

ATS RB5: THE LAST BID – ATS Conversion 10/25/2009



The Barrikady, 11 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 ASL Scenario RB5 for the historical background to this scenario as well as its aftermath.

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



Remnants of the 138th and 95th Rifle Divisions. Set up first, east of the Perimeter (SSR 2).

648	547	118	117	MMG .50 cal	MMG 1938	MMG 1910	LMG	MMtr Mol P	ATR	MMtr
25	53	2	11	1	5	6	8	3	4	2

118 FO	HAT 45A	HAT 45B	HAT 76B	Bunker	AT Ditch	Hedgehog
1	2	2	3	2	3	12



Elements of Gruppe Schwerin, of Infanterie Divisions 94 and 389, and of Pioniere Bataillone 45 and 162. Set up on/west of the Perimeter (SSR 2) in building or rubble locations.

828	758	657	118	117	MMG MG42	MMG MG34	LMG MG34	118 FO	Flame Thrower	MMtr
14	33	33	4	16	2	4	9	1	5	3

HAT 75B	HAT 50B	Hedgehog
2	2	7

TURN RECORD TRACK

MAP LAYOUT Red Barricades. The entire map is in play

1	2	3	4	5	
6	7	8	9	10	
11	12	13	14	15	
16	17	18	19	20	21

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Elements of the 1053rd Rifle Regiment, 300th Rifle Division. Enter as per SSR 3.

648	547	436	117	MMG 1910	LMG	ATR
3	8	9	3	1	2	2

Reserves of the 62nd Army.
Enter on or after Turn 8 on
any east edge hexes. Some,
all or none may enter on
each allowed turn.

OT-34	T-70
1	2

Elements of the 179th Engineer Company. Enter along the east edge
on Turn 10.

828	547	117	LMG	Flame Thrower
5	6	2	2	2



Elements of StuG Abteilung
244: Enter on Turn 1 on hex
A44 or K45 together.

StuG 33B SSR15	Stug III C
2	2

Elements of StuG Abteilung 245:
Enter on Turn 6 on hex D0 or A22
together or separately.

StuG 33B SSR15	Stug III C
2	4

Elements of Panzerpionier Battalion 50. Enter on turn 10 on hex A22,
A37 or K45

828	117	LMG MG34	Flame Thrower	118 FO	Sd 251
9	4	3	2	1	9

Elements of Panzer
Regiment 36: Enter on Turn
11 along any west edge
hexes.

PZ IV f2	PZ IIIj
2	4

VICTORY CONDITION

The Germans win at scenario end by controlling at least 12 more multi-hex buildings (two of which must be R29 and S34) than they lost (or than they started with if they lost none).

SPECIAL SCENARIO RULES

1. Spotting conditions are Hazy. All RB BW special rules apply.
2. The Perimeter is defined as hex grains: W1-W5-U6-U25-Q27-Q29-M31-M37-S40-S45.
3. Beginning on Turn 3, the Russian makes a 2d6 at the start of each Fire and Movement segment in which there is still at least one unit of the 1053rd Rifle Regiment off-map. If the 2d6 roll is less than the current Turn number, he may enter a number of these units/weapons along any east-edge land hex. The total number of units/weapons entering on that turn must \leq than the 2d6, and none may enter as riders.
4. All Exterior Factory hexes are fortified. The Russians may designate 12 additional building locations as **Fortified**.
5. Each player may use hidden set up for up to 3 squads, plus any leader and support weapons stacked with them.
6. The Russians may place up to 15 factors of AP Mines within the initial set up area of the 38th/95th, with no more than five dummy markers.

BALANCE

- ✚ Russian Artillery has low ammunition. Change the Victory conditions from 12 to 10
- ★ Russian Artillery has high ammunition Change the Victory conditions from 12 to 14

7. The Russians have one battery of 120mm Mortar OBA, may designate 1 registration hex prior to all setup.
8. The Germans have one battery of 105mm OBA with a high ammunition supply. On turn 10 the Germans receive an additional battery of 81mm mortars. May designate 1 registration hex prior to all setup.
9. At scenario start, each side controls all locations within their respective set up areas.
10. The German At start forces have 8 satchel charges and the Turn 10 reinforcements have 5.
11. The Russian turn 10 forces have 3 satchel charges
12. The Germans receive one elite tank commander on turn 11 reinforcements
13. The German 828s are considered Combat engineers.
14. The Russian 828s are considered Combat engineers
15. The required AFV markers and Data cards are available from the "ATS On TheTable" website.
16. The following Factory buildings are roofless and cannot be set aflame: L27, O8, S18, S24, S34