

BERSERK!



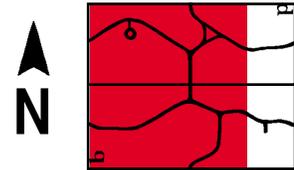
DELUXE ASL SCENARIO 2



RED BARRICADE, STALINGRAD, RUSSIA, 25 October 1942: Throughout the grueling month of October, determined and costly German assaults had managed to steadily shrink the Soviet defensive perimeter. But no one man, soldier or commander, could grasp the scope of the confused battle raging in the ruins. One such was Sgt. Esser, now leading the remnants of the 64th Motorcycle Battalion in an assault on the southern corner of the Red Barricade ordnance factory. Across the street lay his company commander and platoon leader, both dead; at his side the last officer was dying. Only sixty men remained from his company. Suddenly Esser went berserk. Leaping to his feet, he screamed “Forward” and charged across the street.

VICTORY CONDITIONS: The German player must have more unbroken squads (not equivalents) in building dL1 than the Russian player does at the end of the scenario.

BOARD CONFIGURATION:



The five easternmost hexes are unplayable

BALANCE:

- ♣ The German 8-0 Leader will go berserk on a $dr \leq$ the current turn number, rather than on a dr of 1 (SSR 4).
- ★ Setup is sequential. The German player sets up his units on board b first, followed by the Russian setup, and finally the German sets up his units on board d.

TURN RECORD CHART

★ RUSSIAN Sets Up First [185]	♣	1	2	3	4	5	6	7	END
♣ GERMAN Moves First [190]									

Elements of 124th Rifle Brigade [ELR: 3] set up within three hexes of hex dL1: {SAN: 6}



6-2-8 6	4-5-8 9	4-4-7 2	9-1 1	8-1 1	7-0 1	2-6 4-10 2	1-6 2-6 2	? 7 morale 8
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Remnants of 64th Motorcycle Battalion [ELR: 4] set up in any building (not rubble) hexes on board d, excluding the region bounded by the road dO3-L4-H2-H0 and the southwest edges of board d: {SAN: 3}

4-6-7 6	8-0 2	7-0 2	3-8 2	30-1 2	? 7 morale
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Elements of 103rd Rifle Regiment [ELR: 4] set up in any building (not rubble) hexes on board b, excluding the region bounded by the road bH0-H1-A3 and the northwest edges of board b:

4-6-7 13	9-1 2	8-1 2	7-16 2	5-12 2	3-8 2	? 7 morale
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SPECIAL RULES:

1. EC are Moderate with no wind at start. Kindling is NA.
2. All woods hexes except those in gullies are considered stone rubble. All orchard or tree-lined boulevard symbols (not the road itself) are ignored.
3. Each player may use HIP for ≤ 1 squad equivalent (and any SMC/SW set up with it).
4. At the start of each German PFPh in which the original German 8-0 leader is not berserk, eliminated, or captured, the German player must make a berserk dr until that leader has gone berserk once or is eliminated or captured. If he rolls a 1, the original German 8-0 leader and all other German units in the same or ADJACENT Locations become berserk. Should the 8-0 leader become berserk without

this SSR, all other German units in the same or ADJACENT Locations still become berserk. The nearest Russian-occupied hex [EXC: one occupied only by a hidden unit] should be considered Known to the berserker as per A15.431 (solely for berserk Charge purposes) regardless of actual LOS conditions.

AFTERMATH: The charge took place across open ground, but amazingly no one was hit. Panting, they flung themselves down alongside the wall. At the windows across the gigantic room crouched the enemy, firing at other Germans attacking from the other direction. They never realized what hit them. Then the next floor. Cautiously the men crept up the stone staircase. Each doorframe was covered by one man as the others burst into the largest rooms for a swirling melee. In this way, the 64th Motorcycle Battalion took the building. At the end, only twelve German troopers remained, but they had killed or captured many times their number. Esser was honored—posthumously.