



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 OtO5 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 12-23 (see SSR 6):

Squad	Squad	Squad	Squad	FO	Leader	MG 34	MG 42	MG 34	MG 42	Pf
8 2 8	7 5 8	6 5 7	6 5 6	1 1 8	1 1 7	5 8 L MG	5 8 L MG	8 14 M MG	8 14 M MG	88 * L AT
2	4	11	6	1	8	3	5	3	2	7

Psk	Armored Turret	GrW 34	H AT	H HOW	H AA	H AA	116 AA 4	116 AA 4
88 5 L AT	(6) 12 3	81 DM MTR	75 B	75 D 2	20 B 3	88 B 2	20 B 4	20 B 3
2	3	1	2	1	2	1	1	1

11 7	10 6	10 6	10 6	10 6	Bunker	Hedgehog	AT-Trench	Foxhole	Wire
75 B 2	88 A	75 B	105 C -4		5	20	5	6	12
2	2	1	1						

Mine	AT Mine
6	2

factors

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up second in hexes numbered > 24:

Squad	Squad	Squad	Crew	Leader	Leader	DP 28	Ds1938	.50 cal.	P41	LP41
8 2 8	6 4 8	5 4 7	2 3 8	1 1 8	1 1 7	3 5 L MG	8 14 M MG	14 20 M MG	1 16 L ATR	30 1 L FT
6	16	16	3	1	6	9	7	2	4	1

M41	Satchel Charge	Foxhole
50 DL MTR	5	

4 10

H HOW	H AT	11 6	10 5	10 5	12 5	15 5	15 5	PT-34	
M27	PTP 32	SU 76M	ISU 122	ISU 152	KV-1S	OT-34	PT-34		
76 C 2	45 B 2	76 A	122 B	152 B	(76) C 3R 4 3	(76) B 4 3	(76) B 4 3		

1 1 1 2 3 2 2 2 1



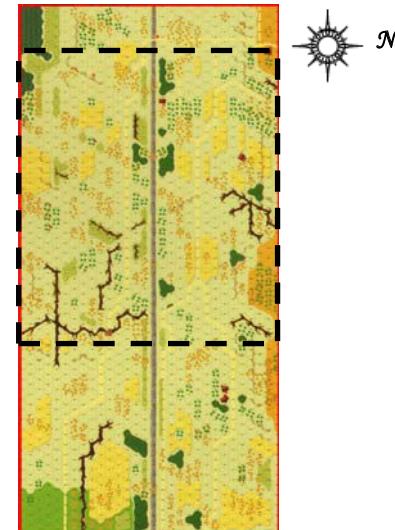
VICTORY CONDITIONS: The Russians win at game end by accumulating ≥ 10 VP. 2 VP each are awarded for the control of hexes DD13, Z15, I14 and A12 (8 possible VP); 1 VP for each destroyed Armored Turret and each controlled Bunker (8 possible VP). A destroyed bunker is considered Russian controlled.

SCENARIO SPECIAL RULES:

1. Spotting Conditions are Average.
2. Before setup, make six random distance/direction DRs from hexes G24, N24 and W24 (18 DRs total; use a d6 dice). From each hex, for the first two DRs place a burning wreck. For the 4 remaining DRs place shellholes if allowed; roll again if the same hex is selected more than once. If a building hex is selected then it is rubbled. Use foxhole counters to represent shellholes.
3. Bunkers and Armored Turrets must set up > 2 hexes from one another AND their Covered Arcs may not face southwest or northwest.
4. The Germans receive one 1-hex wide by 8-hex long minefield. It must be set up on crops on a hexrow on/between hexes numbered 12-23. Each hex in the minefield has 2 AP density and 1 AT density.
5. No German bunkers/armored turrets may set up hidden. One German Squad, with any SW and/or Leader stacked with it, may set up hidden.
6. German Guns and vehicles in Hedgehogs may set up in hexes numbered 6-23.
7. 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. Prior to all setup, the Russian player secretly records 1 target hex of Plotted Off-Board Artillery for each battery.
8. The Germans receive support from one battery of 120mm OBA (HE and Smoke).
9. The Russians receive two Il-2Ms on turn 3 armed with bombs and rockets ("A" configuration, see BW 4.4.2). These aircrafts must exit the map at the end of turn 5.
10. The 3 Russian crews received in the Russian OOB are in addition to those automatically provided for each M and H weapon.

TURN RECORD TRACK

MAP CONFIGURATION: The Onslaught to Orsha Map is used. Only hexes numbered 6-34 are in play.

MAP LAYOUT:**BALANCE:**

Change Victory Conditions to ≥ 9 .

Change Victory Conditions to ≥ 11 .