

ATS RB2: BLOOD & GUTS – ATS Conversion 10/25/2009



The Barrikady, 22 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 RB2 for the historical background to this scenario as well as its aftermath.



Mixed remnants of the 138th and 308th Rifle Divisions. Set up first on/south of alternate hex grains V15-O19-Q21-G21, as well as in any locations of building O18.

648	828	547	118	117	MMG .50 cal	MMG 1938	MMG 1910	LMG	MMTR Mol P	HAT 76 B
9	4	13	1	4	1	2	2	5	1	1

Reserves of the 650th Rifle Regiment. Set up first in or adjacent to hex S31.

828	118	LMG	Flame Thrower
6	1	3	1



Elements of Infanterie Division 389. Set up in buildings Q14, L18 and H19.

828	758	657	118	117	MMG MG42	MMG MG34	LMG MG34	Flame Thrower
7	12	15	2	6	2	2	8	3

Elements of Panzer Division 24.
Enter on Turn 1 along any north
edge hexes or any west edge
hexes with a coordinate of less
than or equal to 16.

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VICTORY CONDITIONS

The Germans win by achieving at least one of the 2 following conditions, secretly noted before play starts. a) Control all stone building and rubble locations on/north of alternate hexgrain G20-V20 or b) Control building 22 as well as at least 2 more multi-hex buildings that are initially controlled by the Russians.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Hazy. All RB BW special rules apply.
2. All exterior factory hexes initially controlled by the Russians are Fortified. Each side may also designate up to 6 additional building locations as **Fortified**. Germans initially control all non subterranean locations outside of the Russian setup area.
3. Only one German squad, Leader, and support weapon may set up adjacent to a Russian unit.
4. The Russian player starts the scenario with 2 Satchel Charges and the Germans start with 6 Satchel Charges.
5. The Germans receive one elite tank commander.
6. The Russian has 6 AP mine factors that set up with the 138th/308th group.
7. The following Factory buildings are roofless and cannot be set aflame: S18, S24, U23 and L27

TURN RECORD TRACK

1	2	3	4	5	6	7
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MAP LAYOUT

Red Barricades. Only those hexes on or between hexrows G-V and numbered 10 or greater and 31 or less are in play.



BALANCE

- ✚ Ignore SSR 3.
- ★ Factories are considered Fanatic Resistance Nests