



KRUPKI, BYELORUSSIA, June 28, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and ASL SK3 are necessary for play. Please refer to scenario ASL S24 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Ken Dunn.
ATS conversion: Fernando Sola.

Elements of Army Group Center Security Forces set up first anywhere:

Squad	Leader	MG 34	MG 42	Pf	H AT
6 5 6	1 1 7	8 14 M MG 2	8 14 M MG 3	88 * L AT	● PaK 38 50 B 2
6	1	1	1	2	1

Elements of Pionier Battalion, 5th Panzer Division
enter on turn 3 along the east edge:

Squad	Squad	Leader	MG 42	Pf	Psk	FW 41
8 2 8	7 5 8	1 1 7	5 8 L MG 3	88 * L AT	88 5 L AT	30 1 L FT
3	3	2	2	2	1	1

Elements of Schwere Panzer Abteilung 505 and 5th Panzer Division enter on turn 1 along the east edge using Assault Movement:

9 5	10 6
● Pz Vle (88) B 5 4	Pz IIIIn (75) D 5 4
1	1

Elements of 3rd Guards Tank Corps enter on turn 1 along the west edge:

Squad	Squad	Leader	DP 28	● M4A2
8 2 8	5 4 7	1 1 7	3 5 L MG 2	(75) C 5 3
4	10	3	4	6

11|6

VICTORY CONDITIONS: The Russians win at game end if they control all building hexes located on board V between hexrows J and Q.

SCENARIO SPECIAL RULES:

- German 8|2|8 and 7|5|8 Squads are Combat Engineers.

BALANCE:



Add a 1|1|7 leader anywhere in the German OB.



The German reinforcements enter on turn 4.

MAP CONFIGURATION: Maps T and V are used.

This is version 1.1 of this scenario.

TURN RECORD TRACK

1	2	3	4	5	6	7
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MAP LAYOUT:

