

TOOTH AND NAIL

Ot0 8



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 Ot08 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 in hexes numbered < 14:



Squad	Squad	Squad	Squad	Leader	MG 34	MG 42	MG 34	MG 42	Pf	Psk
7 5 8	6 5 7	6 5 6	5 4 5	1 1 7	5 8 L MG	5 8 L MG	8 14 M MG	8 14 M MG	88 * L AT	88 5 L AT
3	4	5	3	4	4	2	2	1	4	1
GrW 34	H HOW	H AT	H AA							
81 DL MTR	IeFH 18	PaK 40	Flakvlg 38		Bunker	Hedgehog	Foxhole			
2	105 C 2	75 B	20 B 4		2	10	6			
									Wire	Mine
									5	AT Mine
									8	2
									Factors	

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up second in hexes numbered > 13:



Squad	Squad	Squad	Crew	Leader	FO	DP 28	M1910	Ds1938	P41	Satchel Charge
6 4 8	5 4 7	4 3 6	2 3 8	1 1 7	1 1 8	3 5 L MG	5 11 M MG	8 14 M MG	1 16 L ATR	2
12	8	4	1	4	1	5	2	3	1	
M41	H AT	H HOW	11 6	10 5	12 5	15 5				
50 DL MTR	PTP 42 2	M27 2	SU 76M 76 A	ISU 122 122 B	KV-1S 76 B 3R 4 3	OT-34 76 B 4 30				
2	1	1	2	2	2	2				
										1

VICTORY CONDITIONS: The Russians win at game end if the combined number of Non Broken/Surrendered German Squads/Crews is reduced to ≤ 2 .

SCENARIO SPECIAL RULES:

1. Spotting Conditions are Average.
2. Before setup, make four random distance/direction DRs from hexes K9 and G10 (8 DRs total; use a d6 dice). Place shellholes in the selected hexes if allowed; roll again if the same hex is selected more than once. Use foxhole counters to represent shellholes. After German setup, make one random distance/direction DR (the distance is halved, fractions rounded down) from each hex K14 and G13 (2 DRs total) and place a burning wreck.
3. No German Emplacements may set up hidden.
4. The Russians receive one Il-2 armed with bombs only ("A" configuration, see BW 4.4.2). It can conduct attacks regardless of Spotting Conditions. The aircraft must exit the map at the end of the turn of entry. To determine the entry turn, make a die roll at the beginning of turn 2. If the DR is \leq than the rounded number the aircraft enters the map and can conduct air attacks.
5. The Russians receive support from one battery of 80+mm OBA with High Ammunition Supply (HE and Smoke).
6. The Russian PTP 42 Gun does not receive a weapon pit.
7. The Russians may secretly designate three squads as Sappers (see BW 4.2).

MAP CONFIGURATION: The Onslaught to Orsha Map is used. Only hexes numbered 1-22 and hexrows A-Q are in play.

TURN RECORD TRACK

2	3	5	7	0
1	2	3	4	5

BALANCE:

★ Change VC to ≤ 4 .

✚ Change VC to 0.

MAP LAYOUT:
