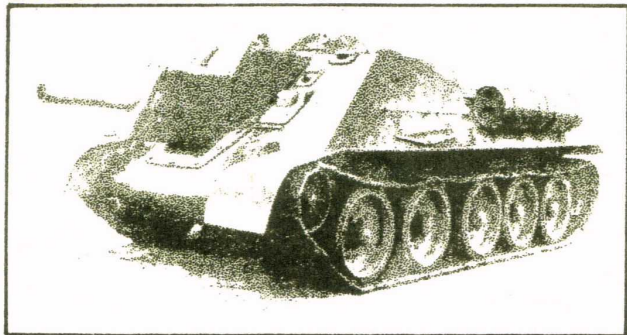


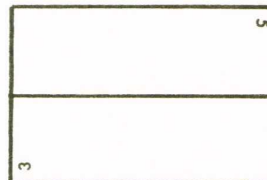
THE AGONY OF DOOM

Scenario 110



MUNCHEBERG, GERMANY, April 19, 1945: With the Third Reich in its death throes, the Russian juggernaut began to pickup 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, but 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 area where heavy fighting occurred was in and around the town of Muncheberg where the Germans momentarily mounted a semblance of organized defense. Here, just 20 miles east of Berlin, mixed units of the 56th Panzer Corps made an attempt to forestall the inevitable advance of the 8th Guards Army.

Board Configuration



VICTORY CONDITIONS

The Russian player wins by being the last side to solely occupy with unbroken units all of the multi-hex buildings on board 3. The German wins by avoiding the Russian victory conditions.

TURN RECORD CHART

✚ German sets up first	1 [✚]	2 [✚]	3	4	5	6	7	8	9	END
★ Russian moves first										

Remnant elements of the 56th Panzer Corps set up on any whole hex of board 3 west of row Z inclusive:

4-6-7	4-3-6	8-1	8-0	7-0	LMG 2-8 B12	'44a 3	2-4-7	AT 75L	13 88L 4/2
4	7				2	6			

Enter turn 1 on any board 3 edge hex from 3P10 to 3S10 inclusive:

4-6-7	9-2	LMG 2-8 B12	ATM X12	8 4 X9	24 1S/7PP	18 4-5 1S/5PP
3		2	2		2	

Enter turn 2 on any board 3 edge hex from 3A5 to 3K10 inclusive:

15 88LL 4/2	128L 4/2
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Elements of the 242nd Regiment, 82nd Rifle Division enter turn 1 on any east edge hex(es) of boards 3 and/or 5.:

4-4-7	6-2-8	1-5	8-0	LMG 2-6 B10	MMG 4-10 B1	ATM X10	17 2S/12PP	12 152	16 122*	16 85L 4/2
9	4	2		3	2	4	2		2	2

SPECIAL RULES

- 110.1 All hexes of Hill 547 are considered ground level woods.
- 110.2 All hexes of Hill 534 are considered ground level.
- 110.3 Only ordnance weapons may boresight.

AFTERMATH: After making initial contact with the town's 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 town's flank and rear. After determined street fighting, the German troops were finally driven from the town and routed. Muncheberg, like so many other towns, became one more desolate name on the road to Berlin.

SERIES 100
ADDITIONAL SCENARIOS FOR CROSS OF IRON
 Design: Courtney Allen
 Playtesting: Jon Mishcon, Joe Suchar, John Kenower, Members of Interest Group San Francisco, Bill Farone, Bill Edwards

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