



**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.

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

Squad	Squad	Leader	MG 34	MG 42	MG 34	Pf	H HOW	Bunker
7 5 8	6 5 6	1 1 7	5 8 L MG 2	5 8 L MG 3	8 14 M MG 2	88 * L AT (6)  12 3	leIG 18 75 D 2	
3	4	2	1	2	1	2	1	1
Hedgehog	Foxhole	Wire	Mine					
6	3	4	6	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 hexes numbered > 22:

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

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

## SCENARIO SPECIAL RULES:

1. Spottting Conditions are Average.
2. 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.
3. Bunker and Armored Turrets must set up > 2 hexes from one another and must set up with LOS to an elegible Russian set up hex.
4. No German Armored Turrets/Emplacements may set up hidden.
5. 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



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

## MAP LAYOUT:

