THE AGONY OF DOOM 2 (ASL136 Remix)

Muncheberg, Germany, 19th April 1945

See ASL136 Scenario Card (or below) for history and Aftermath.

Victory Conditions : The Russians win immediated controlling 5 multihex buildings. Each destroyed CAFV reduces this requirement by one.		North							
Balance:	42								
German: Replace the IS-2m with a IS-2 Russian: Replace the 2 JgPzV with 2 JgPz38(t)									
					24				
* Germans setup first *1	*	*2*	3	4	5	6	7	8	
* Russians move first		_						Half Turn	
German Order of Battle: [ELR : 2] [SAN : 5]		•			•				

Remnants of PanzerKorps LVI, setup on/west of Hexrow 42Z/24H

-	11011111111111	JI I WIIDOI IIO	1 100 22 1 2, 5000	#P 011, 11 000 0	1 110/11/0 // /						
	447	436	228	8-1	8-0	7-0	LMG	PSK	PzVIE(L)	AT75L	?
	4	7					2			Pak 40	4

Reinforcements, enter on turn 1 on/between 24N0 and 24U1

447	9-2	dmHMG	LMG	PSK
5			3	

Reinforcements, enter on turn 2 on/between 24GG5 and 24W1

JgPz V

Russian Order of Battle: [ELR: 4] [SAN: 2]

Reinforced Elements of 242nd Rifle Regiment, 82nd Rifle Division, enter on turn 1 along the east edge

Kennorce	u Element	5 01 272	Kille Kegili	timent, 62 Kine Division, enter on turn 1 along the east edge.							
458	628	447	9-2	9-1	8-0	MMG	LMG	ISU-152	ISU-122	T34/85	ZIS-5
									(w/AAMG)		
5	4	6			2	2	3		2	2	2

Reinforcements, enter on turn 2 along the east edge.

458	628	447	8-1	FT	IS2m	T34/85	ZIS-5
2							

SSR1: EC is Moist with No Wind at start. Boresighting and

Kindling are NA.

SSR2: Russian AFVs are Elite (C8.2)

 $Designer: Eric\ Bongiovanni-May\ 2010\ :$

THE AGONY OF DOOM 2 (ASL136 Remix)



ASL SCENARIO VB 10



Victory Conditions: The Russians win immediatly by controlling 5 multihex buildings. Each destroyed German AFV reduces this requirement by one.

MUNCHEBERG, GERMANY, 19 April 1945: With the Third Reich in its death throes, the Soviet juggernaut began to pick up speed. The German defense line on the Oder had been broken; one town after another fell to the Russian armies as they advanced on Berlin. Hitler was determined not to fight the final battle in the city itself, but rather on the front of the IX Army. Throwing whatever troops were available into the path of the onrushing hordes, the Germans paid a bitter price for every day's delay. One such instance where heavy fighting occurred was in and around the little town of Muncheberg, where the Germans momentarily mounted a semblance of organized defense. Here, just 20 miles east of the capital, mixed units of the 56th Panzer Corps made a gallant effort to forestall the inexorable advance of the 8th Guards Army.

BOARD CONFIGURATION:

BALANCE:

- Replace the IS-2m with a IS-2 Replace the 2 JgPzV with 2 JgPz38(t)
- # GERMAN Sets Up First
 - 1 1
- 3 4

3-8

- 5
- 7

ENI

#

Remnants of Panzer Korps LVI [ELR: 2] setup on/west of Hexrow 42Z/24H : {SAI

{SAN: 5}

AT 2

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* RUSSIAN Moves First

. 7

Reinforcements enter on turn 1 on/between 24N0 and 24U1

enter on turn 2 on/between 24GG5 and 24W1



2



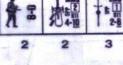
447 A 2 124 PSX 60 HBD 124 34 124 349 349

*

Reinforced elements of the 242nd Rifle Regiment, 82nd Rifle Division [ELR: 4] enter on Turn 1 along the east edge: {SAN: 2}



2













SPECIAL RULES:

- 1: EC is Moist with No Wind at start. Boresighting and Kindling are NA.
- 2: Russian AFVs are Elite (C8.2)

AFTERMATH: After making initial contact with the eastern perimeter, the Russians moved into the woods to the north from which they dispatched small groups of infantry, tanks, and SP Guns in repeated attacks on the village's flank and rear. After some determined street fighting, the German troops were finally driven from the buildings and routed. Muncheberg, like so many other German towns, became one more desolate signpost on the road to Berlin.