

# ATS RB6: TURNED AWAY – ATS Conversion 10/25/2009



**Southeast of the Barrikady, 15 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 RB6 for the historical background to this scenario as well as its aftermath.



Remnants of the 650<sup>th</sup> and 344<sup>th</sup> Rifle Regiments. Set up first on/east of hex grains AA45-AA40-II36.

|     |     |     |             |     |
|-----|-----|-----|-------------|-----|
| 648 | 547 | 117 | MMG<br>1938 | LMG |
| 1   | 4   | 1   | 1           | 1   |

Elements of the 179<sup>th</sup> Independent Engineer Company and the 138<sup>th</sup> Divisional HQ Guard Company. Set up per SSR 2.

|     |     |     |     |
|-----|-----|-----|-----|
| 648 | 118 | 117 | LMG |
| 2   | 1   | 1   | 1   |



Sturmgruppe of Infanterie Division 79. Set up in Ravine hexes on or west of hexrow Y.

|     |     |     |             |             |
|-----|-----|-----|-------------|-------------|
| 758 | 118 | 117 | MMG<br>MG34 | LMG<br>MG34 |
| 7   | 1   | 2   | 1           | 4           |

## VICTORY CONDITIONS

The Germans win immediately upon controlling the Russian HQ building specified per SSR 2.

## SPECIAL SCENARIO RULES

1. Spotting conditions are Hazy. All RB BW rules apply.
2. The Russian 179<sup>th</sup> and 138<sup>th</sup> units must set up hidden in one of the following buildings, EE44, DD41 or FF37. The building selected is the Russian HQ building, the location of which is kept secret until any unit is revealed.
3. The Russian player may designate any three Building locations as Fortified.
4. The German player starts with one Satchel Charge.

## MAP LAYOUT

Red Barricades. Only those hexes numbered 36 or more are in play.



## TURN RECORD TRACK

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|

## BALANCE

- Extend Game Length to 8 turns
- In the Victory Conditions replace "immediately" with "at game end"