

ATS SOF10: THE FINAL BATTLE – ATS Conversion 10/09/2009



APPROACHES TO MOLTKE BRIDGE, BERLIN, 28 April 1945: The battle for the center of Berlin, above all for the Reichstag—the final battle—had begun. This blackened ruin was to be the focal point of Soviet attacks for five days, and every formation in the Red Army from Front to regiment was determined to get there first and gain Stalin's favor. Best situated to reach the building was Kuznetsov's 3rd Shock Army, but it was blocked by the Spree, here about 80 feet wide with granite-faced banks. Most of the bridges had been blown, but the Moltke Bridge, covered by antitank obstacles and what was left of Germany's remaining armor and artillery, still remained. To seize it, two assault groups supported by self-propelled guns were deployed. At dusk on the 28th, they launched their attack behind a major bombardment. The unit running parallel to the 756th Battalion, the 1st Battalion of the 380th Regiment, was quickly pinned by stubborn the German resistance and furious counterattacks. Camouflaged German tanks stripped away the supporting Soviet armor as they became engaged in protracted duels with the immobile monsters. Artillery fire from both sides dropped all about, striking friend and foe alike. It was Hell unleashed, total confusion in the curtain call of total war. But the 756th pressed forward, overwhelming a stubborn group of Hitler Youth to reach the bridge. Casualties were heavy, and repeated counterattacks were beaten off throughout the night. The next morning the 170th and 171st Divisions, along with the 10th Independent Motorized Flamethrower Battalion, crossed to engage the defenders in the Reichstag. On May 2nd, after days of grim battle within the compound, the last 2600 defenders capitulated—another 2500 lay dead in the ruins. It was the final battle of a broken nation.



Flak 18 88B	Pak 40 75B	PZ Vg
1	1	3

Ad hoc survivors of Hitler Youth, SS, and Luftwaffe formations set up first on any hexes not on board c.

758	657	656	118	117	MMG MG42	MMG MG34	LMG MG34	LAT Pf	FO 1 18	Road Block
6	10	14	1	6	2	3	7	10	1	2



Reinforced 1st Battalion, 756th Rifle Regiment enter on Turn 1 on east edge of Board c

828	547	117	MMG .50 cal	MMG 1938	MMG 1910	LMG	ISU 122
6	24	4	1	4	4	7	6

VICTORY CONDITIONS

The Russian player must exit ten unbroken squads off the west edge of board a.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Average.
2. Place 15 unused squads lettered A-O in a cup. Prior to setup, make four Flame die rolls with one colored die and one white die. Before each roll, a squad is pulled from the cup to determine the hexrow affected. Return the squad to the cup after each draw. The colored die represents the board (1-2:a, 3-4:b, 5-6:c, 7-8:d, 9-10: none) and the white die is the numbered hex of that hex row (1-2:1, 3-4:2, 5-6:3, 7-8:4, 9-10:5). If that hex contains burnable terrain, a Flame affecting the entire hex is placed therein. If not, the Russian may select any adjacent hex containing burnable terrain as the Flame hex. All woods hexes are considered stone rubble; brush hexes are considered wooden rubble; orchard and tree-lined boulevard symbols (not the road itself) are ignored.
3. Hex bF1 contains a +40 building. It has +10, +20 & +30 levels. The Russians have a Forward observer who traces his LOS from the +30 level of bF1. This FO represents a 120mm battery with High ammunition supply.
4. The German armor suffers from fuel shortages. Following the placement of Russian units, but before play starts, the German player must secretly record two of his AFV as M-Killed, normal functions in other respects.
5. The German FO has access to one 105mm artillery with Low ammunition supply.
6. After setup, but prior to the start of play, a Russian 105m Barrage occurs 12.12.52. The Russian may place the initial FFE anywhere on the board, then roll for accuracy but without a registration modifier. After the accuracy adjustment resolve the FFE as a Barrage. If the FFE is adjusted off board then re roll for accuracy until the FFE hex is on board. Any units in a Flame Location may move one hex prior to the start of play. The game commences normally on turn 1. Ideally, a referee should resolve the barrage out of view of the Russian player to prevent his discovery of German casualties and hidden positions.

TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10
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