

ATS TS4: Soldiers of Destruction – ATS Conversion 03/29/2008



Radzynin, Poland, 10 October, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Squad Leader. Ownership of Advanced Tobruk and at least one of Panther Line, Kursk or Stalingrad are necessary for play as are SL boards 4 and 6. Please refer to scenario COI TS4 for the historical background to this scenario as well as its aftermath. COI design by Jon Mishcon and Joe Suchar

ATS on The Table - <http://www3.telus.net/public/larsent/>



Elements SS Totenkopfdivision set up first anywhere south of hexrow Q inclusive.

7 5 8	1 1 8	1 1 7	LAT Pf	LAT ATM	LMG MG34	JgPz V	JgPz VI
5	1	1	4	2	1	1	1



Advance Elements, Soviet Fifth Guards Tank Army set up anywhere north of Hexrow I, inclusive

8 2 8	1 1 7	JS II
8	2	4

VICTORY CONDITIONS

The Russian player must exit eight squads off the south edge of the mapboard. AFVs with functioning main armament are the equivalent of 2 squads.

SPECIAL SCENARIO RULES

1. Spotting conditions are average.
2. German AFV morale is 8.
3. Markers and AFV Data cards for the JS II, JgPz V & VI are available at the ATS On The Table Website.
4. The Anti Tank Magnetic Mines, ATMs, provide a +2 to a units melee value vs Vehicles.

BALANCE

- Add one 758 to the German order of Battle.
- Add one 648 to the Russian order of Battle.

TURN RECORD MARKER

1	2	3	4
5	6	7	8

MAP LAYOUT

