

ATS RB3: BREAD FACTORY #2 – ATS Conversion 10/25/2009



The Bread Factory, 25 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 RB3 for the historical background to this scenario as well as its aftermath.



Elements of the 768th Rifle Regiment. Set up first 4 or less hexes of J40 with no more than one squad per location.

648	547	117	MMG 1938	MMG 1910	LMG	HAT 45B	Hedgehog
4	4	2	1	2	2	1	1

Ad hoc Reinforcements from 62nd Army. Enter on Turn 3 along east edge.

547	436	117	LMG
3	3	1	1



Remnants of Kradschuetzenbataillon 64. Set up in Building or Rubble locations, within two hexes of F45

758	657	118 SSR #1	MMG MG34	657	117	LMG
1	2	1	1	4	1	1

Reinforcements of Panzer Division
14. Enter on Turn 2 within two hexes of A39

758	657	118	117	LMG MG34
2	5	1	1	1

VICTORY CONDITIONS

The Germans win if they control buildings F42 and G43 at game end.

SPECIAL SCENARIO RULES

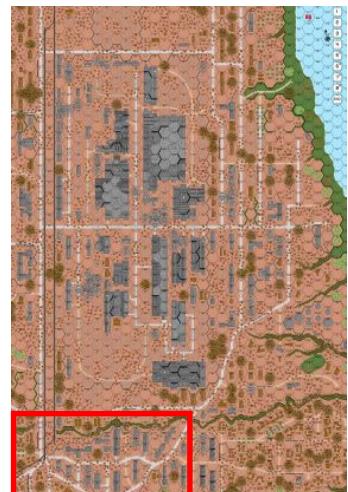
1. Spotting conditions are Hazy. All RB BW special rules apply.
2. At the start of each turn when the indicated German 118 leader is not yet courageous, a d6 roll is made. If the result is \leq the current turn number the leader and all units in his location are marked as courageous and must run towards the nearest Russian location each turn until it is engaged in Melee.
3. The Russian player may use hidden set up for 1 squad, plus any leader and support weapons stacked with them.
4. The Germans have one satchel charge.

TURN RECORD TRACK

1	2	3	4	5	6
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MAP LAYOUT

Red Barricades. Only those hexes on or west of hex R and numbered greater than or equal to 36 are in play.



BALANCE

- ⊕ Add one MMG to either German starting force
- ★ The Russian may designate 3 building locations as Fortified