SETTING UP THE MAP EXTENSION

Do not set up the map extension when starting a game of NO RETREAT!. To incorporate the NA BERLIN! map extension, place it over the corresponding hexes along the western edge of the NO RETREAT! map on the first turn of 1944 (Turn 17).

It will not be needed before this since, if the Soviets manage to advance that far that early, they will have already won a Sudden Death victory!

Alternately, the Axis Player may add it in the game anytime prior to that, if desired.

[5.0] THE CARDS

[5.2] **Draw Step [modification]:** After the NA BERLIN! map is added to play (3.0), the following conditions can affect a player's per turn **Draw Rate (DR)**:

~~-1 German DR if there are one or two Soviet units in any Rumanian hex(es) (along the southwest map edge).~~

~~-2 (total) German DR if there are, instead, three or more Soviet units in any Rumanian hexes.~~

[Delete the above; replace with this:]

-1 German DR if the Soviets control the Rumanian Oil Fields (adjacent to Bucharest).

[5.5] **New NO RETREAT! Cards:** Simply add expansion cards #25, 26 and 27 to the standard NO RETREAT! deck. They are part of the standard NO RETREAT! for all purposes and in every scenario.

[5.5] **The NA BERLIN! Cards:** Add cards A, B, C, D and E to the deck during the NA BERLIN! Setup Procedure (below):

NA BERLIN! Setup Procedure

During the Housekeeping Phase at the start of **Game Turn #23 (January, 1945)**, perform all of the following in order:



1. **Out With the Old:** Each player sorts through their respective hand, and then the Draw and Discard Piles; remove from play all of the **NO RETREAT!** cards #1 through 8. *Set them aside, they are no longer in play.*

2. **In With the New:** Shuffle together the now purged Draw Pile, Discard Pile and the NA BERLIN! expansion cards to form a new Draw Pile.

3. **Replace Discards:** Both players, starting with the Axis, the replace from the Draw Pile the same number of cards that they were forced to remove in Step 1, above (if any).

4. **As You Were:** Play then continues. The Axis Player will conduct a normal Card Phase at the start of his turn.

[6.0] SUPPLY

[6.1] **Axis Supply:** After the NA BERLIN! map is added to play (3.0), the Axis Player draws supply from the new west map edge.

[6.6] **German Static Units:** German Volksturm Garrison and Festung Fortress units are always considered in supply.



[7.0] ORGANIZATION

[7.4] **One-Step Units:** These include the German Volksturm and Festung units, and the Russian's Polish Army unit.

Note that the new Hungarian (1st and 3rd Armies) are **two-step** units!

[7.6] **German Unit Placement:** After adding the NA BERLIN! (3.0), German units must be placed in Axis-controlled cities in Greater Germany *not* in an EZOC (8.5) that can trace an overland Supply Path, or on any west map edge hex in Greater Germany that is *not* in an EZOC.

In addition, **Recovering** (shattered) **Russian** units (only) may also be placed in any Russian controlled city *outside* Russia that can trace a Supply Path (see 6.1).

[8.0] MOVEMENT

[8.4.1] **Stacking Limits:** Beginning on Game Turn 23, **the Soviets can stack up to two (2) units per hex.**

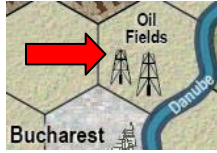
[8.7] **Yugoslavia:** Only German and Yugoslavian units can enter Northern or Southern Yugoslavia, and no earlier than the Game Turn *after* the Soviets capture the Oil Fields hex (Polesti) in Rumania (13.0).



There are no hexes in these areas, so consider each of the Yugoslav areas as one huge hex that is adjacent to many hexes in Greater Germany (akin to Finland, as per 8.6). Normal stacking and rules apply inside each of these areas, and normal Zone of Control rules apply to and from Northern and Southern Yugoslavia.

[11.0] UNIT REMOVAL

[11.3] Surrendered Axis Allies: Rumanian surrender is handled differently in **NA BERLIN!**. If the Soviets control the Oil Fields hex in Rumania (adjacent to Bucharest), then both Rumanian armies are removed from play at this time.



Soviet capture of this Oil Fields hex triggers Rumanian Surrender, adds several reinforcement units (13.0), opens Yugoslavia (8.7), and reduces the German Draw Rate by 1 per turn (5.2).

[12.0] HOW TO WIN

[12.1] Objectives Victory [change]: The Russian player wins if he controls (i.e., was the last to have friendly units pass through or occupy) **three (3)** of the four (4) Soviet Objective hexes in Greater Germany (e.g., Königsberg and Prague).

[12.2] Sudden Death: The Sudden Death turns and required VP values for the Soviets to win are shown on the **NA BERLIN!** Game Turn Record Track (as illustrated here).



[12.3] Special Axis Victory Check: As in **NO RETREAT!**, if neither of the above two ways to win has been achieved by the end of **Game Turn 22**, the an **End Game Victory** check is made.

You still compare the box on the VP Track of the Axis High Tide marker (see 12.7) against the current box containing the “*Na Berlin!*” VP marker (after subtracting for *German* units still inside Russia; see the VP Schedule on the Player Aid Sheet).

NA BERLIN! 1945 Game Continuation Procedure

But the result of this comparison is now used to see if the game continues on into 1945 or not as follows:

- If the Axis High Tide marker is in the higher value box, **the Axis Player wins the game outright and immediately.**
- If both markers are in the same box, **the game ends immediately in a draw. The Western Allies win.**

- If the VP marker is in the higher value box, **the game continues into 1945.** Follow the steps listed below:

- 1. Duration:** The game continues into 1945 (Game Turns 23 to 28). In 1945 the Soviet can still win a regular Objectives Victory (7.1) or by Sudden Death (7.2).
- 2. VP Marker Reset:** Reset the round Events VP marker to Zero (0).
- 3. New Map Only:** Only map hexes on the **NA BERLIN!** map and Königsberg are worth points towards Sudden Death for the rest of the game.
- 4. Reset the Event Cards:** As per Case 5.5, above.

[12.3.1] Killing Hitler: If the Russians eliminate the Berlin Garrison unit, they have killed Hitler and immediately win the game.



[12.3.2] End Game: If the Soviets do not win the game at the end of Turn 28, the Axis Player wins the game.

[13.0] GAME TURN AND TRIGGERED EVENTS

23 – Begin Soviet Stacking: The Soviet can now stack any two of their units in one hex.

23 – Reich Defenses: The Berlin Garrison and Volksturm units appear on their indicated cities as Reinforcements. *Be mindful of the Stacking Limit (8.4).*



23+ – SS Panzer Return: The SS Panzer unit removed on Game Turn 18 can reappear as a full-strength (two step) German reinforcement unit on a 1945 Game Turn at the cost of 1VP, payable during the Axis Organization Phase.



24 – End German Improvement: The Germans can no longer improve their units (as per Case 7.1) for the rest of the game.

GG – Greater Germany Invaded: The turn after a Soviet unit crosses the white border line between Russian and Greater Germany / Rumania, the German units designated as “GG” Reinforcements appears in any city in Greater Germany. *Be mindful of the Stacking Limit (8.4).*

The two Hungarian armies “GG” Reinforcement units are placed on their (two step) full-strength sides in empty, Axis-



controlled hexes that can trace an Overland Supply path and are within four (4) hexes of Budapest.

Oil – Ploesti Captured: The turn after the Soviet first control the Rumanian Oil Fields hex (see 11.3 illustration), Rumania surrenders and German Panzer units lose their Armor (10.6.3) and Advance (10.8.2) bonuses. Also, the units designated as “Oil” reinforcements enter play and are placed by their controlling player thus:

- The German **Group E and F** units are placed in empty, Axis-controlled hexes that can trace an Overland Supply path and are within four (4) hexes of Bucharest and/or inside the Northern Yugoslavia area (only, *not* in Southern Yugoslavia). *Be mindful of the Stacking Limit (8.4)*



- The **Soviet-Allied Rumanian** unit is placed on its (one step) reduced-strength side in an empty, Soviet-controlled hex that can trace an Overland Supply path and is within two (2) hexes of that Oil Fields hex.



- The two **Yugoslavian** armies are placed on their Fortress sides, separately or together, in the Northern and / or Southern Yugoslavia areas.



Note that the Axis Player can position his units in such a manner that these Yugoslavian armies must arrive in an untenable stacking situation and thus be immediately eliminated; this is intentional and allowed.

Warsaw – Poland ‘Liberated:’

The turn after the Soviets first control Warsaw, the one step **Soviet-Allied Polish** unit is placed in an empty, Soviet-controlled hex that can trace an Overland Supply path and is within two (2) hexes of Warsaw.



GAME CREDITS

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