

THE ORSHA PLAN

OtO 4(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 OtO4 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, 78th Sturm Division, XXVII Corps, 4th Army set up first in hexes numbered < 28 on/north of the railroad:

	Squad 6 5 7	Reduced Squad 4 5 5	Leader 1 1 7	MG 34 5 8 L MG	MG 42 5 8 L MG	MG 34 8 14 M MG	Pf 88 * L AT	10 6 StuG IIIg 75 B
	6	1	2	1	1	1	3	1

Set up south of the railroad and west of the O31-A33 ravine:

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

Set up with either/both groups:

	Squad 8 2 8	MG 34 5 8 L MG	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	H AT PaK 40 75 B	H AA AA 4 Flakvlg 38 (20) B 4	Bunker
	2	1	1	1	1	4	2	1	1	4
	Hedgehog	AT-Trench	Foxhole	AT Mine	Mine	Wire				
	14	5	5	5	12	12	5	12	12	factors

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up second in hexes numbered > 27 on/north of the railroad:

	Squad 8 2 8	Squad 6 4 8	Leader 1 1 7	DP 28 3 5 L MG	Ds1938 8 14 M MG	P41 1 16 L ATR	LP41 30 1 L FT	M41 50 DL MTR	Satchel Charge
	3	9	2	2	1	1	1	1	3

Set up in/east of the O31-A33 ravine, south of the railroad:

	Squad 8 2 8	Squad 6 4 8	Squad 5 4 7	Leader 1 1 7	DP 28 3 5 L MG	LP41 30 1 L FT	Satchel Charge
	2	9	2	3	3	1	2

Set up with either/both groups:

Squad 6 4 8	Leader 1 1 8	DP 28 3 5 L MG	Ds1938 8 14 M MG	.50 cal. 14 20 M MG	10 5 ISU 152 152 B	12 5 KV-1S (76) C 3R 4 3	12 5 KV-8S (45) B 30 3R 3
	3	1	1	3	1	2	1
	9 4	15 5	15 5	PT-34 30 B 4 3	OT-34 30 B 4 3	PT-34 30 B 4 3	
	1	2	1			1	



VICTORY CONDITIONS: The Russians win at game end by controlling ≥ 3 bunkers and exiting ≥ 61 VPs of non Broken/Surrendered Personnel and/or non F/M-Killed AFVs off the west edge OR by controlling ≥ 4 bunkers and exiting ≥ 53 VPs. A destroyed bunker is considered Russian controlled.

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. Then make six random distance/direction DR 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.
3. Bunkers and Armored Turrets must set up > 2 hexes from one another.
4. The Germans receive Off-Board Artillery support from an 81mm Mortar Battery (HE and Smoke) directed by an Off -Board FO at level +20 in a hex on the west edge of the playing area secretly recorded during setup.
5. The Russians receive support from one battery of 70+mm OBA (HE and Smoke) and one battery of 80+mm OBA (HE and Smoke), each directed by its own Forward Observer. The FOs are placed secretly off board, on the east edge, at level +20. Both OBA batteries have High Ammunition Supply.
6. No German bunkers/armored turrets may set up hidden.
7. Two German Squads, with any SW and/or Leader stacked with them, may set up hidden. Hidden initial set-up is allowed in shellholes.
8. Russian 8|2|8 Squads are Assault Engineers. Six Squads may secretly be designated as Sappers (see BW 4.2).
9. Russian AFVs may start the using Continued Movement.

TURN RECORD TRACK

MAP CONFIGURATION: The Onslaught to Orsha Map is used. Only hexes numbered 19-34 are in play.

MAP LAYOUT:**BALANCE:**

 Change Victory Conditions to $\geq 57/49$ VP and add a 1|1|7 Leader to the Russian OB.

 Change Victory Conditions to $\geq 65/57$ VP and add a LMG-42 to the German OB.