

# Aachen

## First to Fall



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#### *Components include:*

Fire & Movement System Rules

Aachen Exclusive Rules

17×22-inch map

120 1/2-inch counters

### CREDITS

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Aachen Exclusive Rules

#### 10.1 Introduction

**Aachen** is a simulation of the US attempt to capture the city of Aachen Germany in October 1944.

**Aachen** has one historic scenario of the US First Army's VII, and XIX Corps attempt to capture the German city in October of 1944. Aachen was defended by the German 15th Army's LXXXI Corps, that occupied a double belt of bunkers, dragon's teeth, and anti-tank ditches. After the failure of Operation Market Garden, the Germans reinforced the West Wall with nearly a quarter-million troops; the US First Army encircled and besieged Aachen for nearly three weeks before finally taking the city. Each game turn (GT) represents approximately two days. Each hex is 0.5 miles/0.8 km.

#### 10.2 First Player

The Allied player is the first player (3.0).

#### 10.3 Unit Types

Units represented in the game are composite units representing a combination of tank, mechanized or leg infantry, and various other supporting arms.

#### 11.0 RIVER CROSSING

**Important:** There are no intact bridges spanning any river hexside. All the bridges have been demolished prior to the beginning of the scenario. Neither player may repair bridges.



**Infantry**



**Mechanized Infantry**



**Tank/Panzer**



**Armored Cavalry/Recon**



**Engineer**



**Tank Destroyer**

#### 11.1 Movement Range

Movement range of a unit is the printed number of MP of the unit attempting to demolish the bridge.

- When determining movement range count the number of hexes (do not use terrain costs) from the unit to a hex adjoining a river hexside.
- Terrain, enemy units, and ZOCs have no effect when determining if the unit is within its movement range of a river.
- When counting hexes, do not count the hex the unit is in, but do count the hex adjoining the river hexside.
- If the number of hexes is less than or equal to the unit's movement allowance, the unit is within its movement range.

### 11.2 Temporary Bridges

At the beginning (prior to moving any units) of a friendly Movement Phase and/or a friendly Mobile Movement Phase, a player may declare that an engineer unit is placing a temporary bridge across one (and only one per GT) river hexside if:

- 1) The hexside has an adjoining hex that is within the movement range of the friendly engineer unit; **and**,
  - 2) The adjoining hex is not occupied by an enemy unit; **and**,
  - 3) Neither adjoining hex (those hexes separated by the river hexside that is being bridged) is in an EZOC.
- The temporary bridge may be used in both the current Movement Phase and ensuing Mobile Movement Phase of the current GT.
  - The engineer unit may move during the Movement/Mobile Phases and continue to provide the temporary bridge if, the engineer unit remains within its movement range of the designated hexside.
  - A temporary bridge allows friendly units to:
    - 4) Treat the hexside as a bridge for movement purposes, including connecting with a road in either or both adjoining hexes.
    - 5) Retreat across the river hexside.
  - Friendly units may use a temporary bridge to attack and advance after combat during either Combat Phase.
  - Enemy units cannot use a temporary bridged hexside for movement during a Movement or Mobile Movement Phase.
  - If at the end of any Combat or Movement Phase, an enemy unit occupies at least one adjoining hex, the temporary bridge is immediately removed.
  - Demolished bridges cannot be repaired using this procedure.

### 12.0 SFM BOMBARDMENT RANGE

Players allocate support fire markers (SFM) as per 7.1.

#### 12.1 SFM Restrictions

When conducting bombardment or ground attack, player may select the SFM marker(s) they will use as per 8.1 and 8.2.1.



- All SFM with an aircraft icon may be used anywhere on the map (they do not have a limiting range).
- SFM markers with a support strength of four or five may conduct bombardment against targets that are up to four hexes (three intervening hex) distant from a friendly unit.
- SFM with a support strength of three may only conduct bombardment against hexes that are adjacent to friendly ground unit.

### 13.0 FORTIFIED HEXES

Fortified hexes represent the West Wall fortifications.

- Any unit (of either side) that attacks from or defends in a fortified hex may ignore all retreat results (whether a defender retreat or an attacker retreat). All retreat results become a "no effect."
- Retreating units that begin their retreat not in a fortified hex do not stop their retreat when entering a fortified hex.
- ZOC do not extend into enemy-occupied fortified hexes. They do extend into friendly occupied or vacant fortified hexes.

**Exception:** The US 30th Infantry Division had been specially trained and equipped to assault the West Wall. As such, any US unit of the 30th Division (any US unit printed with "30") projects a ZOC into an enemy occupied fortified hex normally.



- Fortified hexes may not be destroyed during the game.
- Any unit (including a US unit) that captures a fortified hex will derive the fortification's benefit while occupying that fortified hex.

### 14.0 SCENARIO GAME LENGTH & SET UP

Place the GT marker in the GT 1 box on the GTRT. See 14.1 for game length.

- Units must comply with stacking restrictions.
- The German player sets up first. Place units by type and combat strengths in the hexes listed.

### GERMAN UNITS

Hex	Unit
0409	0-1-6 infantry
1420	0-1-6 infantry
0317	1-1-6 infantry
0518	1-1-6 infantry
0415	1-1-7 infantry
2124	1-1-7 infantry
1823	1-1-7 infantry
1330	1-1-7 infantry
1226	1-1-7 infantry
1527	1-1-7 infantry
1522	1-2-6 infantry
0411	1-2-7 infantry
0413	1-2-7 infantry
0619	1-2-7 infantry
0522	1-2-7 infantry
0423	1-2-7 infantry
0426	1-2-7 infantry
0428	1-2-7 infantry
0628	1-2-7 infantry
0829	1-2-7 infantry
1129	1-2-7 infantry
2621	1-2-7 infantry
2223	1-2-7 infantry
2023	1-2-7 infantry
2422	2-2-7 infantry
0401	2-2-7 infantry
3019	2-2-7 infantry
2820	2-2-7 infantry
0407	3-4-7 infantry
0405	3-4-7 infantry
0403	3-4-7 infantry
0604	3-2-12 panzer
2123	3-2-12 panzer
1726	4-3-12 panzer
2520	4-4-12 panzer

- The US player sets up second. Place units by type and combat strengths in the hexes listed.

US UNITS	
Hex	Unit
<b>3rd Armored Division</b>	
Units may set up along map edge hexes in the range given for each unit.	
<b>2630–3028</b>	1× 3-2-12 tank, 2× 2-2-12 mechanized infantry
<b>1934 to 2431</b>	2× 3-2-12 tank, 4× 2-2-12 mechanized infantry
<b>30th Infantry Division</b>	
<b>0205</b>	2-3-7 infantry
<b>0203</b>	2-3-7 infantry
<b>0302</b>	2-3-7 infantry
<b>0209</b>	2-3-7 infantry
<b>0207</b>	2-3-7 infantry
<b>0211</b>	2-3-7 infantry
<b>0213</b>	2-3-7 infantry
<b>0215</b>	2-3-7 infantry
<b>0117</b>	2-3-7 infantry
<b>1st Infantry Division</b>	
<b>0932</b>	3-3-7 infantry
<b>1232</b>	3-3-7 infantry
<b>1532</b>	3-3-7 infantry
<b>1629</b>	3-3-7 infantry
<b>1729</b>	3-3-7 infantry
<b>1827</b>	3-3-7 infantry
<b>1925</b>	3-3-7 infantry
<b>1926</b>	2-3-7 infantry
<b>2025</b>	3-3-7 infantry
<b>Elements of 29th Infantry Division &amp; Corps Assets</b>	
<b>0301</b>	2-2-7 infantry
<b>0332</b>	3-3-8 engineer
<b>0630</b>	5-4-8 engineer

#### 14.1 Excessive US Casualties

The length of the scenario is decreased by one complete GT for each US unit that is eliminated (not merely depleted).

**Example:** If the German player eliminates five US units, the game will end at the end of GT 15 (instead of GT 20).

- If a US unit is eliminated such that the last GT would be the current GT, the game ends immediately and no further phases are conducted.

## 15.0 REINFORCEMENTS

Players enter reinforcements in the hexes listed, or in any hexes within the hex-range listed (inclusive) at the beginning of each respective player's Movement Phase or Mobile Movement Phase.

- Units arriving as reinforcements operate normally beginning the GT of arrival.
- Stacking restrictions must be adhered to when placing reinforcements on the map.
- If a unit's arrival hex is occupied by an enemy unit, the reinforcement may not arrive until a GT wherein that hex is no longer occupied by an enemy unit.
- Reinforcements may be placed in an enemy zone of control but must abide by the normal movement rules regarding enemy zones of control.
- Arriving units must expend the number of movement points required to enter the hex of arrival. They may continue to move.
- Mobile units may arrive at the beginning of the Mobile Movement Phase instead of the Movement Phase and may continue to move normally.

### 15.1 German Reinforcements

GERMAN REINFORCEMENTS		
GT	Hex	Unit
4	2204	1× 2-3-7 infantry
	2105 or 2205	1× 4-5-7 infantry
6	2204	1× 3-5-8 infantry
	2105 or 2205	1× 4-5-8 engineer, 1× 6-4-12 panzer
7	2204	1× 6-5-12 panzer
8	2813	1× 2-1-12 panzer
10	3014 or 3016	2× 5-6-12 mechanized infantry
13	3014 or 3016	1× 3-5-12 armored recon, 1× 5-6-12 mechanized infantry, 6-5-12 panzer
	2612, 2813, or 2914	1× 5-6-12 mechanized infantry, 1 x 6-5-12 panzer

### 15.2 US Reinforcements

US REINFORCEMENTS		
GT	Hex	Unit
4	0301	1× 2-2-7 infantry
7	0301	1× 2-2-7 infantry
11	0301	1× 2-4-7 infantry

### 15.3 US 2nd Armored Division

The US player may receive the 2nd Armored Division (all nine units) at the beginning of any GT beginning GT 4, if at least three West Wall fortified hexes are occupied by any US ground units.

- 6) The occupied fortified hexes must be within two hexes of the Wurm River; and,
- 7) Each of the occupied fortification hexes must be adjacent to one of the other two occupied fortified hexes.
- All 2nd Armored Division units must arrive on the GT that the above requirements were determined to have been met. The US player may not withhold these units to a later GT.
- All units arrive between hexes 0102 through 0109 (inclusive).

## 16.0 VICTORY CONDITIONS

Victory is determined at the end of the game (14.1).

**US Victory:** The US player wins the game if:

- 1) US occupy or were the last units to occupy all Aachen city hexes; **and**,
- 2) US units occupy at least six of the east map edge hexes containing red stars.

**Designer's Note:** These roads represent the roads leading into the heart of Germany.

**Draw:** If the US player has met condition 1), but has not met condition 2), the game ends in a draw.

**German Victory:** If the US player does not meet condition 1), the German player is the victor.

**Important:** The east map edge road hexes are not considered when determining German victory.

COMBAT RESULTS TABLE												
Defender Terrain	Combat Differential (Attack strength minus Defense strength)											
Mountain	-1	0	+1	+2,+3	+4,5	+6,7	+8,9	+10				
City, Rough, River	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10			
Marsh/swamp, Town, Broken	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10		
Woods, Bridge, Canal, Ditch	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10	
Mixed, Clear, Desert, Stream	-5	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10
Die Roll	Results											
1	(A)	<b>A3</b>	<b>A2</b>	•	<b>Ex</b>	<b>Ex</b>	D2	D2	D2	D3	De	De
2	(A)	(A)	<b>A3</b>	<b>A2</b>	•	<b>Ex</b>	<b>Ex</b>	<b>Ex</b>	D2	D2	D3	De
3	(A)	(A)	(A)	<b>A3</b>	<b>A2</b>	•	<b>Ex</b>	<b>Ex</b>	<b>Ex</b>	D2	D2	D3
4	(A)	(A)	(A)	(A)	<b>A3</b>	<b>A2</b>	•	<b>Ex</b>	<b>Ex</b>	<b>Ex</b>	D2	D2
5	Ae	(A)	(A)	(A)	(A)	<b>A3</b>	<b>A2</b>	•	<b>Ex</b>	<b>Ex</b>	<b>Ex</b>	D2
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	<b>A1</b>	•	<b>Ex</b>	<b>Ex</b>	<b>Ex</b>

- Attacks at less than the lowest differential are resolved at the lowest differential.
- Attacks at greater than +10 are resolved as +10 attacks.
- When conducting bombardment treat the results in Bold as No Effect.

**De\*\*:** The defending unit is eliminated

**D3\*:** The defending unit must retreat three hexes.

**D2\*:** The defending unit must retreat two hexes.

**Ex:** One attacking unit and one defending unit must be flipped to their reduced side. If already reduced or is a one-step unit the unit is eliminated. Among multiple attacking units, the attacker chooses the unit to deplete/eliminate.

**A1\*:** All attacking units must retreat one hex.

**A2\*:** All attacking units must retreat two hexes.

**A3\*:** All attacking units must retreat three hexes

**(A):** One attacking unit must be reduced. If unit is already reduced or a one-step unit it is eliminated. Among multiple attacking units, the attacker chooses the unit to reduce/eliminate. If conducting bombardment, this result only applies if a friendly unit is adjacent to the enemy unit being bombarded.

**Ae\*\*:** All attacking units eliminated.

• : No Effect

\* **Stiff Resistance:** The affected player may choose to ignore his retreat requirement by choosing to reduce one unit instead.

\*\* **Note:** On a **De** or **Ae** result, all units are eliminated. Two step units are not reduced, they are eliminated.

## 17.0 GAME NOTES

The October fighting for Aachen marked the first time that the Americans had attempted to take a German city; the price they paid for Aachen caused a lot of the US 'top brass' to think twice about direct assaults against other German cities, not to mention Berlin.

**Aachen** depicts the situation in October, when the exhausted US 1st Infantry and 3rd Armored Divisions of Collins' 7th Corps had punched a hole in the West Wall and held a salient south of Aachen from a point just west of the city, about 25 kilometers eastward to the town of Stolberg (which was already partly controlled by the Americans). Far to the north, the US 30th Infantry Division of Corlett's XIX Corps was strung out just west of the Wurm River, opposite the towns of Ubach-Palenberg and Geilenkirchen.

Between those two American corps were elements of a half dozen German divisions from LXXXI Corps. Some of these "divisions" were ad hoc conglomerations of police, training formations, and whatever else could be scraped together. In the south, the Germans occupied a fairly deep salient, that at its narrowest point, was just 10 kilometers wide. Only 7th Corps' exhaustion (and the fortifications of the West Wall) allowed the German salient to remain tenable.

The American view of the situation was simple: If the West Wall could be cracked in the area just south of Geilenkirchen, the US 30th Infantry Division (supported by part of the 2nd Armored Division) might be able to link up with VII Corps around Haaren just northeast of Aachen, thereby pinching off the tip of the German salient.

Aachen would then—presumably—fall quickly as the American offensive swung east toward the Stolberg-Eschweiler communications nexus and the Roar river crossings. The Americans hoped to accomplish these ambitious goals in a few days, however—despite an impressive XIX Corps breakthrough in the Ubach-Palenberg area—the operation required two full weeks of difficult fighting just to isolate Aachen, and another week to capture the city (earning the moniker "Bloody Aachen" from the G.I.'s).

In fact, rather than driving on toward the Roer, the US 30th Infantry Division found itself fighting for its own survival when the Germans eventually committed the 1st SS Panzer Corps' 3rd and 116th Panzer Divisions to the sector.