

Götterdämmerung - Master 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.

⊕ German setup first	★ 1+	2	3	4	5	6	7	8	9	10	End
★ Russian move first											

Lg

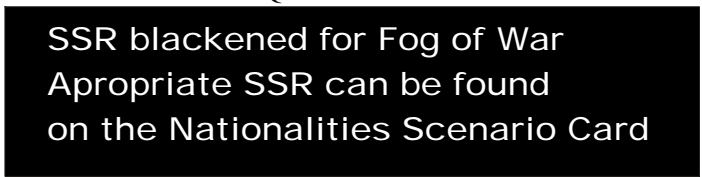
Victory Conditions:The side controlling more **Stone Building Hexes** at game end wins. Should a draw occur, the side scoring more CVP wins

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 Tertiary Roads (Road Bonus NA, passable for all vehicles).
Barbed Wire is NA.
Fords are in effect.
Pine Woods (B13.8) are in effect.
For VP purposes the printed (on red dot) white numbers are **added** to the hex value [i.e. N25 is normally worth 1 point plus the printed 2 points = 3 VP].
Each side automatically controls all Stone Buildings within its setup perimeter.
The Stream is Deep (B20.43).

2 

Hand-to-Hand CC and No Quarter is in Effect for both sides.

3 

4 **SSR blackened for Fog of War**
Appropriate SSR can be found
on the Nationalities Scenario Card