

ATS RB1: ONE DOWN, TWO TO GO – ATS Conversion 10/25/2009



The Barrikady, 17 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 ASL Scenario RB1 for the historical background to this scenario as well as its aftermath.

Elements of the 650th and the 344th Rifle Regiments and the 84th Tank Brigade. Set up first in hexes with a coordinate of at least 4.

648	547	117	MMG 1938	MMG 1910	LMG	ATR	FO 118	HHOW 76C	HAT 45A	Hedgehog
7	18	4	2	3	5	2	1	1	1	6



Factory Militia Detachment. Enters on any south-edge hexes on a die-roll before each Fire and Movement phase less than or equal to the current turn number.

547	436	11*	117	LMG	ATR
5	9	1	1	2	2

Reserve elements of the 138th Rifle Division. Enter on Turn 5 on M20/N20/O20.

648	547	117	LMG
3	5	2	3



Advance elements of Infanterie Division 389. Set up on or west of hexrow T in hexes numbered less than or equal to 2.

657	117	MMG MG34	LMG MG34
14	3	1	1

Elements of Panzer Division 14. Enter on a die roll before each Fire and Movement phase < twice the current Turn number on any north edge hexes on or west of hexrow U.

ETC	PZ IV f2	PZ IV f1
1	1	2

Sturmgruppe of Infanterie Division 389. Enters on or after Turn 1 along the north edge on or west of hexrow U. Any number may enter per turn

758	118	117	MMG MG34	LMG MG34
13	1	3	1	1

Miscellaneous reinforcements. Enter on Turn 4 along the north edge on or west of hexrow U.

758	657	118	117	LMG MG34
2	3	1	1	1

VICTORY CONDITIONS

The Germans win at game end if they control at least 20 masonry building or masonry rubble locations south of the alternating hex grain from A4 to DD4.

SPECIAL SCENARIO RULES

Spotting Conditions are Average. All RB BW special rules apply.

- Before set up commences, roll 1d6 for each building and rubble location with a coordinate 4 or less, -1 if the location is masonry. A final d6 roll ≥ 5 places a Flame marker in the hex.
- The Russian may place 1 x T34 B anywhere on the map as a **Dug In AFV**.
- The Russian player may designate up to 10 building locations as **Fortified**.
- The Russians have one 80mm OB Mortar, apply a -2 DRM to the Russian contact roll to represent a Field Phone. The Germans have one 105mm OBA.
- For Turns 1 thru 5 the German player may roll to receive Stuka support. During the Indirect Fire segment the German player rolls 2d6. On a roll ≤ 3 on the white die he receives planes as per the Aircraft Chart based on the colored die. Each plane must leave on the turn it arrives.
- The Russians start with 9 factors of AP mines with up to three dummies 650th/344th/84th group.
- After all setup but before the game begins each non Hidden Russian unit in hex numbered 7 or less must take a Morale check, all modifiers and results apply normally including a -1 DRM, ie easier to pass. Failure and the unit starts the game broken but can move that turn.

TURN RECORD TRACK

1	2	3	4	5	6	7	8
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MAP LAYOUT

Red Barricades. Only those hexes numbered 20 or less are in play.



Aircraft Chart	
Die Roll	# of Aircraft
1	3
2-4	2
5-6	1

BALANCE

✚ In the Victory conditions, change 20 to 18.

★ Factories are considered Fanatic Resistance Nests.

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