



**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 OtO3 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 195<sup>th</sup> Regiment, 78<sup>th</sup> Sturm Division, XXVII Corps, 4<sup>th</sup> Army set up first west of the O31-A33 ravine:

Squad	Squad	Squad	Squad	Reduced Squad	Crew	Leader	MG 42	MG 42	MG 34	Pf
8 2 8	7 5 8	6 5 7	6 5 6	4 5 5	2 3 8	1 1 7	5 8 L MG	8 14 M MG	8 14 M MG	88 * L AT
2	2	4	2	1	2	3	3	1	1	3

  

Psk	H AA AA 4	Bunker	Hedgehog	AT-Trench	Foxhole	Wire	AT Mine	Mine	
88 5 L AT	● Flakvlg 38 (20) B 4	1	2	7	3	2	4	2	5
3									factors



Reinforced elements of 16<sup>th</sup> Guards Rifle Division, 36<sup>th</sup> Guards Rifle Corps, 11<sup>th</sup> Guards Army set up second in/east of the O31-A33 ravine:

Squad	Squad	Squad	Leader	DP 28	LP41	Satchel Charge	10 5	12 5
8 2 8	6 4 8	5 4 7	1 1 7	3 5 L MG	30 1 L FT	4	● ISU 152 152 B	● KV-1S (76) C 3R 4 3
2	9	3	3	4	2	2	2	2
● * 15 5	● 15 5							
PT-34 (76) B 4 3	OT-34 (76) B 4 30							
1	1							

**VICTORY CONDITIONS:** The Russians win at game end by accumulating  $\geq 33$  VPs. Russian units exited off the west edge count towards VC.

#### SCENARIO SPECIAL RULES:

1. Spotting Conditions are Average.
2. Before setup, make six random distance/direction DR from hex H27 (use a d6 dice). For the first die roll, place a burning wreck. For the 5 remaining DRs place shellholes if allowed; roll again if the same hex is selected more than once.
3. No German bunkers may set up hidden.
4. One German Squad, with any SW and/or Leader stacked with it, may set up hidden.
5. Russian 8|2|8 Squads are Assault Engineers. Three Squads may be secretly designated as Sappers (see BW 4.2).
6. Russian AFVs may start the game with Continued Movement markers.

#### BALANCE:

★ Change Victory Conditions to  $\geq 29$  VP.

✚ Change Victory Conditions to  $\geq 37$  VP.

#### 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 19-34 and hexrows A-O are in play.

#### MAP LAYOUT:

