

ATS KP7 The Bridge at Cheneux – ATS Conversion 11/03/2009



Cheneux, Belgium, 21 December, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL Kampgruppe Peiper II. Ownership of Advanced Tobruk, Darkest December and Kampfgruppe Peiper II are necessary for play. Please refer to scenario KPII 7 for the historical background to this scenario as well as its aftermath.

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



Elements of 2nd Batt., 2nd SS Panzergrenadier Reg. and of FlaK Sturm Abteilung 84. Set up first on/east of hex row Z in hexes numbered 13 or less

758	556 f	118	117	MMG MG42	MMG MG34	LMG MG34	LAT Pf
9	3	1	2	1	2	4	5
Sd 10-4		Sd 251	H How leFH18	H AA Flak 38			
3	1	1	1	1			



Elements of G Co., 3rd Batt., 504th Parachute Infantry Reg.. Set up second on or west of (alternate) Hex rows R0-Y4-Y20.

859	565 f	259	117	LMG 1919	LAT Baz
7	2	3	3	2	2

Elements of H & I Co., 3rd Batt., 504th Parachute Infantry Reg.. Set up second in hexes numbered 17 or greater.

859	565 f	259	118	117	LMG 1919	LAT Baz	LMtr
10	5	5	1	3	3	2	2

VICTORY CONDITIONS

The Americans win if at game end they control all building (even if rubbed) locations and the NN6 bridge location. However, they win immediately if the bridge is destroyed.

MAP LAYOUT

Cheneux. Only hexes numbered 19 or less on/east of hex row R are in play.

SPECIAL SCENARIO RULES

1. Spotting conditions are Fog.
2. Prior to German set up, each player alternately places four rubble markers in ground level building locations. Place them one at a time, commencing with the German player. No rubble marker may be set up adjacent to another.
3. Place a non-burning wreck in hex GG8.
4. No German vehicle may set up, nor voluntarily stop in bridge location NN6.
5. See KP special rules in the BW.

TURN RECORD MARKER

1	2	3	4	5	6	7	8
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BALANCE

⊕ Add 5 foxholes to the German OOB

☆ Delete 1 758 and on LMG MG34 from the German OOB