

# Götterdämmerung - Russian 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.

<p>⊕ German setup first</p> <p>★ Russian move first</p>	★ 1	2	★ 3	4	5	6	7	8	9	10	End
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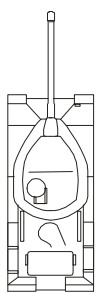
### Scenario Special Rules:

- 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 Russian 6-2-8 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 Russians receive one Module of 122mm OBA (Smoke and HE) plus 2 FB with bombs. The FB arrive on a Air Support dr ≤ current Turn Number.
- 5 The Russian Forces are considered Elite for Ammo Depletion purposes.

**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 La Venne Crossroads (F1, F2, G2) gains an additional 3VP's for Building Control per hex.

**Elements of the 6th Guards Motorized Rifle BDE and 22nd Guards Tank BDE [ELR: 3]:** setup east of the stream (running from A42-TT24) {SAN:4}

6-2-8	4-5-8	4-4-7	2-2-8	1-2-7	9-1	8-0	7-0	6-12	4-10	2-6	1-12	8
3	4	9	2	3		2		2	2	4	2	
?	16 11 6 76L 2/4	11 45LL	5 OVR, OBA: +4 Other: +2	1S OVR, OBA: +4 Other: +2								
15	2	2	6	2								



**Lead Elements of the 6th Guards Tank Army [ELR:3]:** enter on Turn 1 at A45:

6-2-8	4-5-8	9-1	8-0	4-10	2-6	30-1	9-2	13 11 122L 1/4 <sup>R2</sup> /4	16 11 85L 2/4	13 11 122L -1/-4	16 4 76L	14 6 4 45L -1/2
4	3			2	2			4	4	2	4	4

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

14 6 4 45L -1/2	13 11 122L -1/-4	13 11 122L 1/4 <sup>R2</sup> /4	8-1
2	5	2	