

ATS RB A4: NO FARTHER - ATS Conversion 12/16/2009



South of the Barrikady, 15 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 #15 (a) Critical Hit ASL Scenario for the historical background to this scenario as well as its aftermath.



Remnants of the 95th and 138th Rifle Divisions set up first on/east of hexrow U

828	648	547	117	MMG 1938	MMG 1910	LMG	MMtr Mol P
2	4	8	3	2	2	3	1

HAT 45B	HAT 76B	Bunker	AT Ditch	Hedgehog
1	1	1	1	3

Elements of the 1053rd Rifle Regiment enter on turn 1 along the east edge

648	547	436	117	MMG 1910	LMG	ATR	OT 34	T- 70
1	2	4	2	2	3	1	1	2

62nd Army Reserve enter on Turn 2 along the east edge



Elements of Gruppe Schwerin and Infanterie Division 94 set up on/west of hexrow S

758	657	118	117	MMG MG42	MMG 34	LMG MG34	Flame Thrower	HAT 75B
12	5	1	3	1	2	4	1	1

Stug 33B SSR 9
2

Elements of StuG Abteilung 244 enter on turn 1 on hex K45

828	758	117	LMG	Flame Thrower
3	1	2	1	1

Elements of Panzer Reg. 36 Enter on turn four of hex O45

Pz IV f2	Pz IIIj
1	1

VICTORY CONDITIONS

The Russians must Control at least 5 stone locations at game end.

SPECIAL SCENARIO RULES

- 1) Spotting conditions are Hazy. All RB BW rules apply except Sewer movement is not allowed.
- 2) The Russian may designate up to building locations as **Fortified**. The Germans may designate 1 building locations as **Fortified**.
- 3) The Russians may place 5 AP Mine Factors with their 95th/138 group
- 4) Each player may use hidden set up for 2 squads, plus any leader and support weapons that set up with them.
- 5) German 828 squads are considered Combat Engineers.
- 6) Germans have 4 satchel charges
- 7) The Germans receive an elite Tank Commander with their turn 4 armor.
- 8) For the StuG 33B AFV, use the AFV Data card and marker from the "ATS On TheTable" website.

MAP LAYOUT

Red Barricades. Only hexes 36 or more and on/east of hexrow K are in play.



TURN RECORD MARKER

1	2	3	4	5	6	7
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BALANCE

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Russian turn 2 reinforcements enter on turn 3.

★ Replace one of the Russian MMG 1938 with a MMG .50 cal