

Götterdämmerung - German Scenario

Central Hungary, 1 April 1945:

This is a partially historical, but mainly fun scenario. Neither side knows the Victory Condition, nor the OOB of the other side. So, please keep the Scenario Cards hidden.

<table border="1"> <tr> <td>✚ German setup first</td> <td rowspan="2"> 1⁺ 2 3⁺ 4 5 6 7 8 9 10 End </td> </tr> <tr> <td>★ Russian move first</td> </tr> </table>	✚ German setup first	1⁺ 2 3⁺ 4 5 6 7 8 9 10 End	★ Russian move first
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★ Russian move first			

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Scenario Special Rules:

- 1 EC are Wet, with no wind at start. All on-board units are automatically concealed at game start All Paths are treated as Open Ground (Road Bonus NA, passable for all vehicles).
- 2 German 8-3-8 are Assault Engineers. 2 squad Equivalents plus SW/SW may setup using HIP.
- 3 Hand-to-Hand CC and No Quarter is in Effect for both sides.
- 4 The Germans receive one Module of 88mm OBA (Smoke and HE) with an Offboard Observer on Level 4 along the West Edge.

Victory Conditions: The side controlling more **Stone Building Hexes** at game end wins. Should a draw occur, the side scoring more CVP wins.

Control of Maréchal's Mill (I46) gains an additional 3VPs for Building Control.

Aufklärungsabteilung of SS LSAH [ELR:5]: setup within the perimeter of: W13-W22-M27-F23-F13: {SAN:4}

6	2						3	2		10			

Elements of Kampfgruppe Frank [ELR:3]: enter on Turn 1 at DD0:

4	8	4				2(dm)	2(dm)	4	2	4	2		

8	2	2	2	3			

Elements of Kampfgruppe Elmer[ELR:3]: enter on Turn 3 at F0:

4	4	2	4		