

CLASH AT BORISOVKA

SK 21



BORISOVKA, RUSSIA, March 14, 1943: 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 S21 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Kevin Meyer.
ATS conversion: Fernando Sola.



Elements of Panzer Regiment, Grossdeutschland Division enter on Turn 1 along the south edge:

	9 5	10 6
● Pz Vle	Pz IVf2	
(88) B 5 4	(75) B 5 4	

2 4



Elements of 3rd Guards Tank Corps enter on Turn 1 along the north edge using Assault Movement:

	15 5	15 5
T-34b	T-34c	
(76) B 4 3	(76) B 4 3	

4 6

VICTORY CONDITIONS: The Russians win at game end if they eliminate more AFVs than the Germans. Each Russian AFV exited off the south edge counts as an eliminated German AFV.

TURN RECORD TRACK

1	2	3	4	5
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SCENARIO SPECIAL RULES:

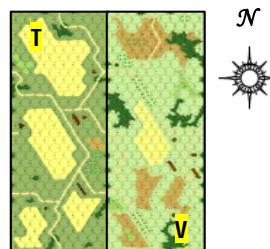
- None.

BALANCE:

Exchange two Pz IVf2 for two Pz IVh.

The Russians may use Cross Country movement on Turn 1.

MAP LAYOUT:



MAP CONFIGURATION: Maps T and V are used.