

ATS RB4: TO THE RESCUE – ATS Conversion 10/25/2009



Behind the Barricade, 26 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 RB4 for the historical background to this scenario as well as its aftermath.

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



Stranded elements of Jaeger Division 100. Set up first in at least 3 different hexes and within two hexes of EE9.

657	117	117	LMG MG34
5	1	1	1

Relief Detachment of Jaeger Division 100. Set up last in any one of the following Factories: S18, Q14 or O8

657	117	118
10	3	1



Reinforcements of the 138th Rifle Division. Roll less than twice the current turn number to enter. Enters on/north or south edge and on or east of hexrow Y.

547	117	LMG
3	1	1

Elements of the 138th Rifle Division. Set up on/east of hexrow W in Building/Rubble/Hedgehog, with no more than one squad per hex and at least 3 hexes away from all "stranded" German units.

547	117	MMG 1910	LMG	LMtr	Hedgehog
15	2	1	3	1	2

VICTORY CONDITIONS

The Germans must "rescue" (see SSR#2) at least 7 VP of their "stranded" units by exiting off the map's west edge or locating them on/west of hexrow S at game end

SPECIAL SCENARIO RULES

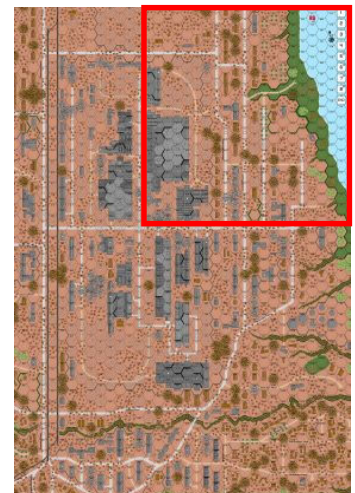
1. Spotting Conditions are Hazy. All RB BW special rules apply.
2. All of the "stranded" units should be marked as courageous at the beginning of the game. The German "Relief Detachment" is set up after all Russian units are set up.
3. The Russian player may use hidden set up for 1 squad, plus any leader and support weapons stacked with them.
4. An additional +1/ L modifier to all Direct fire attacks is in effect due to evening twilight conditions.
5. At the beginning of each turn the Russian makes a d6 roll, halved FRU. This final result is the maximum number of Russian squads that may move unless stacked with a leader.
4. The following Factory buildings are roofless and cannot be set aflame: O8 and S18

TURN RECORD TRACK

1	2	3	4	5	6	7
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MAP LAYOUT

Red Barricades. Only those hexes on/east of hexrow N and 20 or less are in play



BALANCE

- In SSR 5 replace FRU with FRD.
 - The Russian may add the current Turn number as a dr to the SSR 5 final dr.
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