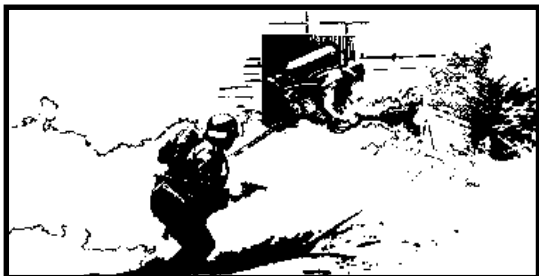


# ATS RB A2: THE COMMISSAR'S HOUSE – ATS Conversion 11/13/2009



**Behind the Barrikady, 9 November, 1942:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of the Historical ASL Module "Red Barricades" is necessary for play as is Advanced Tobruk and at least one Eastern Front ATS game. Please refer to ASL Scenario A2 for the historical background to this scenario as well as its aftermath.



Remnants of the 118<sup>th</sup> Rifle Regiments. Set up first, east of the perimeter defined by SSR 2.

828	648	547	117	MMG .50 cal	LMG
6	6	13	5	1	2



Elements of Panzerpionier Bat. 50 and Infanterie Regiment 577. Set up west of the perimeter defined by SSR 2.

828	657	118	117	MMG MG42	MMG MG34	LMG MG34	Flame Thrower
13	12	2	8	1	2	2	2

## VICTORY CONDITIONS

The Russians win at game end if they have at least one unbroken squad in either building X9 or BB18.

## SPECIAL SCENARIO RULES

- Spotting conditions are Hazy. All RB BW rules apply.
- The Perimeter is defined as running along the following roads: V0-V1-V4-V5-V9-W15-W21-Y21-Y23.
- All locations of building BB18 are **Fortified**.
- The German player starts the scenario with six Satchel Charges.
- The Russian player may use hidden set up for 3 squads, plus any leader and support weapons stacked with them.
- All German 828 squads are considered combat engineers.

## TURN RECORD TRACK

1	2	3	4	5	6
7	8	9			

## MAP LAYOUT

Only those hexes numbered 23 or less are in play



## BALANCE

- ✚ Extend game length to ten turns.
- ★ Building BB18 is a Fanatic Resistance Nest.

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