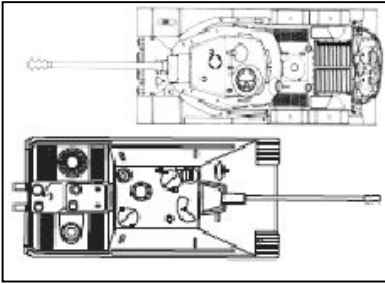


# ATS KGP Götterdämmerung – ATS Conversion 11/08/2009



**Central Hungary, 1 April 1945:** This is a partially historical, but mainly fun scenario. This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of several ATS Games are required play as is ASL Kampfgruppe Peiper II. ASL Scenario design by Klaus Fischer



Aufklärungsabteilung of SS LSAH: setup first within the perimeter of: W13-W22-M27-F23-F13.

758	117	MMG MG34	LMG MG34	LAT Psk	LAT Pf	Satchel Charge	HHOW leIG18	HAT Pak40
6	4	1	3	2	2	1	1	1

Elements of Kampfgruppe Frank enter on Turn 1 at DD0.

828	758	657	118	117	MMG MG42	MMG MG34	LMG MG34	LAT Psk	LAT Pf	FO 118	Satchel Charge	Flame thrower
4	8	4	1	2	2	2	4	2	5	1	4	2

Sd251	Jgd Pz 38t	Sd 250-7 81D	Jgd Pz IV L70	Sd 251- 16	Flak Pz IV	Sd 250 SMG
8	2	2	3	2	2	1

Elements of Kampfgruppe Elmer: enter on Turn 3 at F0.

Pz IVJ	Stug IIIG L	Pz VIe	Pz VG	Jgd Pz V	Sd 10-4
4	4	1	4	1	2

Elements of the 6th Guards Motorized Rifle BDE and 22nd Guards Tank BDE: setup second east of the stream (running from A42-TT24).

828	648	547	117	MMG 1938	MMG 1910	LMG	ATR	FO 118	T34 76C	HAT Pobr 42	Foxhole	Hedge hog
3	4	9	4	2	3	4	2	1	2	2	6	2

Lead Elements of the 6th Guards Tank Army: enter on Turn 1 at A45.

828	648	117	MMG 1910	LMG	Satchel Charge	Is 2m	T34 85	Isu 122	Su 76	T 70
4	3	2	2	3	2	4	4	2	4	4

Elements of the 181st Tank BDE: enter on Turn 3 at TT47.

T 70	Isu 122	Is 2m
2	5	2



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...Page 2

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Delated Elements of KG Elmer: enter on Turn 6 at S1

758	657	117	MMG MG34	LMG MG34	LAT Pf	LAT Psk	HAT Pak 43	Sd 11	Sd 251	Sd 10-4	Pz VG	Stug III G L
2	4	1	1	2	2	2	1	1	6	2	1	2



Elements of the 6th Guards Mechanized Rifle BDE: enter on Turn 6 at TT35:

648	547	118	117	MMG 1938	LMG	Satchel Charge	M3 USA	M16 .50 cal	M4 76	OT 34	Su 152
2	6	1	1	2	1	1	9	2	2	1	2

## SPECIAL SCENARIO RULES

- Spotting conditions are Average.
- Terrain Features: **Path**(OO31), **Wall**(K22/K21), **Hedges**(L11/M12), **Brush**(NN35), **Woods**(JJ33), **Forest**(MM32), **Orchard**(O27), **Orchard Road**(T31), **Paved road** (K27), **Unpaved road**(V32), **Church Steeple** (K22), **Hillock**(H16/G16), **Rockstrewn**(H49), **Ravine** (CC17), **Barbed Wire** NA(O28/P27), **Ford**(L36), **Paved Sunken Road**(H22), **Unpaved Sunken Road**(EE48), **Precipitous terrain**(K8/J7), **Large Building**(T24), **Tower**(T22), **Masonry House**(V26), **Wood House**(N15), **Black Bar**(L22/L23), **Swamp**(E10).
  - All Paths are unpaved roads but with no road bonus, passable for all vehicles.
  - Barbed Wire is not in play, ie. treat as not there.
  - Fords are in effect.
  - Deep Creek (A44-M48-U57) – This section of creek is the only section of Deep creek (8.31.3) on any of the maps. Personnel treat as River. Vehicles as per LD rules and TC.
  - Forest (MM32)- height is +20 LOS obstacle, Personnel entry cost is 1½ MPs to reflect little or no undergrowth.
  - Wood Bridge (H46 & S55)- These are the only two wood bridges. Wood bridges are impassable to vehicles.
  - Culverts (FF31)- Units in a Culvert are placed beneath a +10 LOS marker. Units in a culvert have LOS only to adjacent hexes, can only be fired on from adjacent hexes and are in Stationary cover. Stacking in a culvert is 3 SPs max, cannot be over stacked. Movement costs as per shallow creek. Culverts cannot be destroyed.

## ELEVATIONS

Map	-10	+0	+10	+20	+30	+40	+50	+60	+70	+80	+90	+100
LG		F12	I13	O14	R14	U14	Y14	Z14	CC14	HH14	NN10	TT9

- Russian 828s and German 828s are Combat Engineers.
- The Russians may access 1x122mmOBA (HE & Smoke) plus 2 Sturmovics with bombs. In the indirect phase of each turn roll 1 die. On a die roll less than or equal to the current Turn Number the planes will arrive and may attack for that turn only.
- Two German squads may use Hidden setup + Leaders + L / M weapons that stack with them.
- The Germans may access 1x88mm OBA (HE & Smoke). The FO is located off board at Level +40 along the West Edge.
- The Germans receive 1 ETC with Turn 1 & 3 reinforcements. The Russians receive 1 ETC with Turn 1, 3 & 6 reinforcements.
- Mark 1 at start German 117 Leader with courage.

## VICTORY CONDITIONS

The side controlling more Masonry Building Hexes at game end wins. Should a draw occur, the side scoring more Casualty VPs wins. Control of La Venne Crossroads (F1, F2, G2) gains an additional 3VP's for Building Control per hex for the Russians. Control of Maréchal's Mill (I46) gains an additional 3VPs for Building Control for the Germans. For VP purposes the printed (on red dot) white numbers are added to the hex value, ie N25 is normally worth 1 point plus the printed 2 points = 3 VP. Each side automatically controls all Masonry Buildings within its setup perimeter.

## BALANCE

★ Add 3 x 648 squads to the at start Russian OOB.

✚ Add 3 x 657 squads to the German turn 1 reinforcements.

## TURN RECORD MARKER

1	2	3	4	5	6	7	8	9	10
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## MAP LAYOUT



ATS on The Table -  
<http://www3.telus.net/public/larsent/>