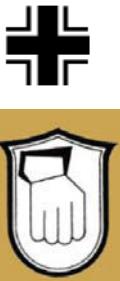




SOUTH OF THE MINSK-MOSCOW HIGHWAY, BELORUSSIA, June 23, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and HoB's Onslaught to Orsha are necessary for play. Please refer to scenario OtO2 for the historical background to this scenario as well as its aftermath.

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



Reinforced elements of 195th Regiment, 78th Sturm Division, XXVII Corps, 4th Army set up first in hexes numbered < 28:

Squad 6 5 7	Reduced Squad 4 5 5	Crew 2 3 8	FO 1 1 8	Leader 1 1 7	MG 42 5 8 L MG	MG 42 8 14 M MG	Pf 88* L AT	Psk 88 5 L AT	Armored Turret (6) 12 3
6	1	1	1	2	2	1	2	1	1
H AT ● PaK 40 75 B	10 6 ● StuG IIIg 75 B	Bunker	Hedgehog	Foxhole	Wire	AT Mine	Mine		
1	1	2	7	3	8	2	6		

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up in hexes numbered > 27:

Squad 8 2 8	Squad 6 4 8	Crew 2 3 8	Leader 1 1 7	DP 28 3 5 L MG	Ds1938 8 14 M MG	P41	LP41	Satchel Charge	M41
4	8	2	3	3	1	1	2	4	1
12 5 ● KV-1S (76) C 3R 4 3	12 5 ● KV-8S (45) B 3R 3	* ● PT/KV-1 m42 (76) B 3R 4 3	9 4 ● OT-34 (76) B 4 3	15 5 ● (76) B 4 3					
2	1	1	1						

VICTORY CONDITIONS: The Russians win at game end by controlling both Bunkers. A Bunker destroyed by any means is considered Russian controlled.

SCENARIO SPECIAL RULES:

1. Spotting Conditions are Optimal.
2. Bunkers and Armored Turrets must set up > 2 hexes from one another, and must set up with LOS (from within the Bunker/Armored Turret) to an eligible Russian set up hex.
3. Before setup, make six random distance/direction DRs from hex V27 (use a d6 dice). For the first 2 DRs, place wrecks (on a subsequent DR, place a wreck on a DR 1-3, place a burning wreck on a DR 4-6). Re-roll if the same hex is selected more than once. For the 4 remaining DRs place shellholes if allowed; roll again if the same hex is selected more than once.
4. No German bunkers/armored turrets may set up hidden.
5. One German Squad, with any SW and/or Leader stacked with it, may set up hidden.
6. The Germans receive Off-Board Artillery support from an 81mm Mortar Battery with Low Ammunition supply (HE and Smoke). The FO may set up hidden.
7. The Russians receive Off-Board Artillery support from an 82mm Mortar Battery with High Ammunition supply (HE and Smoke)

directed by an Off-Board FO at level +20 in a hex on the east edge of the playing area secretly recorded during setup. Battery contact is automatically granted on Turn 1.

8. Russian 8|2|8 Squads are Assault Engineers. Three Squads may be secretly designated as Sappers (see BW 4.2)

TURN RECORD TRACK

1	2	3	4	5	6
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MAP CONFIGURATION: The Onslaught to Orsha Map is used. Only hexes numbered 21-33 and hexrows P-DD are in play.

MAP LAYOUT:

