

# ATS RB A3: GHOSTS IN THE RUBBLE - ATS Conversion 10/25/2009



**Southeast of the Barrikady, 31 October, 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 H ASL Scenario A for the historical background to this scenario as well as its aftermath.



Elements of Panzer Grenadier Regiment 103, Panzer Division 14: set up first on/west of hexgrains CC38-Y40-Y45

758	657	117	MMG MG34	LMG MG34	Hedge Hog
3	11	4	1	2	2



Elements of the 253<sup>rd</sup> Rifle Regiment, 45<sup>th</sup> Rifle Division: set up within 4 hexes of hex EE43

648	547	118	117	MMG 1938	MMG 1910	LMG	Hedge Hog
3	13	1	2	1	1	4	3

## VICTORY CONDITIONS

The Russians win if at game end if they control at least 6 or more building / rubble / trench than they have lost (or than they started with if they have lost none)

## MAP LAYOUT

Red Barricades. Only hexes numbered at least 38 and on or east of hex-row U are in play.

## SPECIAL SCENARIO RULES

1. Spotting conditions are Hazy. All RB BW special rules apply.
2. Each player may designate up to 5 Fortified Building Locations. The German Player (only) may instead substitute 2 Anti Personnel Mine factors for each Fortified Building Location he does not designate.
3. The Russians receive one 120 mm Rolling Barrage that starts on a registration hex of the Russians choosing. The line must parallel the east edge of the map. If accurate it will move 2 hexes per turn east to west for 3 turns or until lifted.
4. Only locations in the allowed German setup area are German controlled. All other locations are Russian controlled

## TURN RECORD TRACK

1	2	3	4	5	6	7
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## BALANCE

⊕ Add 3 Anti Personnel mine factors to the German OB  
 ★ Extend game length to 8 turns

