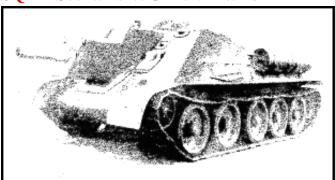
THE AGONY OF DOOM (REDUX)

SQLA Scenario WG216 v170925

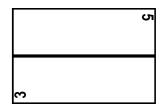


Rules in Play: SL & COI Including COI Supplemental Rules B, J, & M VICTORY CONDITIONS

The Russian player wins immediately by controlling 4 or more multihex buildings. The German wins by avoiding the Russian victory conditions. MUNCHEBERG, GERMANY, April 19, 1945: With the Third Reich in its death throes, the Russian juggernaut began to pick up speed. The German defensive 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 area where the fighting occurred was in and around the town of Muncheberg where the Germans momentarily mounted a semblance of an organized defense. Here, just 20 miles east of Berlin, mixed units of the LVI Panzer Korps made an attempt to forestall the inevitable advance of the 8th Guards Army.

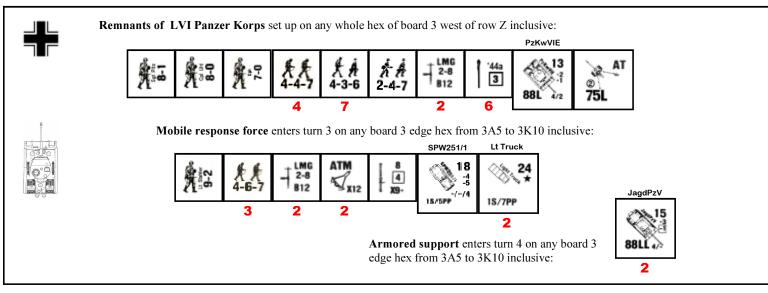
Board Configuration

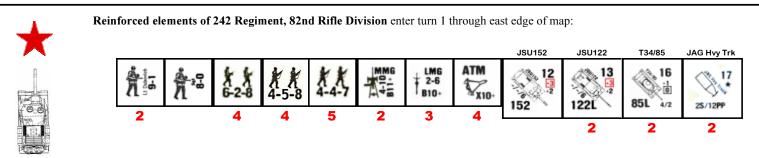
∧N



TURN RECORD CHART

+	German sets up first	1	2	3 ⁺	4 ⁺	5	6	7	8	9	END
*	Russian moves first										





SPECIAL RULES

WG216.1: All hexes of Hill 547 are considered ground-level woods. All hexes of Hill 534 are considered ground-level. When using VSQL, use the Board 3 Special overlay "A8:Agony of Doom."

WG216.2: Only the German AT gun may bore-sight. [78]

WG216.3: Russian 4-5-8's are Guards Rifle units found in the ASL and VSQL counter sets. For those with COD, British 4-5-8's may be substituted.

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Original "100 Series" Scenario Design by Courtney Allen (1979)
Scenario Re-design by Bill Thomson
Scenario Card Composition by Bob Osipov, current edit 171126