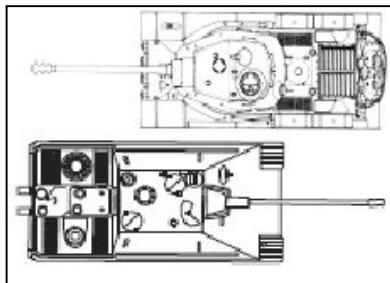


ATS KGP Götterdämmerung – ATS Conversion 11/08/2009



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 IeIG18 | 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 | 2 | 2 | 1 | 1 | 2 | |

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

| | | | | | |
|--------|-------------|--------|-------|----------|---------|
| Pz IVJ | Stug IIIG L | Pz Vle | 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 | Hedgehog |
| 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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Delayed 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 IIIG 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

1. Spotting conditions are Average.
2. 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), **Rockstrown**(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 |

3. Russian 828s and German 828s are Combat Engineers.
4. 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.
5. Two German squads may use Hidden setup + Leaders + L / M weapons that stack with them.
6. The Germans may access 1x88mm OBA (HE & Smoke). The FO is located off board at Level +40 along the West Edge.
7. The Germans receive 1 ETC with Turn 1 & 3 reinforcements. The Russians receive 1 ETC with Turn 1, 3 & 6 reinforcements.
8. 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 Marechal'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.

MAP LAYOUT



TURN RECORD MARKER

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|----|