

THE FINAL BATTLE

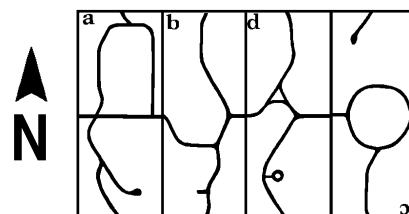
DELUXE ASL SCENARIO 10



VICTORY CONDITIONS: The Russian player must exit ten unbroken squads (not equivalents) off the west edge of board a.

APPROACHES TO MOLTKE BRIDGE, BERLIN, 28 April 1945: The battle for the center of Berlin, above all for the Reichstag—the final battle—had begun. This blackened ruin was to be the focal point of Soviet attacks for five days, and every formation in the Red Army from Front to regiment was determined to get there first and gain Stalin's favor. Best situated to reach the building was Kuznetsov's 3rd Shock Army, but it was blocked by the Spree, here about 80 feet wide with granite-faced banks. Most of the bridges had been blown, but the Moltke Bridge, covered by anti-tank obstacles and what was left of Germany's remaining armor and artillery, still remained. To seize it, two assault groups supported by self-propelled guns were deployed. At dusk on the 28th, they launched their attack behind a major bombardment.

BOARD CONFIGURATION:



BALANCE:

- ✚ Reduce game length to 8 1/2 turns.
- ★ Increase game length to 10 1/2 turns.

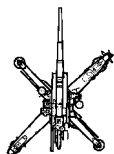
TURN RECORD CHART

✚ GERMAN Sets Up First [261]	★	1	2	3	4	5	6	7	8	9	10	END
★ RUSSIAN Moves First [240]												

Ad hoc survivors of Hitler Youth, SS, and Luftwaffe formations [ELR: 2] set up on any hexes not on board c: {SAN: 6}



6-2-8	4-1-6-7	4-4-7	4-3-6	2-2-8	9-2	9-1	8-1	8-0	7-0	HMG 3 7-16	MMG 2 5-12	LMG 1 3-8
6	5	5	14	2			2	2		2	4	6



DC 30-1	Radio 8	75LL 3/3/2	88L 45/4/3	75L	Roadblock
2		3			2

Reinforced 1st Battalion, 756th Rifle Regiment [ELR: 4] enter on Turn 1 on east edge of Board c: {SAN: 4}



6-2-8	4-4-7	8-0	8-0	HMG 3 8-16	HMG 3 6-12	MMG 2 4-10	LMG 1 2-6	DC 30-1	122L 13 14 11
6	24		2		2	3	5	2	6

SPECIAL RULES:

- EC are Moist (B25.5) with no wind at start. Kindling is NA.
- Place 15 unused squads lettered A-O in a cup. Prior to setup, make four Blaze DR. Before each DR, a squad is pulled from the cup to determine the hexrow affected. Return the squad to the cup after each draw. The colored dr represents the board (1:a, 2:b, 3:c, 4:d, 5-6: none) and the white dr is the numbered hex of that hexrow (6: none). If that hex contains burnable terrain, a Blaze affecting the entire hex is placed therein. If not, the Russian may select any adjacent hex containing burnable terrain as the Blaze hex. All woods hexes are considered stone rubble; brush hexes are considered wooden rubble; orchard and tree-lined boulevard symbols (not the road itself) are ignored.
- Hex bF1 contains a third-level building Location. The Russians have an offboard observer who traces his LOS from the third level of c15. This observer is in addition to the listed OB and represents a 120-mm battery with plentiful ammunition.
- The German armor was chronically plagued throughout the battle by fuel shortages. Following the placement of Russian units, but before play commences, the German player must secretly record two of his AFV as immobilized. In all other respects, the vehicles are still functioning.
- The German radio represents one battery of 100-mm OBA with scarce ammunition.
- After setup, but prior to the start of play, a Russian bombardment (C1.8 & J2.5) occurs. Terrain blazes are created at the top level by a building (C1.822) 12 MC DR (and negate rubble results).

Roadblocks check morale with a Morale Level of 10. Any units in a Blaze Location may rout out normally (B25.4) prior to the start of play. The game commences normally on turn 1. All units which take a MC during the bombardment start turn 1 without their "7" counter. All units which break during the bombardment start turn 1 under DM. Ideally, a referee should resolve the bombardment out of view of the Russian player to prevent his discovery of German casualties and hidden positions. Falling/Spreading rubble is also resolved during the bombardment.

7. Even though the 88AA and Panthers have no Concealment Terrain, they may be set up hidden and remain hidden until they are in LOS of an enemy unit. The 88AA may be considered emplaced even in paved road hexes.

AFTERMATH: The unit running parallel to the 756th Battalion, the 1st Battalion of the 380th Regiment, was quickly pinned by stubborn German resistance and furious counterattacks. Camouflaged German tanks stripped away the supporting Soviet armor as they became engaged in protracted duels with the immobile monsters. Artillery fire from both sides dropped all about, striking friend and foe alike. It was Hell unleashed, total confusion in the curtain call of total war. But the 756th pressed forward, overwhelming a stubborn group of Hitler Youth to reach the bridge. Casualties were heavy, and repeated counterattacks were beaten off throughout the night. The next morning the 170th and 171st Divisions, along with the 10th Independent Motorized Flamethrower Battalion, crossed to engage the defenders in the Reichstag. On May 2nd, after days of grim battle within the compound, the last 2600 defenders capitulated—another 2500 lay dead in the ruins. It was the final battle of a broken nation.