

ATS DASL A: TO THE LAST MAN – ATS Conversion 09/10/2009



BUDAPEST, 13 January 1945: Malinovskii's forward detachments had encircled doomed Budapest. The German garrison, ordered by Hitler to defend the Hungarian capital to the last man, worked feverishly to fortify the city for a siege. On the western bank of the Danube, the Soviet guns hammered ancient Buda; on the east bank STAVKA launched three divisions into the streets of Pest. After running out of everything except wounded and grudgingly gave way to repeated Soviet attacks. Each such gain cost a fearful price in Russian lives. One of many such strong points to be taken was the Ceramics Factory, where well-armed and determined SS troops had organized a circular defense. Lead elements of the Gruppa bypassed the factory to the south, then curved around to strike it from the west as other formations attacked from the east. But the Soviet infantry were swept from the streets by machineguns sited in the windows of the factory. Only by blasting holes through interior walls were they able to close on the complex. Finally, storming out of buildings still being contested in bitter hand-to-hand combat, Russian Guards stormed the factory. There, and in the neighboring textile factory, the German garrison was wiped out. Meanwhile, German tanks, which had been fending off, the Soviet assault in numerous surrounding parks and gardens ran out of fuel and ammunition. The surviving panzers were reduced to firing off their remaining shells as fixed gun positions before their crews abandoned them. ATS On The Table - <http://www3.telus.net/public/larsent/>



Mixed elements of the 8th and 22nd SS Cavalry Divisions: set up first anywhere between the north-south roads bA3-H1-J2-O3 and dA3-F3-G3-H2-O3.

859	119	118	MMG MG42	MMG MG34	LMG MG34	LAT PsK	LAT Pf	PZ IVj	Jg Pz IV L/70
20	1	6	2	2	6	4	4	2	1
Pak 40 75B		Road Block							
2	3								

Mixed elements of the 18th Guards Division: set up on board d east of North-South road dA3-F3-G3-H2-O3

648	828	118	117	MMG .50 cal	MMG 1938	MMG 1910	LMG	Satchel Charge	Flame Thrower	IS 2m	T34-85
10	10	1	3	1	1	3	4	3	1	2	3

Elements of the 30th Rifle Division: set up on board b west of the north-south roads bA3-H1-J2-O3

5 4 7	1 1 7	MMG 1938	MMG 1910	LMG	1 1 8 FO	IS 2m
19	4	1	2	3	1	3

VICTORY CONDITIONS

The Russians must have at least 15 points to win. Each factory building (cH2, ak2, bE1) controlled by the Russian is worth 3 points. Every other multi-hex stone building within the German setup area controlled by Russian at scenario end is worth 1 or 2 points. Prior to setup, the German secretly records which 4 of the remaining 9 multi-hex stone buildings are worth 2 points. The other five multi-hex stone buildings within the German setup area are worth 1 point. A player must control all hexes of a building for control.

SPECIAL RULES

1. Spotting conditions are average
2. The Russian AFV must set up offboard of their respective edges, enter on turn 1.
3. Due to severe fuel shortages, each turn that a German AFV expends a MP, the Russian player makes a secret roll with 2d6. If he rolls doubles that AFV will become M killed due to lack of fuel the instant it expends MP ≥ the secret die roll for that turn.
4. The German may use hidden setup for 3 squads and any leader, L or M weapon that sets up with them. Prior to setup the Germans may designate 6 building locations as **Fortified** (Provides additional +1/L to the normal terrain modifier and Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration)
5. Place 15 unused squads numbered 1-15 in a cup. Prior to setup, make 6 x 2d6 rolls with 1 colored d6 and 1 white d6. Before each roll, a squad is pulled from the cup to determine the hexrow affected (1=a, 2=b etc). Return the squad to the cup after each draw. The colored die represents the board (1:a, 2:b, 3:c, 4:d, 5-6: none) and the white die is the numbered hex of that hex row (6: none). If that hex contains a building, place a rubble marker in that hex. If that hex does not contain a building, the German may select any adjacent building hex to be rubbed.
6. The Russian artillery is one battery of 120mm OBA.
7. The German OOB, including crews, is Die Hard Waffen SS. Die Hard Waffen SS rules apply normally.

TURN RECORD TRACK

1	2	3	4	5	6	7	8
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MAP LAYOUT



BALANCE

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Russians need at least 16 points to win

★

Russians need at least 14 points to win