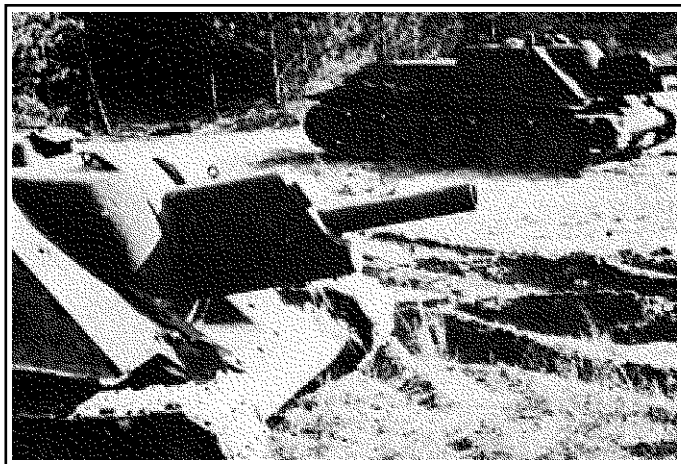


THE RING



ASL SCENARIO AP1

Scenario Design: Pat Jonke



VICTORY CONDITIONS: The Russians win at game end if they have amassed ≥ 70 Casualty Victory Points. At game end, the Russians receive 5 CVP for each board 10 multi-hex building (see SSR 1) they Control. Beginning on Turn 8, the Germans may Exit units off the west edge of board(s) 17/43; each VP thus exited (excluding prisoners/Recalled-AFV) increases the required Russian CVP total by 1. For all Victory Condition purposes, Ammo Vehicles (see SSR 3) are worth double their normal point value.

TURN RECORD CHART

GERMAN Sets Up First [247]	1	2	3	4	5	6	7	8	9	10	11	12	END
RUSSIAN Moves First [see SSR 2]													

NIESKY, GERMANY, 20 April 1945: With the final Soviet offensive pushing into the German capital, the war in the east was drawing to its conclusion. Soviet attacks in other sectors along the front were designed to keep German units pinned down, preventing them from reinforcing the battle for Berlin. The Red Army made penetrations everywhere along the front, and numerous German units found themselves surrounded and cut off. In the small town of Niesky one such unit, a garrison from the once-proud Brandenburg Division, found itself in dire straits. Strong Soviet forces ringed the town, maintaining a steady and increasing pressure on the beleaguered Germans. On the 20th, the Red Army attempted to take Niesky from its veteran defenders.

BOARD CONFIGURATION:



(Hexrows A-Q on board 38, and Q-GG on boards 42 and 43 are not in play)

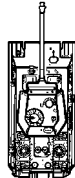
4		38
10	42	
17	43	





















BALANCE:

✚ In the German OB, exchange the *PaK 40* for one *PaK 43/41*.

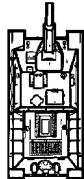
★ In the Victory Conditions, change “ ≥ 70 ” to “ ≥ 65 ”.

Elements of Panzerjäger Regiment 1, and Sturmpannier Bataillon, Panzergrenadier Division Brandenburg [ELR: 3] set up anywhere within the playing area: {SAN: 4}



 5-4-8	 4-2-6-8	 2-4-8	 2-2-8	 10-2	 9-1	 8-1	 8-0	 HMG 3 7-16	 MMG 2 5-12	 LMG 1 3-8	 PSK X10 12-4
6	12			2				2	2	4	3
 ? morale	 75LL 3/5/2 +15 18 6	 13 3 2 B 10	 13 2 1 +T B 11 -/- /2	 T6 16PP 18 ★	 T7 21PP 28 ★	 AT M8 2 75L	 Foxhole 5 OVR, OBA: +4 Other: +2 1S				
16		2		3		6					

Elements of the 1st Guards Cavalry Division and the 254th Rifle Division, with attached support from the 52nd Soviet Army and the 3rd Guards Tank Army [ELR: 3] enter as per SSR 2: {SAN: 2}



Group A:

4-5-8	4-4-7	9-1	8-1	8-0	7-0	3-16	6-12	4-10	2-6	50 13-20	6 7/8
16	12							2	3	2	

Group B:

6-2-8	5-2-7	9-2	8-0	2-6	12
8	4			3	12

Group C:

122
3

Group D:

16 11 85L
6

SPECIAL RULES:

1. EC are Wet, with no wind at start. No Rowhouses exist; they are treated as normal multi-hex Two-Story Houses (B23.22) instead. Building 10Z6 is a Multi-Story Building (B23.23) and is considered to have printed stairwells in Z6 and Z7 (only). All buildings are stone. Kindling is NA.

2. Prior to German set up, for each group in the Russian OB, the Russians must secretly predesignate the map edge (north, south, east, or west) and turn (1, 4, 7, or 10) on which it will enter, within the following restrictions: Only one group may enter each turn, and all of the forces in a group must enter on the same turn and the same map edge; Group B cannot enter on the same map edge as any other group; Group C cannot enter on the same map edge as Group D. The printed MP allotment of all Russian AFV is halved during the MPH in which they enter.

3. Bore Sighting is NA. The Germans may use HIP for ≤ 2 squad equivalents (and all SMC/SW stacked with them). All German 5-4-8s/2-3-8s are Assault Engineers (H1.22). The

Opel Blitz trucks are Ammo Vehicles (E10.); one for the *PzA III/IV*, the others for the *PzA IIs*. Recalled German AFV must exit off the west edge of boards 17/43.

4. All Personnel of Russian Group B have MOL (A22.6) capability. The Russians receive one module of 80+mm battalion mortar OBA (HE and Smoke), with Plentiful Ammo.

5. No Quarter is in effect for both sides.

AFTERMATH: A staunch defense was put up by the Brandenburg's 1st Panzerjäger Regiment and its divisional engineers. The Soviets, attacking in columns of companies, were hit by a barrage of shells from the German self-propelled guns. This fire crashed down upon the Soviet infantry, decimating them before they could deploy or escape. At regular intervals the Russians would attack from one direction, then another. But because these attacks were not properly coordinated, the *panzerjägers* were able to maneuver their SP guns and fend off each attack. Having failed to subdue the Niesky garrison with tanks or infantry, the Soviet commanders then sent in regiments of Cossacks. Under a withering hail of gunfire, these attacks also failed. Niesky was now so far behind the front lines that its fall was only a matter of time. So in the early hours of the 21st, the surviving Brandenburgers made a successful breakout to the west.