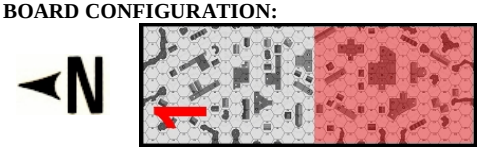
AACHEN'S PALL

SCENARIO P (GIA) **090411**

AACHEN GERMANY, October 35, 1944: The American hand had closed about Aachen. The city fell slowly. Street by street, then house by house the GIs squeezed out the Germans. Finally the Wehrmacht headquarters in the Hotel Quillenhof was in sight. The massive hotel structure proved impervious to direct 75mm fire from supporting Shermans. As the GI's launched their first assault, Colonel Corley called on a self-propelled 155 for direct fire support.

VICTORY CONDITIONS: For the US player to win, there must be no unbroken German multi-man counters in any hex of Building 1G6. The German player wins by avoiding the US victory conditions.

BOARD CONFIGURATION:



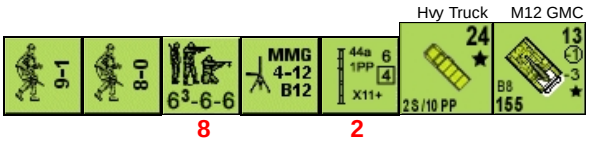
Only rows A-Q inclusive are playable.

TURN RECORD CHART:

✚ German Sets up First ☆ American Moves First	1	2	3	4	END

Aachen HQ - set up in any whole hex north of hexrow H:

Elements of 3rd Battalion, 26th Infantry Regiment [ELR 4] - set up any whole hex south of hexrow J:



SPECIAL SCENARIO RULES:

SSR P.1: There is no Sniper Generation (174.1), Equipment Possession (164.), Command Control (166.) nor Battlefield integrity (93.) rules in force.

SSR P.2: The 2 1/2 ton truck is the ammunition vehicle for the M12. Should the truck fail a 1MC, it is destroyed and there will be no wreck left in the hex. All other units in the hex are also destroyed. All American units in adjacent hexes to the truck must take a normal morale check. The truck cannot be moved into bypass.

AFTERMATH: The GI's moved to the attack through a limited smoke screen. The Americans were almost in possession of the hotel when the Germans launched a final counterattack. The Americans fell back in the face of this new threat. It would be three more days before the hotel would be firmly in the GI's grasp. The keystone of Aachen's bitter defense fell as smoke collected in the heated air above.

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