

ASL SCENARIO RB1 ONE DOWN, TWO TO GO



THE BARRIKADY, 17 October, 1942: With the fall of the massive *Dzherzhzinsky* Tractor Works, the Germans turned their attention southwards to the *Barrikady* and *Krasny Oktyabr* factories. On 16 October German infantry, tanks and Stukas tried to blast a path into the *Barrikady* through the remnants of the 308th Rifle Division and the 84th Tank Brigade, whose tanks had been dug in to cover *Tramvanaya* street. The well-concealed tanks, plus salvoes of *Katyusha* rockets, halted the early thrusts after destroying a dozen panzers and forcing the infantry to ground. On the night of 16-17 October the last regiments of Col. Lyudnikov's 138th Rifle Division were ferried across the Volga and assumed blocking positions in and around the *Barrikady*, and received the following orders: "138 Red Banner RD from 04.00 hours 17.10.42 to occupy and stubbornly defend the line south of the suburb *Derevinsk*, *Sculpturny*. Under no circumstances allow enemy to approach *Leninskii Prospekt* and *Barrikady* factory." Morning found the Soviets still busily constructing emplacements and sighting their weapons when the first attack of the day burst upon them.

MAP:



BALANCE:

(Only those hexes numbered ≤ 20 are in play.)

♣ In the Victory Conditions, change "20" to "18".

★ Russians are Fanatic (A10.8) in factories; see SSR CG11 (O11.4).

VICTORY CONDITIONS: The Germans win at game end if they Control ≥ 20 stone-building/stone-rubble Locations south of Alternate Hex Grain (as per the E12.11 illustration) A4-DD4.

TURN RECORD CHART

★ RUSSIAN Sets Up First [227]	♣ 1	♣ 2	3	♣ 4	5	6	7	8	END
♣ GERMAN Moves First [140]									

Elements of the 650th and 344th Rifle Regiments and 84th Tank Brigade [ELR: 3] set up in hexes with a coordinate of ≥ 4 (see SSR 3-5): {SAN: 5}



4-5-8	4-4-7	2-2-8	9-1	8-1	8-0	7-0	2-3-7	6-12	4-10	2-6	1-12	36 factors
7	18	3					2	2	3	5	2	
?	Phone A12 11	TCA BU	INF M8 76*	AT M11 45LL	Trench OVR, OBA: +4 Other: +2							
14	(see SSR 4)		6									

Factory Militia Detachment enters on any south-edge hex(es) on a dr \leq the current Turn number:

5-2-7	4-2-6	10-0	7-0	2-6	1-12	?
5	9			2	2	6

Reserve elements of the 138th Rifle Division enter on Turn 5 on M20/N20/O20:

4-5-8	4-4-7	8-1	8-0	2-6
3	5			3

Advance elements of *Infanterie* Division 389 [ELR: 4] set up on/west-of hexrow T in hexes with a coordinate of ≤ 2 : {SAN: 3}



4-6-7	9-1	8-1	8-0	5-12	3-8	8	?
14				4			5

Sturmgruppe of *Infanterie* Division 389 enters on/after Turn 1 along the north edge on/west-of hexrow U. Some, all or none may enter on each turn:

5-4-8	10-2	8-1	8-0	3-8	3-8	?
13		2		4	4	

Elements of *Panzer* Division 14 enter on a dr $<$ the current Turn number on any north edge hex(es) on/west-of hexrow S:

9-1	14-6-3	14-6-3
	75L 3/5	75* 3/5

Miscellaneous reinforcements enter on Turn 4 along the north edge on/west-of hexrow U:

5-4-8	4-6-7	9-2	7-0	3-8
2	3			2

SPECIAL RULES:

- See RB SSR (found on the back of scenario RB5). SSR CG16 (O11.4) is in effect.
- Before setup commences, the German performs a dr for each building/rubble Location with a coordinate ≤ 4 . On a Final dr ≥ 5 a Blaze counter is placed in that Location. There is a -1 drm if the Location is stone.
- After all setup (including offboard) is complete, but before the game begins, each non-HIP Russian Infantry unit in a hex numbered ≤ 7 must take a NMC. All MC modifiers/penalties/benefits/results can apply in the normal manner. Each such unit loses its "?" (if any) only if the NMC causes it to lose *Good Order* status, regardless of enemy LOS.
- The Russian Armored Cupola (D9.5) represents a dug-in T-34 M41 (which may use HIP if set up in a Rubble Location) but firing any weapon of the Cupola or changing its TCA is considered a Concealment-loss activity (A12.141). See also O.7.

- The Russian may designate up to ten Fortified Building Locations (B23.9).
- The Russian Field Phone represents one module of 80+mm Battalion MTR OBA. The German radio represents one module of 100+mm OBA. The German radio and SMC possessing it may set up using HIP.
- In each of the first five Game Turns the German may make a dr at the beginning of the Russian RPh. On a dr of ≤ 3 the German immediately receives Air Support (SSR RB9). Each Stuka is automatically Recalled at the end of the Russian Player Turn on which it arrives.

AFTERMATH: Pushing south from the Tractor Factory, the Germans collided with the fresh Soviet troops. Streams of Stukas plowed up the approaches, turning the battlefield into a veritable inferno of smoke and shell. German assault parties advancing along the rail lines managed to punch a hole between the Soviet 138th and 308th Rifle divisions and penetrate into the northwestern corner of the *Barrikady*. The battle for the Tractor Factory was all but over, but the long and bloody struggles for the Red Barricades Ordnance Factory and Red October Steel Mill were just beginning.