

ZHUKOV'S FIRST VICTORY – Unofficial ATS Scenario 6/20/2005 pm



Yelnia, USSR, 30 August 1941, 0730- After Army Group Center occupied Smolensk, it was stopped east of Smolensk at Yelnia by a series of counter-attacks by General Timoshenko. In the mean time after considerable arguments between Hitler, Halder, and Guderian, Guderian agreed to turn AGC south and west to encircle Kiev and help Army Group South out of the meatgrinder its offensive had become. He did so, however, under the stipulation *all* his armor would come with him. Further against all advice he refused to withdraw his infantry from the Yelnia salient and straighten his line, refusing on the grounds that German army's prestige would be damaged by such a tactical retreat. At the same time, General Zhukov had argued vociferously with Stalin to abandon Kiev to redploy those troops to other fronts. Stalin, not only refused, but demoted Zhukov from the Stavka to front line General and assigned him to command of the troops surrounding the Yelnia salient. Thus, Zhukov initiated an encircling combined arms offensive into the salient, by early September after intense fighting, the Germans suffering over 40,000 casualties, retreated back to Smolensk. This scenario is an unofficial scenario for the Advanced Tobruk System (ATS). Ownership of any east front ATS game is necessary for play as is ASL DASL map boards e, g, and h. ATS scenario design by Gary Valenza



FO 1 1 8	6 5 7	6 5 6	MMG MG42	LMG MG42	1 1 8	1 1 7	HAT Pak 38	MMtr GrW34
1	15	7	3	1	2	4	6	6

Elements of 137th Infantry Division set up first as follows: Any hex south of gH, hH, eH

Kpz 4	Foxhole	Hedgehog	Stuka
1	12	5	1



Elements of Lt. I.M. Nekrassov's Regiment of the 107th Rifle Division set up in any whole hex north of or on rows gH, hH, and eH.

6 4 8	1 1 8	1 1 7	1 1 * Commissar	MMG 1938	LMG	1 1 8 FO	MMtr M41	HHOW M27
27	1	4	3	10	3	1	8	8

Enter on Turn 1 on any single road hex along the north edge of boards e,h,g: Elements of 102nd Mechanized Division

T-34 76B

6

VICTORY CONDITIONS

The Russians win at game end if they exit 40 VPs off the south edge of Board g, h, or e at games end

SPECIAL RULES

1. All Foxholes must be set up in hexrow G on all boards, maximum stacking is 3SPs, and ≥ 9 Foxholes must be used in Turn 1. As well on turn 1 Units do suffer +4 MC on overruns.
2. All Hedgehogs must contain a MG and its crew
3. To determine entrance of Stuka, roll die, divide by 2 is Turn of entrance
4. Spotting Conditions are Average, Germans may not be Concealed Turns 1-2
5. German Player has 1 OBA of 100mm Artillery
6. Soviet player has 4 OBAs: 1 200mm Katyusha Rocket, 3 120mm Artillery, with high ammo which cannot be used until Turn 6
7. If Soviet player has not exited 30 VPs by end of Turn 10, roll die, on result of 6-10, play a Turn 11, and may do the same for a Turn 12 if 35 VPs have not exited, Game is completed after 12 turns
8. Soviet 1/1/8 Leader has courage counter from beginning of game
9. All buildings are wood, hedges/ walls are clear hexsides There are no Orchard Road hexes, treat as Dirt road only
10. Overlays : dx6 gN3-M4, eK3-J2, hC34-B4, dx8 hL1-K2, gC2-B2, h C6-B6, dx2 gl2, gE1, gC4,eK5

BALANCE

- ✚ Add 1 MMG 1942 and 1 Hedgehog; Stuka may enter any turn of player's choice
- ★ Add 1 Katyusha Rocket Battery

TURN RECORD TRACK

1	2	3	4	5
6	7	8	9	10

MAP LAYOUT



g	h	e