# **AACHEN REDOUBT**

Scenario: AY04

a SQUAD LEADER Scenario 1 Variant, v1.3a - copyright © Alan Yngve, February 2001.

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, [this] 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 the other weapons at their disposal, including demolitions and flamethrowers... After a few bitter experiences in which Germans bypassed in cellars and storm sewers emerged in rear of the attackers, the riflemen soon learned that speed was less important then pertinacity. "(from 'The Siegfried Line Campaign' by Charles B. MacDonald).

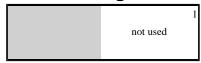
### **Rules Introduced:**

1-22, 24, 26, 27, 33-34, 41.3, 48, 50, 63

#### VICTORY CONDITIONS

To win the Americans must COMPLETELY OCCUPY at game end, two of the stone buildings initially occupied by the Germans. (Complete occupation per the definition in the Scenario #1 Victory Condition). If the Americans would win but have lost more then half as many squads as the Germans, the result is a DRAW. The Germans wins by preventing the American Victory Cindition.

## **Board Configuration**





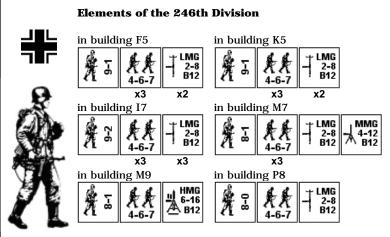
use only rows A through P inlcusive.

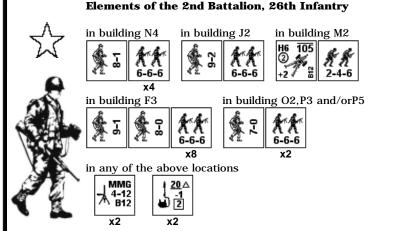
**TURN RECORD CHART** 

Americans Setup First

Americans Moves First

1 2 3 4 5 END





# **Special Scenario Rules**

SSR1: Any 6-6-6 squad may operate a Flamethrower [Modification to rules 22.4 and 50.2].

SSR2: 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.

SSR3: German units get the fanatacism benefit (rule 26) while in St. Elizabeth's Church, building K5.

**SSR4:** 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.

SSR5: In addition to the existing sewer entrances, add sewer entrances in all "stairway" hexes and all single-hex stone buildings.

NOTE: The American 105 artillery gun may place smoke.

NOTE: For balance reasons, rules 57 and 59 should NOT be used.

Playtest Credits: Jon Grantham(MVP), Jeff Lanzilotta, Ong Meng Soon, Pete Pollard, Paul Rosengarth, Curtis Teeters, Jay Yanek, Alan Yngve.

Card Design: Timothy St. Jean

Aftermath: Early on the 14th 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 tenious at best, for the rest of the battalion still was occupied in the buildings on the approaches to the park. [same source]