



SOUTH OF THE MINSK-MOSCOW HIGHWAY, BELORUSSIA, June 24, 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 OtO6 for the historical background to this scenario as well as its aftermath.

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

Photo taken from www.ww2incolor.com



Reinforced elements of 195th Regiment, 78th Sturm Division, XXVII Corps, 4th Army set up first in hexes numbered < 21:



Squad	Squad	Leader	MG 34	MG 42	MG 34	Pf	Armored Turret	H HOW	Bunker
7 5 8	6 5 6	1 1 7	5 8 L MG	5 8 L MG	8 14 M MG	88 * L AT	(6) 12 3	75 D 2	
3	4	2	1	2	1	2	2	1	1

Hedgehog	Foxhole	Wire	Mine
6	3	4	6 factors



Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up second in hexes numbered > 22:



Squad	Squad	Squad	Reduced Squad	Leader	Leader	DP 28	Ds1938
8 2 8	6 4 8	5 4 7	3 4 5	1 1 8	1 1 7	3 5 L MG	8 14 M MG
3	9	6	2	1	2	6	4

P41	LP41	M41	Satchel Charge
1 16 L ATR	30 1 L FT	50 DL MTR	4
1	1	1	

VICTORY CONDITIONS: The Russians win immediately when both Armored Turrets are eliminated by any means.

SCENARIO SPECIAL RULES:

- Spotting Conditions are Average.
- Before setup, make six random distance/direction DR from hex W20 (use a d6 dice). For the first 3 DRs, place burning wrecks. Roll again if the same hex is selected more than once. For the 3 remaining DRs place shellholes if allowed; roll again if the same hex is selected more than once. Use foxhole counters to represent shellholes.
- Bunker and Armored Turrets must set up > 2 hexes from one another and must set up with LOS to an eligible Russian set up hex.
- No German Armored Turrets/Emplacements may set up hidden.
- Russian 8|2|8 Squads are Combat Engineers. All other Russian Squads are considered Combat Engineers for Melee only.

BALANCE:



Increase game length to 7 turns.



Delete a 5|4|7 Squad and a DP28 L|MG from the Russian OB.

TURN RECORD TRACK

1	2	3	4	5	6
---	---	---	---	---	---

MAP CONFIGURATION: The Onslaught to Orsha Map is used. Only hexes numbered 15-25 and hexrows Q-DD are in play.

MAP LAYOUT:

