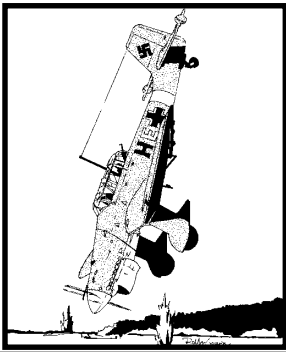


ATS COI20 Breakout from Borisov - ATS Conversion 02/23/2024



Borisov, Russia, 2 July, 1941: After tenacious fighting, the 52nd Panzergrenadier Regiment drove the Russians from Borisov, and established a bridgehead across the Berezina. The Russians, under direct orders from General Yeremenko, were to crush the bridgehead. The only available forces were an assortment of men and equipment from the local Armed Forces Training College. At approximately the same time, the 18th Panzer Division was ordered to aggressively expand their bridgehead. These two attacking formations met head on outside of Borisov. Due to the presence of the Training School, the Russians had more than the usual cadre for 1941, and were able to inflict heavy losses on the Germans. The Panzergrenadiers kept pushing forward despite their losses, however, and with the timely arrival of some much needed air support, succeeded in eliminating the Russian armor. The Germans were able to expand their bridgehead, but at a far heavier price than they had expected to pay. ASL modified design by Bruce Kirkaldy

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



Elements of the 52nd Panzer Grenadier Regiment enter on board 1 anywhere along the west edge.

657	758	828	118	117	LMG MG34	MMG MG42	Flame Thrower	Satchel Charge	118 FO SSR 2	Med Truck
12	6	6	2	7	8	3	1	3	2	3

Pz IVf1	Pz IIIg 50C	Pz 38t	Stug IIIb	Sd 251	Sd 251-10	Sd 222	Sd 11	HAT 28A	HAT 50B
1	3	1	1	6	1	1	3	2	1



Armed Forces Training college plus remnants of local units enter on Turn 1 anywhere along the east edge SSR 4.

547	648	526 cav	436	118	117	11*	MMG 1938	MMG 1910	LMG	ATR
36	6	6	6	1	4	2	1	2	6	5
Cavalry	Bt 5	Bt 7	T28E	T26 m37	KV1 m39	KV-2	T34 76B			
6	2	2	2	3	1	1	1			

VICTORY CONDITIONS

The Germans win at game end by controlling more boards than the Russian player. Neither side controls any boards at start. Control is defined as follows.

Boards 1 & 3: control more multi hex buildings

Board 2: control more Level +30 hexes

Board 4: control more buildings

Board 5: control more bridge hexes.

If the number of controlled boards is tied the German wins if he has more victory points than the Russian. The Russian wins by avoiding the German Victory Conditions.

SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal.

2. 1 German FO may access a 105mm OBA battery. The other FO may access an 81mm Mortar battery. Both have (HE & Smoke) & normal Ammo.

3. Starting on Turn 2 the German player may roll to receive Stuka support. During the Indirect Fire segment the German player rolls 2d6. On a roll ≤ to that game turn on the white die he receives planes as per the Aircraft Chart based on the colored die. Once received do not roll in future turns for air support.

4. All Russian vehicles and Cavalry are limited to Assault movement on Turn 1.

5. The Germans have 1 -1 ETC

BALANCE

✚ Add a 50B HAT and light truck to the German OOB.

★ Rule 15.5 does not apply.

TURN RECORD MARKER

1	2	3	4	5	6	7	8	9	10
✚ ★									

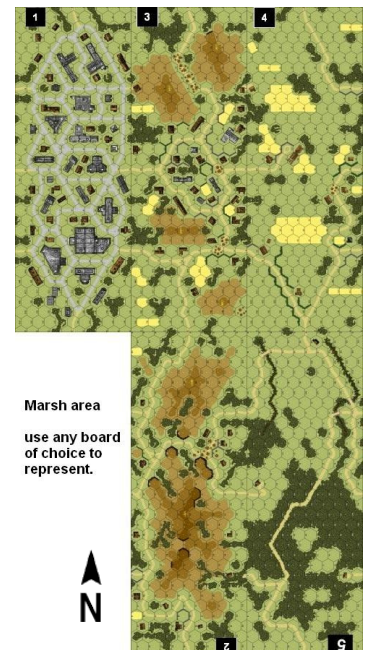
MAP LAYOUT

SL boards 1, 2, 3, 4 & 5

Aircraft Chart	
Die Roll	# of Aircraft
1	3
2-4	2
5-6	1

6. The missing SW portion of the map is considered Marsh, Level -5. It cannot be entered, ½ hexes on boards 1 and 2 are not affected by this marsh. Use any other board to fill in this space to assist with range counting as required.

7. German 828 squads are Combat Engineers.



Marsh area
use any board of choice to represent.

