

# SHERMAN MARCHES WEST

SK 24



**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	8 14 M MG	88 * L AT	PaK 38 50 B 2
6	1	1	1	2	1



Elements of Pionier Battalion, 5<sup>th</sup> 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	88 * L AT	88 5 L AT	30 1 L FT
3	3	2	2	2	1	1

Elements of Schweren Panzer Abteilung 505 and 5<sup>th</sup> Panzer Division enter on turn 1 along the east edge using Assault Movement:

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

1 1



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

Squad	Squad	Leader	DP 28		
8 2 8	5 4 7	1 1 7	3 5 L MG	11 6	
4	10	3	4	● M4A2	

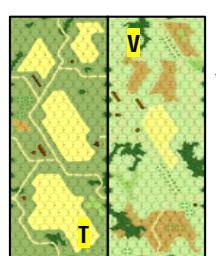
6

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

## TURN RECORD TRACK

1	2	3	4	5	6	7
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## MAP LAYOUT:



## BALANCE:

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

The German reinforcements enter on turn 4.

## MAP CONFIGURATION:

This is version 1.1 of this scenario.