

AACHEN REDOUBT

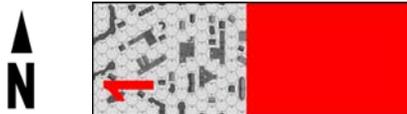
Scenario AY04-T

B060727



AACHEN, Germany, October 14, 1944: "In the early stages of the American attack upon the first German city to be reached by the allied forces, two battalions of the 26th Infantry Division were tasked to force their way into the city from the southeast. Two companies of the 2nd Battalion, clearing the city block by block, met the strongpoint at St. Elizabeth's Church, guarding the edge of Farwick Park and the Palace Hotel beyond that contained the German headquarters. Augmented by the battalion's light and heavy machine guns firing up the streets, shelling usually drove the Germans into the cellars where the infantry stormed them from behind a barrage of hand grenades. Whenever the enemy proved particularly tenacious, the riflemen used other weapons at their disposal, including demolitions and flamethrowers. After a few bitter experiences in which the Germans bypassed in cellars and storm sewers emerged in rear of the attackers, the riflemen soon learned that speed was less important than pertinacity." (Excerpt from the book: 'The Siegfried Line Campaign' by Charles B. MacDonald)

BOARD CONFIGURATION:



Only hexrows A through P inclusive are playable

VICTORY CONDITIONS: To win the Americans must COMPLETELY OCCUPY at game end two stone buildings initially occupied by the Germans. If the Americans would win but have lost more than half as many squads as the Germans, the result is a DRAW. The German wins by preventing the American Victory Condition.

TURN RECORD CHART:

☆	American Sets Up First	1	2	3	4	5	END	Rules used: Squad Leader, Sections: 1-22, 24, 26, 27, 33-34, 41.3, 48, 50, 63
	American Moves First							

☆ **Elements of 2nd Battalion, 26th Infantry; set up per specified building(s):**

In building N4: 4

In building J2: 6-6-6

In building M2: 105 H6 +2 B12

In building O2, P3, and/or P5: 2

In building F3: 8

In any of the above locations: 2 2

⚔ **Elements of the 246th Division; set up per specified building(s):**

In building F5: 3 2

In building K5: 3 2

In building I7: 3 3

In building M7: 3

In building M9: 4-6-7 HMG 6-16 B12

In building P8: 8-0 4-6-7 LMG 2-8 B12

SPECIAL SCENARIO RULES:

SSR AY04.1: For this scenario, any 666 squads may operate a Flamethrower [this is a modification to rules 22.4 and 50.2].

SSR AY04.2: Every American SQUAD/CREW in a non-CC/melee hex from which a captured German MG has been fired must take a (leader modified) NMC at the conclusion of the fire attack, reflecting potential friendly fire within the close city confines.

SSR AY04.3: German units get the fanaticism benefit (rule 26) while in building K5, St. Elizabeth's Church.

SSR AY04.4: The Germans may use Sewer Movement (rule 27) with the following addition: Sewer movement may also be used during the Rout Phase, in this case substitute "rout phase" for "movement phase" in rule 27. The leader required for sewer movement during rout may be broken. Sewer rout direction is not limited by rule 13.41. Per rule 27.7c, routing units are eliminated if they end a rout phase in an entrance hex with enemy units. Units may not attempt to rally while lost in the sewers. The only concealment use in this scenario is per 27.5, and would also apply to units routing through the sewers.

SSR AY04.5: In addition to the existing sewer entrances, add sewer entrances in all "stairway" hexes and all single-hex stone buildings.

SSR AY04.6: [Tie-Breakers] A draw result effectively reflects the tactical and strategic situation of this historical encounter. But in some tournament situations there is a need to

determine a player who will ultimately advance to the next round of play. Therefore, use the following chart to determine a winner:

TOURNAMENT TIE-BREAKER	
To determine the player who will advance, each player must roll ONE DIE. The highest (modified) die roll advances. Ties are re-rolled until a winner is determined. The ALLIED die roll is modified as follows:	
+2	3 or fewer Allied squads lost
+1	4 or 5 Allied squads lost
-1	6 Allied squads lost
-2	7 or more Allied squads lost
Note: positive modifiers are losses of about one platoon; negative modifiers are losses of two or more platoons.	

AFTERMATH: Early on 14 October, when two companies combined to overrun the strongpoint at St. Elizabeth's Church, the momentum of the attack carried one of the companies a few hundred yards past the church and into Farwick Park, the big park surrounding the Kurhaus and Palast-Hotel Quellenhof. Yet this company's hold was tenuous at best, for the rest of the battalion still was occupied in the buildings on the approaches to the park