

# **FUNNEL OF DEATH**

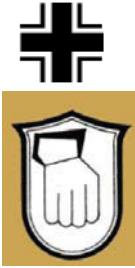
Oto 1 (1)



**SOUTH OF THE MINSK-MOSCOW HIGHWAY, BELORUSSIA, June 23, 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and HoB's Onslaught to Orsha are necessary for play. Please refer to scenario OtO1 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Chas Smith  
ATS conversion: Fernando Sola.

**Reinforced elements of Regiment 195, 78<sup>th</sup> Sturm Division, XXVII Corps, 4<sup>th</sup> Army** set up in hexes numbered < 42:



Squad 8 2 8	Squad 7 5 8	Squad 6 5 7	Squad 6 5 6	Crew 2 3 8	FO 1 1 8	Leader 1 1 8	Leader 1 1 7	MG 42 5 8 L MG	MG 34 5 8 L MG	MG 42 8 14 M MG
3	5	10	5	1	2	1	7	8	3	2
Pf 88 * L AT	Psk 88 5 L AT	FW 41 30 1 L FT	GrW 34 81 DM MTR	Armored Turret (6) 12 3	H AT PaK 40 75 B	H HOW leIG 18 75 D 2	H AA AA 4 Flak 38 20 B 3	H AA AA 4 Flakvlg 38 20 B 4	H AA AA 4 Flak 18 88 B 2	H AA
5	4	1	2	4	2	1	1	1	1	1
11 7 Mar IIIM 75 B 2	10 6 Nashorn 88 A	10 6 StuH 42 105 C -4	Foxhole	Hedgehog	AT-Trench	Bunker	Satchel Charge 2	AT Mine 4	Mine 12	Wire 16 factors
3	2	1	6	25	6	7				

Enter per SSR 9 along the west edge north of hexrow P:

Enter on turn > 5 per SSR 8:

Squad 6 5 7	Leader 1 1 7	MG 42 5 8 L MG	Pf 88 * L AT	10 6 StuG IIIg 75 B	11 6 AA 4 Sd 10-4 (20) B 3	10 - FW 190 --	-- Ju 87D 500 50 5	-- Ju 87D 37 B 3
3	1	1	1	4	1	1	1	1



**Reinforced elements of 16<sup>th</sup> Guards Rifle Division, 36<sup>th</sup> Guards Rifle Corps, 11<sup>th</sup> Guards Army** enter on turn 1 or later along the east edge. All, some or none may enter per turn or set up as per SSR 5:

Squad	Squad	Squad	Crew	Leader	Leader	DP 28	M1910	Ds1938	.50 cal.	P41
8 2 8	6 4 8	5 4 7	2 3 8	1 1 8	1 1 7	3 5 L M G	5 11 M M G	8 14 M M G	14 20 M M G	1 16 L ATR
10	25	6	2	1	7	8	3	2	2	4
LP41	M41	M41	Satchel Charge	11 6	10 5	10 5	12 5	10 4	12 5	
30 1 L FT	50 DL MTR	82 DM MTR	9	SU 76M 76 A	ISU 122 122 B	ISU 152 152 B	KV-1S (76) C 3R 4 3	KV-8 (45) B 3R 3 3	KV-8S (45) B 3R 3 3	
4	4	3		4	2	2	4	1	1	



Enter on turn 1 per SSR 8

Enter on turn ≥ 5 per SSR 8:

<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <math>\begin{matrix} 2 \\ 100 \end{matrix}</math> </div> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <math>\begin{matrix} -5 \\ \text{II-2M} \end{matrix}</math>  <math>\begin{matrix} 100 \\  - \end{matrix}</math> </div> <div style="text-align: center;"> <math>\begin{matrix} -5 \\ \text{II-2M} \end{matrix}</math>  <math>\begin{matrix}  - \\ \text{PTAB} \end{matrix}</math> </div> </div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <math>\begin{matrix} 2 \\ 132 \end{matrix}</math> </div> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <math>\begin{matrix} -5 \\ \text{II-2M} \end{matrix}</math>  <math>\begin{matrix}  - \\ 132 \end{matrix}</math> </div> <div style="text-align: center;"> <math>\begin{matrix} -5 \\ \text{II-2M} \end{matrix}</math>  <math>\begin{matrix} 100 \\  - \end{matrix}</math> </div> </div>
$\begin{matrix} 2 \\ 2 \end{matrix}$	$\begin{matrix} 2 \\ 2 \end{matrix}$



**VICTORY CONDITIONS:** The Russians win at game end by accumulating  $\geq 187$  VP. Russian units exited off the west edge count for VP purposes.

**SCENARIO SPECIAL RULES:**

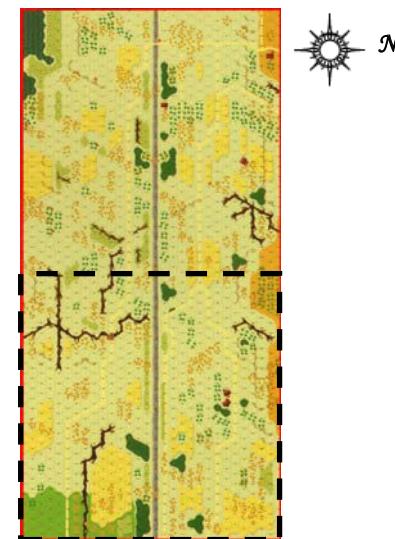
1. Spotting Conditions are Hazy during turns 1-3. At the start of turn 4 Spotting Conditions are Average. Both sides may attempt to self rally  $\leq 2$  Squads during each End of Turn Segment (see BW 4.7).
2. Prior to all setup, the Russian player secretly records 5 target hexes of Plotted 81mm Off-Board Artillery. Hexes  $> 42$  are immune to Plotted OBA;  $\geq 2$  must be south of the railroad, and  $\geq 2$  must be north of the railroad.
3. The Germans set up first units in terrain that allows hidden set up. After this initial set up, the Russians set up per SSR 5. After Russian on-board set up, the remainder German units set up in terrain that not allows hidden set up. After the German set up is finished, the remainder of Russian units are placed off-board. Now conduct the Plotted OBA Fire.
4. The Germans receive two 1-hex wide by 8-hex long minefields on crops (or alternate crops) in their set up area. Each hex in the minefield has 2 AP density and 3 AT density.
5. The Russians may set up  $\leq 15$  counters in hexes numbered  $\geq 42$ . Mortars cannot fire during turn 1.
6. The Russian 8|2|8 Squads are Assault Engineers and Sappers (see BW 4.2)
7. The Russians receive support from one battery of 70+mm OBA (HE and Smoke), one battery of 120mm OBA (HE and Smoke), one battery of 150mm OBA (HE only), and one battery of 200+mm rockets. Each battery has its own Forward Observer, each placed secretly off board, on the east edge, at level +20. All OBA batteries have High Ammunition Supply. The Germans receive support from one battery of 100mm OBA (HE and Smoke), one battery of 120mm OBA (HE and Smoke), and one battery of 150mm OBA (HE and Smoke), all with High Ammunition Supply. The two German Forward Observers can control any one of the three OBA batteries, but only one at a time. A battery with a FFE placed cannot be contacted by the other FO.
8. The Russians receive four Il-2Ms on turn 1, two armed with bombs only ("A" configuration, see BW 4.4.2) and two armed with PTAB only ("B" configuration, see BW 4.4.1 and 4.4.2). They can conduct attacks regardless of Spotting Conditions. These aircraft must exit the map at the end of turn 1. Starting on turn 6, both sides receive random air support. The Russians receive two groups, each making their own entry DR. **Group 1:** two Il-2M armed with rockets only ("A" configuration). **Group 2:** two Il-2M armed with bombs and rockets ("A" configuration). The Germans receive one Ju 87D armed with bombs, one Ju 87G, and one FW 190 without bombs. To determine the entry turn, make a die roll at the beginning of a turn. If the DR is  $\leq$  than the squared number the aircraft enters the map and can conduct air attacks. Each aircraft can only attack for three turns, including the turn of entry. Apply a +1 DRM for the FW 190 entry DR.
9. Starting on turn 4 the Germans make a DR to determine if their reinforcements arrive. If the DR is  $\leq$  than the circled number they must enter that turn.

**TURN RECORD TRACK**

6	8	0	0
1	2	3	4
5	6	7	8
(3)	(8)	(0)	

**MAP CONFIGURATION:** The Onslaught to Orsha Map is used. Only hexes numbered  $\geq 27$  are in play.

**MAP LAYOUT:**



**BALANCE:**

★ Change Victory Conditions to  $\geq 168$  VP.

✚ Change Victory Conditions to  $\geq 205$  VP.