

ATS Carnage at Cheneux – ATS Conversion 05/20/2008



Cheneux, Belgium December 20 to 21, 1944: This is a conversion of The Bridge At Cheneux KGP Campaign Game II to the Advanced Tobruk System (ATS) from ASL Kampfgruppe Peiper II. Ownership of Advanced Tobruk, Darkest December and Kampfgruppe Peiper II are necessary for play. Please refer to scenario KP CGII for the historical background to this scenario as well as its aftermath. ATS conversion by Pedro Ramis and Todd Larsen.

Campaign Date Track

Dec 20 Dusk	Dec 20 Night	Dec 21 AM	Dec 21 Dusk
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Initial German OB: Elements of 2nd Battalion, 2nd SS Panzer Grenadier Reg. and of FlaK-Sturm Abteilung 84. Sets-up in controlled sectors (2-6 and 9); however, a maximum of 5 Stacking Points of personnel *or* one vehicle (and all its passengers), may be set up *per hexrow* on/west-of hexrow V and each Foxhole or Hedgehog set up on/west of hexrow V must contain at least one German Squad.

SS Inf Pltn x2
AA tr Sect

SS MG Sect
Kfz1 x2

AA ht Sect I x2
Roadblock

AA ht Sect II
12 Initial Buy Points



Initial American OB: B & C Companies, 1st Battalion, 504th Parachute Infantry Regiment.

Enter along the west edge within 4 hexes of entry point, A10.

Para Inf Pltn x3

Sd 251-9 SSR 2

Jeep x 2

5 Initial Buy Points

Campaign Game Victory Conditions:

The Americans win if they Control 10 of a possible 16 VP locations on the map ie. A hex with a red dot with a white number, ex.Y9, AA10. As well the NN6 bridge location counts as 5 such hexes. Note the KP errata on the BW.

Attacks/Holds: The Americans receive 3 Attacks and 1 Hold; The German receives 1 Attack and 3 Holds for this Campaign Game.

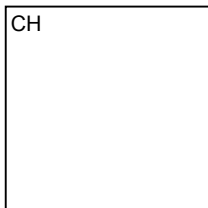
Friendly Map Edge Arrows: Grey/German = HH0, TT1; Blue/American = A10, S29.

Setup: The German sets up first in the initial scenario. On following scenarios the side controlling the majority of the building hexes at start of the scenario sets up first. If the number of buildings is the same then the side with the Hold option sets up first.

Map Sectors:

As per the Campaign Sector Map

Map: Cheneux



Special Rules:

1. Spotting Conditions are: Fog during AM scenarios; Hazy during Dusk scenarios and Night during Night scenarios.
2. The US OOB given SD 251-9 is a captured German APC, it may operate normally with no penalties.
3. See KGP BW Special Rules.

Rules specific to Scenario 1 only:

1. US Infantry or Vehicle units purchased may only enter on turn 2 or later.
2. The German controls all sectors within their setup area at start. There are no American controlled sectors at start.
3. Place one wreck marker in hex K10 and one in GG8.

Scenario Turn Track:

A scenario ends on a d10 roll - Turn 6=1-5; Turn 7=1-8; Turn 8=1-0
Apply a -1 drm during Dusk and Night scenarios.

1	2	3	4
5	6	7	8

Sector Control Chart A – American G – German C - Contested			
	At Scenario start		
Sector	2	3	4
1			
2			
3			
4			
5			
6			
7			
8			
9			

Elite Tank Commander Table	
1-3	Elite
4-0	No Leader

1 d10 roll for each AFV section at start or purchased

Infantry Leader Creation Table	
1-6	NCO
7	NCO and Officer
8-9	Officer
0	No Leader

1 d10 roll for each Inf or PzGr platoon at start or purchased

RG Buy Points Table		
Date	American	German
20 Dusk	5	12
20 Night	13	10
21 AM	20	10
21 Dusk	4	7

d10, the buy points amount will be modified by:
+2 (dr 1); +1 (dr 2-4); 0 (dr 5-7); -1 (dr 8-9); -2 (dr 0).

Emplacement Purchase Table	
Type	EPP Cost
Hedgehog	7
Foxhole	4
AP Mine Factor	US 3 / 5 G
AT Mine Factor	US 9 / 12 G
Roadblock	7

Maximum 30 EPP points may be spent on mines per scenario

Purchased units may enter play within 4 hexes of a friendly board arrow or set up on map in friendly controlled sectors, and must pay an additional ½ point cost each to set up in a contested sector. US units may not enter at the S29 arrow until the 21 AM scenario.

CG Purchase Form – American

Unit	Cost	d10 Roll = Unit Types	Maximum Units Per Scenario	Maximum Units Per Campaign Game
Para Inf Pltn	2	1-8 = 3x 859; 259; 238 with LMtr; LMG; Baz 9-0 = 2x 859 ; 259; LMG	5 00000 00000 00000 00000	12 000000 000000
TD M36 Section	2	1 x M36 TD	2 00 00 00 00	2 00 NA on Sc1
Med Mortar Section	2	1-8 = 2x 81mm MMtr 9-0 = 1x 81mm MMtr	1 0 0 0 0	2 00
AT Plt	3	M1 HJAT+M3 ht: 1-8 = 3 x each 9-0 = 2 x each	1 0 0 0 0	1 0 NA on Sc1
Bombardment	3		1 0 0 0 0	1 0 NA on Sc1
After setup, but prior to the start of play ,the US player places a CFF in any hex on the map. Roll for accuracy normally but without LOS or enemy unit requirements. Every hex within 7 hexes of the resulting FFE is attacked by 81mm HE, resolve as a normal OBA attack. Any units in a resulting Flame Location may move one hex prior to the start of play. The game commences normally on turn 1.				
81mm OBA	2	118 FO	1 0 0 0 0	2 00
105mm OBA	3	118 FO	1 0 0 0 0	1 0
Emplacements	1	15 EPP	5 00000 00000 00000 00000	10 00000 00000

CG Purchase Form – German

Unit	Cost	d10 Roll = Unit Types	Maximum Units Per Scenario	Maximum Units Per Campaign Game
SS Inf Pltn	2	1-8 = 3 x 758; 2 x LMG(34); Psk; 2 x Pf 9-0 = 2 x 758; 2 x LMG(34); 2 x Pf	2 00 00 00 00	6 000000
SS Pz Gr Pltn	3	1-8 = 3 x 758 + sd251; LMG(34); Psk; 2 x Pf 9-0 = 2 x 758 + sd251; LMG(34); Pf	1 0 0 0 0	1 0
SS MG Sect	2	1 x MMG (42); 1 x MMG (34)	1 0 0 0 0	3 000
Inf Gun Sect	2	2 x 7.5cm leIG 18 2 x Sd11	1 0 0 0 0	1 0
Art Sect	3	2 x 10.5cm leFH 18 2 x Sd11	1 0 0 0 0	1 0
Pz IV Section	3	Pz IVh or J. dr 1-8 = 2x; 9-0 = 1x	1 0 0 0 0	1 0
Pz V Section	4	1-8 = 2x; 9-0 = 1x	1 0 0 0 0	*The German player may only purchase 1 of these 3 sections
Pz VI b Section	5	1-8 = 2x; 9-0 = 1x	1 0 0 0 0	
AA ht Sect I	2	2 x Sd 10-4	2 00 00 00 00	
AA ht Sect II	2	2 x Sd 250-9	1 0 0 0 0	1 0
AA ht Sect III	3	1 x Sd 7-1 1 x Sd 10-4	1 0 0 0 0	1 0
AA ht Sect IV	3	2 x Sd 251-21	2 00 00 00 00	2 00
AA tr Sect	1	2 x Opel AA	1 0 0 0 0	1 0
SS PzGr HW	3	Sd250smg Sd250-7 Sd251-9	1 0 0 0 0	1 0
120mm OBA	3	118 FO	1 0 0 0 0	1 0
150mm OBA	4	118 FO	1 0 0 0 0	1 0
Emplacements	1	15 EPP	5 00000 00000 00000 00000	12 000000 000000