

# ATS UG10 Twilights Last Gleaming – ATS Conversion 01/13/2008



**OBEREMBT, GERMANY, 25 February 1945:** As a part of its contribution to Operation GRENADE, the U.S. 30th Infantry Division had adopted their own style of infantry blitzkrieg. With German units withdrawing across their front to escape the attacks of the 29<sup>th</sup> Infantry Division, the 30th found itself in the enviable position of attacking units that were deployed to defend against attacks from another direction. This, coupled with their round the clock attacks, enabled "Old Hickory" to make spectacular advances on the days following the crossing of the Roer river. Having taken the towns of Steinstrass and Lich on the afternoon of the second day, the 30th bounded forward again to assault Oberembt, hoping to catch the defenders unprepared. Launching their attack as the light of day gave way to night, the surprise that was hoped for was achieved by the men of "Roosevelt's SS". With the German defenders of Oberembt expecting the American attack to come from the west the next morning, they were swiftly overwhelmed by the fast-moving Americans. 168 prisoners were taken, many of whom said that they had only just arrived to begin work on their defensive preparations. It was becoming clear that the German divisions from the Roer to the Rhine were nearly spent, and that soon only that last great river obstacle. ASL Scenario Design: Mark Neukom



Elements of 363<sup>rd</sup> Volksgrenadier Division and Sturmorser Kompanie 1002: set up first on/north of hexrow U

657	656	117	MMG MG34	LMG MG34	LAT Pf	LAT Psk	HHOW IeIG18	Sturm Tiger	Pz IVj
6	3	3	1	1	4	2	1	1	1



Elements of 2<sup>nd</sup> Batt, 117<sup>th</sup> Inf Reg: set up on/south of hexrow K; the American vehicles may be set up marked with Continuous Movement

767	656	118	117	MMG 1917	LMG 1919	LAT Baz
5	4	1	2	2	2	3
M4 105C	M36	M4A3 75w	M3	M20		
1	1	1	2	1		

## VICTORY CONDITIONS

The Americans win if they control six of the seven multi-hex buildings at game end, provided the Americans have not suffered 42 Casualty VP. While not allowed to set up in all buildings, the Germans are considered to control all buildings on/north of hexrow U at start.

## TURN RECORD MARKER

1	2	3	4	5	6
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## SPECIAL SCENARIO RULES

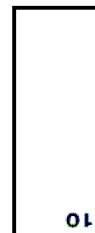
- Spotting conditions are Hazy to reflect twilight.
- Black Bars are not in effect; treat all such buildings as normal multi-hex buildings, ie, treat all the black bars as if they are not there.
- Up to 2 German squads plus any weapons with stacked them may set up in any building in the setup area, no other units may set up in buildings. German infantry units may not be stacked during their initial setup, and no more than two German squads may set up per hexrow. All German Covered Arcs must face northwest during their initial setup, and all German Guns, vehicle Main armaments & units possessing weapons must have a LOS off the west board edge.
- The Pz IVJ is equipped with Schutzen, +2 AF to all Flank Aspect hits.
- The required markers and AFV data cards are available at the ATS On the Table website.
- Use 1945 To Hit and Pen data for applicable SCWs.

## BALANCE

☆ In the Victory Conditions, change 6 to 5.

✚ Change a German 117 leader for a 118 leader.

## MAP LAYOUT



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