

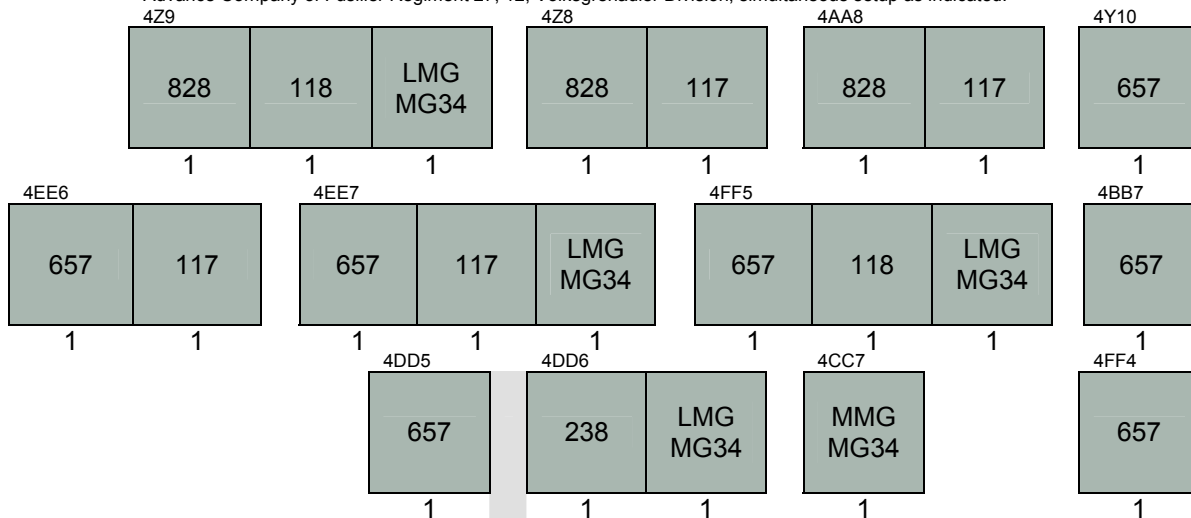
# ATS SL7 BUCHHOLZ STATION – ATS Conversion 10/08/2009



**BUCHHOLZ, GERMANY, 16 DECEMBER, 1944:** The original German opening for the Battle of the Bulge was somewhat subdued. German infantry, with little armor support, was to seize key road junctions early so the armored formations could quickly pass through and exploit a breakthrough. One such place was the town of Buchholz, which sat alongside an abandoned railroad. It was held by a company of American infantry who were lined up for chow outside the town when a company of the German 27th Fusilier Regiment came down the road. Neither side expected to find the other here, and there was a dramatic moment of mutual surprise as both sides scrambled to deploy. The fighting opened about 0700, but neither side was able to gain a decisive advantage. Losses were given and taken; the battle would probably go to the first side to receive reinforcements. Surprisingly, it was the Americans who were reinforced first when both Company K and a section of M-10 TDs arrived to bolster their position. The Germans promptly withdrew. Tactically, it was a draw with moderate casualties taken by both sides. Strategically, it was another of the small American victories that would add up to the German frustration in the early hours of the Battle of the Bulge.



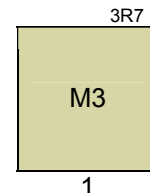
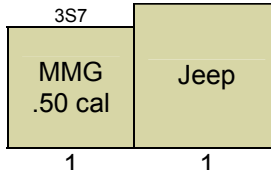
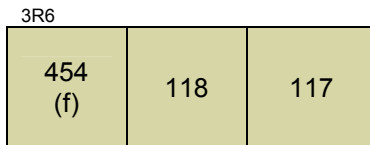
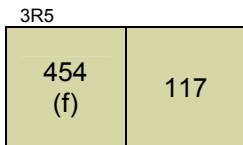
Advance Company of Fusilier Regiment 27, 12, Volksgrenadier Division, simultaneous setup as indicated.



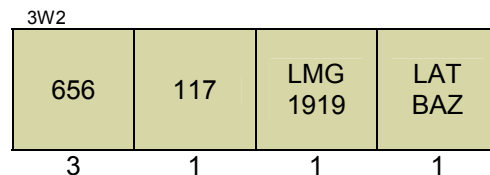
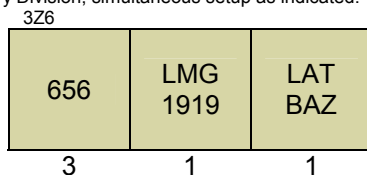
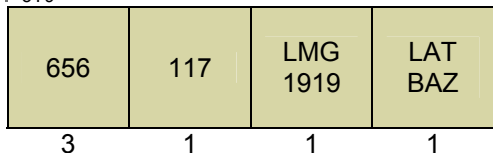
3P7

Heavy Truck

1



Company L, 3rd Battalion, 349th Infantry Regiment, 99th Infantry Division, simultaneous setup as indicated.



## VICTORY CONDITIONS

The Americans win immediately by amassing at least 20 victory points; the Germans win immediately by amassing at least 17 victory points or by exiting at least 14 VP off the south edge of Board 3 from either 3Q1 or 3Y1. Any other result is an American victory.

## SPECIAL SCENARIO RULES

1. Spotting Conditions are Average.
2. All vehicles start the game marked with Continuous Movement, facing due east.
3. The American crew and .50 cal MMG start as loaded on the Jeep.
4. All American Bazookas use 1945 values.
5. All units marked (f) start the game as a flipped unit.
6. All German squads start the game with 1 LAT Pf stacked with them except 4DD7 and 4BB5..

## BALANCE

There are no balance provisions for this scenario.

## TURN RECORD MARKER

1	2	3	4	5
6	7	8	9	10

## MAP LAYOUT

