



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 OtO7 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 195th Regiment, 78th Sturm Division, XXVII Corps, 4th Army set up first west of DD10-Y8-U10:

Squad	Squad	Leader	MG 42	MG 34	Pf	H/AA	Bunker	Foxhole
6 5 7	6 5 6	1 1 7	5 8 L MG 3	8 14 M MG 2	88 * L AT	● Flak 18 (88) B 2		
4	3	2	2	1	2	1	1	3

Hedgehog	Wire	Mine
6	5	2 factors

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up second east of DD10-Y8-U10:

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

10 5
● ISU 152
152 B
2

VICTORY CONDITIONS: The Russians win at game end by accomplishing two of the following three objectives:

- Eliminate/F-Kill/Capture the Flak 18 Gun.
- Control/Destroy the Bunker.
- Control hex CC5.

SCENARIO SPECIAL RULES:

1. Spotting Conditions are Average.
2. Place a rubble marker in hex CC5.
3. No German Emplacements may set up hidden.
4. The German Flak 18 Gun may NOT set up UNDER the bunker marker.
5. The Russians may secretly designate two squads as Sappers (see BW 4.2).

BALANCE:

Add a Su-76m to the Russian OB.

Replace two 6|5|6 Squads with two 7|5|8 Squads.

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 1-12 and hexrows U-DD are in play.

MAP LAYOUT:

