

# AACHEN

## RULES of PLAY

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### READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

### 3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

### LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: [gamesupport@atomagazine.com](mailto:gamesupport@atomagazine.com), phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Cities of the Damned* discussion folders at [consimworld.com](http://consimworld.com).



## 1.0 INTRODUCTION

*Cities of the Damned: Aachen* is a solitaire game simulating the campaign by the American VII Corps to capture the German city of Aachen between October 13 and October 21, 1944. The player commands the attacking American forces and game rules handle the defending German forces.

In reading these rules, if any capitalized term or abbreviation confuses you, refer to the index and glossary at the end of this rulebook. The numerical references found therein and throughout these rules should be ignored during first reading and used only later to refer to related sections for greater clarity.

## 2.0 COMPONENTS

The game includes the following components:

- One 17" by 22" map
- One half-sheet of 5/8" die-cut counters
- This set of rules (with Player Aid Card on the back)

### 2.1 Dice

Six-sided dice (not included) are required to play the game. Throughout the rules "1D6" signifies the roll of a single die, while "2D6" signifies the sum of two dice rolled together, and "3D6" signifies the sum of three dice rolled together.

## 3.0 THE MAP

The map sheet depicts the city of Aachen where combat took place. The scale is printed on the map.

### 3.1 Map Areas

The map is divided into 27 numbered locations hereafter called Areas. Two Areas are Adjacent to each other if they share a common boundary thus enabling units to move directly from one to another.

**3.1.2 Area Terrain Type** The number in the white box contains that Area's Terrain Effects Modifier (TEM, from +2 to +4). The TEM is used when resolving attacks against German units in that Area (Case 9.5.3B). The TEM is also distinguished by the shape of the icon containing the TEM: Hexagon (Fortified terrain) is +4, Square (Urban terrain) is +3, and Circle (Suburban terrain) is +2.

**3.1.3 Area Boundaries** Areas are separated by solid black lines.

### 3.2 Turn/Record Track

The Turn/Record Track printed on the map is used to note the game's current Turn. At the end of each Turn, advance the Turn marker one space to the next sequential Turn on the Turn/Record Track. It is also used to keep track of available Artillery, Engineer, Armor, and Air Support points.

## 3.3 Morale Track

The Morale Track printed on the map is used to record the state of German Morale.

## 3.4 Out of Action Box

The Out of Action Box printed on the map holds American units that were selected for loss, either because of a German Defense Strategy or as a result of Combat Resolution. They are eligible to return to play through the expenditure of Supply Points during the Supply Phase (Section 6.3).

## 4.0 PLAYING PIECES

Included with the game are die-cut playing pieces called units, representing the various military formations that fought in the campaign, as well as markers that assist in game play.

### 4.1 Unit Coloring

American units are olive-green, German units are field gray.

### 4.2 American Unit Types

There are four basic types of American units: Armor, Infantry, Leaders, and Self-Propelled Artillery. During play units will have either their Fresh (front) or Spent (reverse) sides facing up.



**4.2.1 Armor** Armored units may be distinguished from non-Armored units by their vehicle illustration. An Armor unit is required for an American attack to earn the Combined Arms Bonus (Case 9.5.2D).



**4.2.2 Halftrack** Halftrack units are considered Armored units but may be treated as Infantry for purposes of the Combined Arms Bonus (Case 9.5.2D).



**4.2.3 Infantry** An Infantry unit is required for an American attack to earn the Combined Arms Bonus (Case 9.5.2D).



**4.2.4 Leader** Each named Leader unit represents a historical commander and their staff present during the battle. Leader units may not be chosen as the Lead Attacking Unit (Case 9.5.2A) during Combat Resolution.



**4.2.5 Self-Propelled (SP) Artillery** Each SP Artillery unit represents a single M-12 Self-Propelled Artillery vehicle. **Note:** treat these units as "Armor" for purposes of unit refit from the Out of Action Box (Case 6.3.1).





### 4.3 American Unit Information

American units have information printed on them to identify the unit and indicate its strength.

**4.3.1 Strength Factors** On its Fresh side each American unit (except Leaders) has an **Attack Factor**. White factors are Infantry, and yellow factors are those with Armored characteristics. **All American units have a Movement Factor of “6”** (not printed). A Spent unit has no factors and may not move or attack.

**4.3.2 Unit ID** Each non-Leader unit has a unit ID. This serves to identify the unit for historical purposes.

**4.3.3 Unit Size and Organization** American Infantry and Armor units are company-sized.

**4.3.4 Leaders** Most units have one corresponding Leader Unit. **Exceptions:** *Task Force Hogan has three units and Task Force Hughes has two units.*

### 4.4 German Unit Information



Each German unit is associated with one Area Terrain Type (Case 3.1.2). The game uses 14 round Suburban, 8 square Urban, and 3 hexagonal Fortified units on the board during play. Only the Terrain Type is visible on the front (Unrevealed) side.

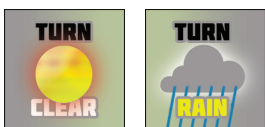
**Design Note:** *Players will notice the game includes a few extra German units of each terrain type. This is to prevent the player from being able to determine the exact German Defense Strategy in an Area based on already-revealed German units, and the excess are not used during play (Section 5.4).*



On the back (Revealed) side is the unit’s Defense Factor and yellow-print Defensive Strategy (Section 9.4). The Defense Strategy effect is applied only once, when the unit is first revealed. Once revealed, a German unit remains revealed and only its Defense Factor is used until it is eliminated. German units may not move.

### 4.5 Markers

Markers represent support units and non-combat units used to record various types of game information.



**4.5.1 Turn** This marker is used to track the game’s current Turn. It has both a “Clear” and “Rain” side to indicate the current weather.



**4.5.2 Morale** This marker is used to track the current German Morale level. It has both a “Strong” and “Shaken” side to indicate the current level of German Morale.



**4.5.3 Air Support** Air Support may be purchased with Supply Points during the Supply Phase. **Exception:** *Rain (Section 6.2).*



**4.5.4 Armor Support** Armor Support may be purchased with Supply Points during the Supply Phase.



**4.5.5 Artillery Support** Artillery Support may be purchased with Supply Points during the Supply Phase.



**4.5.6 Engineer Support** Engineer Support may be purchased with Supply Points during the Supply Phase.



**4.5.7 Control/Rubble** Control markers are used to denote American-Controlled Areas (Section 7.2). The Rubble markers on their reverse are used for an Optional Rubble rule (Section 12.4).

## 5.0 PREPARE FOR PLAY

### 5.1 Game Length

The game is nine turns long and covers the fighting in Aachen from October 13 to October 21, 1944.

### 5.2 Marker Placement

Place the Turn marker in the “1” (October 13) space on the Turn/Record Track, “Clear” side facing up.

Place the German Morale marker in the “19” space of the Morale Track, “Strong” side facing up. German Morale may increase or decrease depending on Random Events, German Defense Strategy, and Combat Resolution. **Note:** *treat Morale greater than 19 as 19, and less than 0 as 0.*





Place the Air Support, Armor Support, Artillery Support, and Engineer Support markers in the “0” space on the Turn/Record Track.

### 5.3 American Unit Setup

All American units begin play Fresh side face up.

**5.3.1 American Setup** The following American units are placed on the map at the start of play:

#### Area 1 (Gut Rott) – 26th Regiment, 2nd Battalion

Company E; Leader Smoots  
Company F; Leader Weeks  
Company G; Leader Walker  
Company D; Leader Fuller

#### Area 2 (Aachen – Ost) – 26th Regiment, 3rd Battalion

Company I; Leader Botts  
Company K; Leader Corwell  
Company L; Leader Chaplin  
Company M; Leader Nechy

### 5.4 German Unit Setup



Sort the German units into the three terrain types they may occupy. Shuffle the counters of

each terrain type and then randomly place one counter, unrevealed side up, in each Area whose Identifier corresponds to its terrain type: round for Suburban, square for Urban, and hexagon for Fortified. After setup is complete, excess German unit counters should be removed from play without being examined.

## 6.0 SEQUENCE OF PLAY

Each Turn represents one full day of combat and comprises five Phases. The sequence of play is conducted in the following order: Dawn Phase, Random Event Phase, Supply Phase, Combat Phase, and End Phase.

### 6.1 Dawn Phase

**6.1.1 Reinforcement** The player receives Reinforcements four times during the game. On Turn 2, the M-12/A Self-Propelled Artillery may be placed in any Area containing an American Infantry unit or in one of the American setup Areas. On Turn 3, the M-12/B Self-Propelled Artillery may be placed in any Area containing an American Infantry unit or in one of the American setup Areas. On Turn 5, the four units of Task Force Hogan may be placed in any Vacant American-Controlled Area. All four units must be placed in one Area. On Turn 7, the three units of the 110th Infantry Regiment may be placed in any Vacant American-Controlled Area. All three units must be placed in one Area.

**6.1.2 Leader Mortality** If a Leader unit was placed in the Out of Action Box during the previous Turn, a 1D6 roll is made during the Dawn Phase to determine its fate. On a “1” or “2” result, the Leader is considered Killed in Action (KIA). Remove that Leader from play for the rest of the game. On a “3” or “4”, the Leader is considered lightly wounded and may return to play during the Reinforcement Phase of the *next* Turn. To indicate this, move the Leader from the Out of Action Box to the Turn/Record Track for the following Turn. On a “5” or “6” the Leader returns to play immediately. A Leader unit that is returned to play is placed on its Fresh side in any Area that is American Controlled and contains at least one other American unit, or the unit’s original setup Area (Case 5.3.1).

### 6.2 Random Event Phase

During the Random Event Phase, the player makes a 3D6 roll and consults the Random Event Chart on the Player Aid Card. If the Random Event is “Rain” flip the Turn marker so that its “Rain” side is facing up. Rain ends during the End Phase.

### 6.3 Supply Phase

At the beginning of each Supply Phase, the American player rolls for Supply Points and may then spend those Supply Points to gain certain game benefits. Roll 3D6 for American Supply and consult the Supply Cost Chart on the Player Aid Card.

**6.3.1 Supply Expenditure** Supply Points may be expended to purchase Air Support, Artillery Support, Armor Support, and Engineer Support, and to return Infantry and Armor units in the Out of Action Box to play (on their Fresh side). US units must return to play in an Area with, or adjacent to, another unit of the same parent organization, if any such units are still on the map (and if the Area is American-Controlled). Otherwise, they can be placed in any American-Controlled Area. See the Supply Costs Chart on the Player Aid Card. Supply Points may not accumulate from turn to turn. Any Supply Points not used during the Supply Phase are lost.

### 6.4 Combat Phase

**6.4.1 Bloody Streets** At the start of the Combat Phase, the player rolls 1D6 on the Bloody Streets Table (on the back of the rulebook) for each Urban and Fortified Area containing at least one American unit that also contains a German unit (i.e. a Contested Area, Section 7.3).

**6.4.2 American Action Rounds** The Combat Phase is made up of individual Action Rounds. During each Action Round, the American player may activate a single Area on the map containing Fresh units to move (Module 8.0) and/or attack (Module 9.0).

The Combat Phase ends when all American units are Spent or the American player declines to activate additional Areas. Determine if the American player has won an Automatic Victory (Section 10.1).





## 6.5 End Phase

If the player has not won an Automatic Victory (Section 10.1), flip all Spent American units back to their Fresh side. Advance the Turn marker to the next space on the Turn/Record Track. If the player has not won an Automatic Victory at the end of Turn 9 (October 21), a final victory check (Section 10.2) is made.

## 7.0 STACKING AND CONTROL

### 7.1 Stacking

A maximum of four American units may occupy a single Area.

**Exception:** any number of American units may occupy Area 1 and Area 2. American Leader units may stack for free when stacked with the unit they command. Otherwise, they **do** count for stacking purposes.

A maximum of one German unit may be stacked in an Area at any given time.

American units may not move into, attack into, or end a retreat in an Area already stacked to the maximum. They may, however, retreat through a fully stacked Area. **Note:** German units never move (Case 8.1.2).

### 7.2 Control

Either the American player or the German side always controls each Area. An Area with a German unit is always German Controlled. An Area lacking a German unit is always American Controlled. Control changes when the American player has a unit in a Vacant (Section 7.4) Area that was Controlled by the German side.

### 7.3 Contested

An Area is considered Contested if it contains units of both sides. Contesting an Area that is Controlled by the Germans does not alter control of that Area. American units within a Contested Area may attack the German unit within that Contested Area.

### 7.4 Vacant

An Area is Vacant if it contains no German units, regardless of the presence of American units. **Note:** A Vacant Area is always American Controlled.

## 8.0 MOVEMENT

### 8.1 Mechanics of Movement

During an Action Round, the American player may select a single Area for activation. This is called the *Active Area*. An Area must contain at least one Fresh American unit in order to activate. The player may activate any number of Fresh units in the activated Area.

Units move one at a time. A unit may move from an Area to an Adjacent Area, the number of Areas entered during movement being limited by the Movement Factor (MF) of the moving unit. **Note:** the Movement Factor of American units is reduced by two (-2) in Rain (Case 8.2.2). After movement is completed, a unit is flipped to its Spent side.

If the Active Area contains a German unit at the moment of activation, or if American units enter an Area with enemy units, the American player may attack (Module 9.0) that German unit with their activated units.

**8.1.1 Area Activation** All of the Fresh units in an Area may move and/or attack if the American player has chosen that Area to be their Active Area. Units in the activated Area may move and/or attack until there are no units left to perform an action.

**8.1.2 German Units** German units never move. An unrevealed German unit is revealed (Section 9.4) after movement of American units into the Area is complete.

### 8.2 Movement Costs

Only Fresh units may move. Movement requires the expenditure of Movement Factors (MF). A unit may continue either to move into adjacent Areas until it lacks enough MF to enter another Area or it enters an Area occupied by a German unit, where it must stop. Movement into an Area incurs one of the MF costs shown on the table on the back of this rulebook (units must expend the highest applicable cost).

If the Active Area is Contested at the moment of activation, American units may exit the Area at normal MF costs, subject to Contested Area exit restrictions (Case 8.3.2).

If a unit has not yet expended MF after it is activated and lacks sufficient MF to enter an adjacent Area that it is not otherwise prohibited from entering, it may enter that Area by expending all of its MF.

**8.2.1 Multiple Area Destinations** Units starting in an Active Area may move to and/or attack into different areas. Attacks made into different Areas do not have to be designated in advance. The American player may wait for the results of a move/attack before announcing a later move/attack into another Area by other units starting in the Active Area.

Once an Area is attacked, additional units may not move into that Area during the same activation. Units that begin movement in the same Area do not have to end their movement in the same Area. Nor do all units moving have to move simultaneously.

**8.2.2 Rain** If the event rolled during the Random Events Phase (Section 6.2) was Rain, the MF of all American units is reduced from six to four for the entire Turn.





### 8.3 Movement Restrictions

The following two situations restrict movement:

**8.3.1 Overstacking** Units may not move into a fully stacked Area (Section 7.1).

**8.3.2 Exiting a Contested Area** American units within a Contested Area must first move to a Vacant Area before again entering an Area containing a German unit.

## 9.0 COMBAT

Only units in the Area chosen to be the Active Area may attack. An attack incurs no additional MF cost beyond that for entering a German-Controlled Area. If the Active Area was already Contested at the moment of activation, the units within that Contested Area may either exit the Area or attack. Not all units have to exit or attack; some may attack and others exit.

An attack is resolved only after all units have entered the attacked Area. Other units starting in the Active Area not involved in the attack may move, but no additional units may enter the Area being attacked once combat is resolved.

### 9.1 Mandatory Attacks

American units must make a Mandatory Attack whenever they enter a German-Controlled Area that was not Contested at the moment the Active Area was selected. If a Mandatory Attack results in a Repulse (Case 9.5.4), all participating units must retreat (Case 9.5.5).

### 9.2 Optional Attacks

Unless required to conduct a Mandatory Attack, the American player may attack with all, some, or none of their units that entered the Area. If they choose to attack, at least one unit must attack.

### 9.3 Contested Area

If the Active Area is already Contested at the moment of activation, all, some, or none of the American units starting in that Area may attack. If the American player loses the attack, the attacking units do not retreat and must remain within the Active Area. **Note:** *if American units enter a Contested Area containing other American units, they may not join with those units to make a single combined attack.*

### 9.4 Reveal German Unit

If the German unit in the Area is unrevealed, it is flipped to its Revealed side. Consult the Revealed Unit Chart on the Player Aid Card for that unit's Defense Strategy. The German unit's Defensive Strategy takes effect immediately. A Defensive Strategy is applied only once, when the German unit is first revealed. It has no effect on combats after the first.

### 9.5 Combat Resolution

Attacks are resolved by comparing the Attack Value of the attacking American unit(s) plus a 2D6 roll (this sum is the Attack Total or AT) against the Defense Value of the defending German unit plus a 2D6 roll (this sum is the Defense Total or DT). Combat is resolved in the following order:

- A. American player designates the Lead Attacking Unit
- B. American player chooses to allocate Artillery, Engineer, Armor, and/or Air Support points and reduces the relevant point markers on the Turn/Record Track (Case 9.5.2C)
- C. Tabulate the final Attack Value and Defense Value
- D. Roll dice (Case 9.5.1) and compute results (Case 9.5.4)

**9.5.1 Dice** When resolving combat roll two dice (2D6) for each side.

**9.5.2 Attack Value (AV)** The AV is equal to the sum of:

- A. The Attack Factor of any one attacking American unit of the player's choice (the Lead Attacking Unit); Leaders can never be chosen as the Lead Attacking Unit),
- B. +1 Each additional unit (regardless of type) participating in the attack; (**Note:** *for a Leader to participate as an "additional unit," he must have an Armor or Infantry unit of the same parent organization participating in the combat*),
- C. +1 Each Artillery Support point, +2 each Engineer Support point, and +3 each Armor Support point. **Note:** *Adjust each support marker downward one space on the Turn/Record Track for each attack supported. A maximum of one Artillery, Engineer, and Armor Support modifier may be allocated to any single Combat Resolution. Armor Support may not be allocated if any attacking unit is an Armor unit.*
- D. +1 Combined Arms Bonus if the attack includes an Armor or Infantry unit and any two of Artillery, Engineer, or Armor Support;
- E. +1 If German Morale is 9 or lower (at the moment of the combat being resolved).

**9.5.3 Defense Value (DV)** The DV is equal to the sum of:

- A. The Defense Factor of the revealed German unit,
- B. +? For the Area TEM: +2 Suburban; +3 Urban, +4 Fortified;
- C. +1 If German Morale is 10 or higher (at the moment of the combat being resolved);



D. -1D6 American Air Support points (not available in Rain) (*Note: Air Support may only be allocated if the attack contains a Leader and one unit in that Leader's parent organization*);

E. +2 If Random Event result was Rain (Section 6.2).

**9.5.4 Computing Results** The result of the attack depends on the difference between the Attack Total (AT) and the Defense Total (DT).

**Repulse:** If the  $AT < DT$  the American attack has been repulsed and there is no effect on the German unit. The Lead Attacking Unit is eliminated and placed in the Out of Action Box. All of the remaining attacking units are flipped to their Spent side. Retreat is required in cases of Mandatory Attack (Section 9.1). Attacking American units that moved into an Area that was Contested at the moment of their activation may retreat voluntarily. Retreat must follow the retreat procedure (Case 9.5.5). Increase German Morale +1.

**Stalemate:** If the  $AT = DT$  the American attack has suffered a Stalemate. There is no effect on the German unit. All attacking units including the Lead Attacking Unit are flipped to their Spent side. Retreat is not required in cases of Mandatory Attack (Section 9.1); attacking American units that moved into the Area may retreat voluntarily. German Morale does not change.

**Success:** If the  $AT > DT$  the American attack has achieved a Success. All of the attacking units are flipped to their Spent side. The German unit is eliminated and removed from the map. Decrease German Morale -1 if a Suburban or Urban area, and -2 if a Fortified area.

**Overrun:** If the attack is a Success (decreasing the German Morale) and the difference between the AT and DT is greater than the printed Defense Strength of the Revealed German unit, an Overrun has been achieved. The German unit is eliminated and removed from the map. All attacking units remain Fresh and may be activated again in a future Action Round.

*Note: only the first Suburban area "Success" in a turn decreases German Morale -1; further Successes in Suburban areas do not count against German Morale. (Design Note: This rule is meant to encourage an American strategy of "going downtown" instead of focusing on overruns in Suburban areas to lower German Morale.)*

**9.5.5 American Retreat Procedure** Attacking units may only retreat into the Area from which they entered the attacked Area. Units must retreat one at a time to determine if the Area becomes fully stacked. If it does, subsequent units must continue their retreat to another Area that is not fully stacked. **Note:** American units that retreat as a result of a German Barrage Defense Strategy (Section 9.4) also follow this procedure.

## 10.0 VICTORY CONDITIONS

### 10.1 Automatic Victory

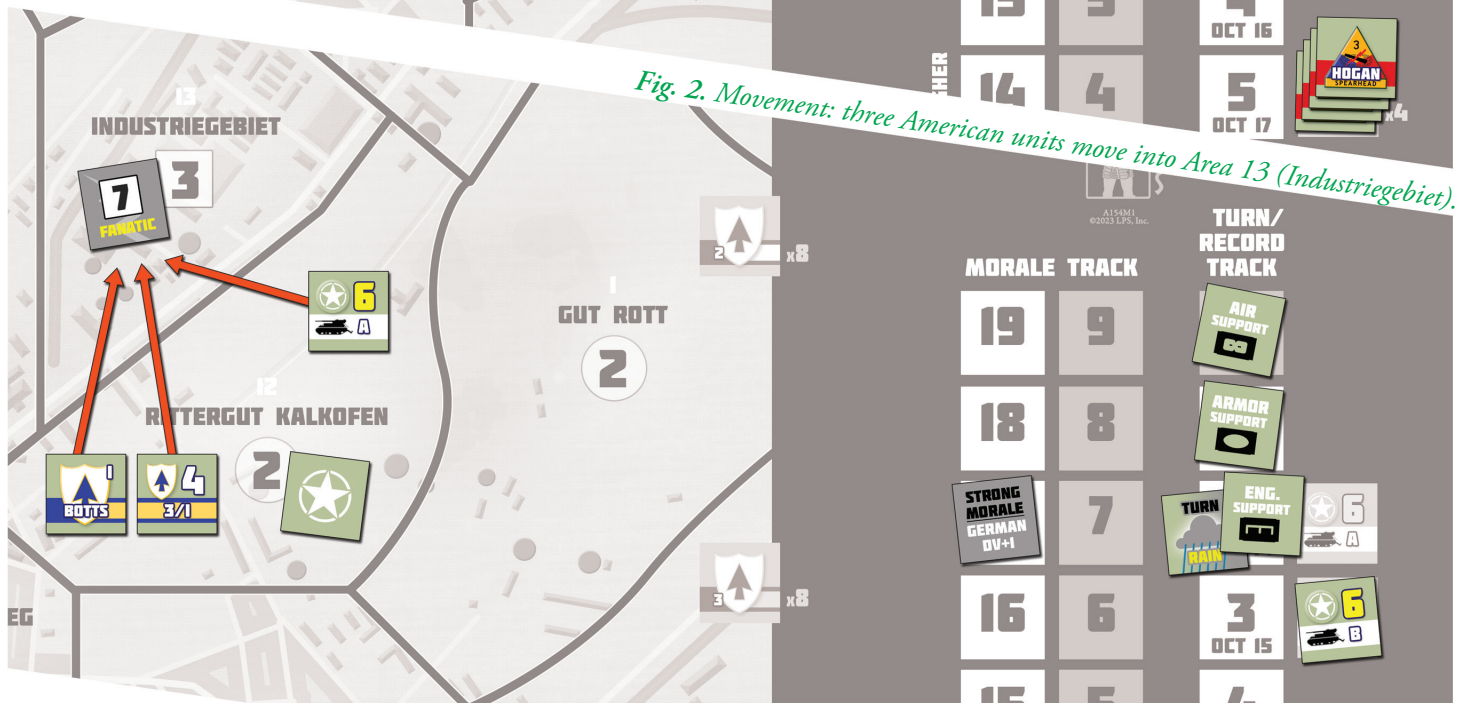
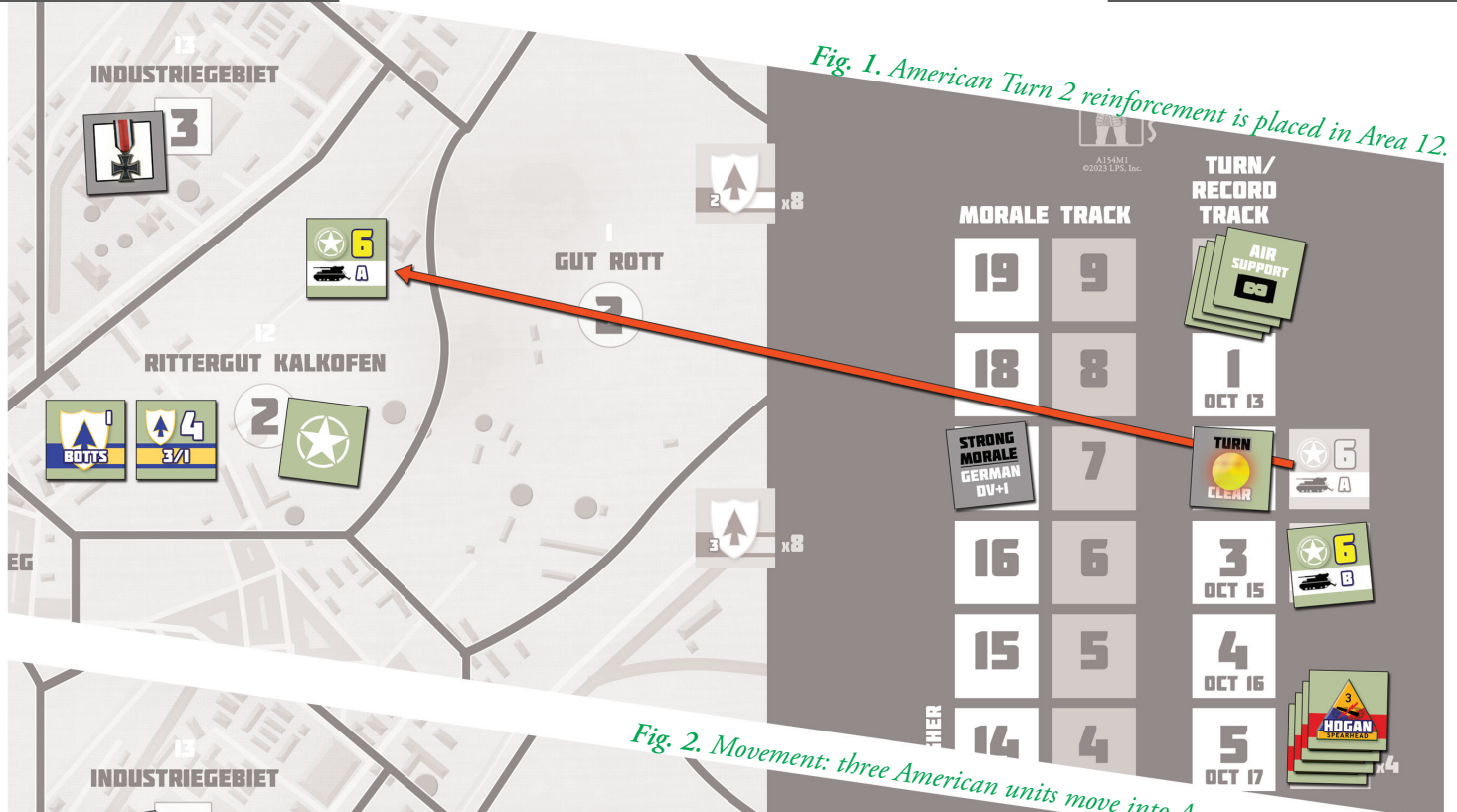
The American player wins an Automatic Victory if at the end of any Combat Phase every Area on the map is American Controlled. If this does not occur, the German side wins an Automatic Victory if at the start of the End Phase of Turn 9, German Morale is 6 or higher.

### 10.2 Final Victory Check

If Automatic Victory has not been achieved at the beginning of the End Phase of Turn 9, and German Morale is 5 or less, a final die roll is made to determine if the German garrison surrenders. The player rolls 1D6 and compares the result to the current German Morale as indicated on the Morale Track. If the result is higher than the current German Morale, the German garrison surrenders and the player is the victor. If the result is equal to or less than the current German Morale, the German garrison refuses to surrender and the German side wins.

*Surrendered German soldiers escorted out of the ruins of Aachen.*









## 11.0 EXAMPLE OF PLAY

Optional Rules (Module 12.0) are not used in this example of play.

### 11.1 Dawn Phase



It is the Turn 2 Dawn Phase. The German Morale marker is in the “17” box on the Morale Track. The Turn/Record Track printed on the map indicates that a Reinforcement is available this turn. The M-12/A Self-Propelled Artillery unit is now available and may be placed on the map according to the rule for reinforcements (Case 6.1.1). The American player (hereafter “the player”) decides to place the unit into Area 12 [Fig.1].



### 11.2 Random Event Phase



The player rolls 3D6 and the result is a “9”. The player consults the Random Events Chart (Section 6.2) for the result and sees “Rain”. The Turn marker is flipped “Rain” side up on the Turn/Record Track. The MF of American units is reduced from six to four and Air Support may not be purchased in the following Supply Phase, or used in the following Combat Phase.

### 11.3 Supply Phase



The Turn/Record Track printed on the map has the Air, Armor, Artillery, and Engineer Support markers in the “0” box. The player rolls 3D6 and the result is a “12”. The player may now purchase support markers for the upcoming Turn. Because the weather is Rain, Air Support points may not be purchased. The player selects five points of Artillery Support at cost of 5 Supply Points (1 point each), two Engineer markers at a cost of 4 Supply Points (2 points each), and one Armor Support marker at a cost of 3 Supply points (3 points each). The Artillery, Armor, and Engineer Support markers are adjusted on the Turn/Record Track to reflect these purchases.

### 11.4 Combat Phase

The player chooses Area 12 to be the Active Area. All of the units move to Area 13 at a cost of 4 Movement Points due to the presence of an unrevealed German Unit (Section 4.4) and conduct a Mandatory Attack (Section 9.1). With movement finished play proceeds to Combat Resolution. The German Unit is flipped to its Revealed side, which indicates a “Fanatic” Defense Strategy (Section 9.4) and a Defense Factor of 7 [Fig.2].

The player decides the M-12/A will be the Lead Attacking Unit and then allocates support to the attack. The player allocates one Artillery Support point, one Engineer Support point, and one Armor Support point to the Combat Resolution, and reduces each marker on the Turn/Record Track one space to reflect this.

The American Attack Value (AV) is “6” (the Combat Value of the Lead Attacking Unit, the M-12/A) +2 (two additional attacking units) +1 (Artillery Support) +2 (Engineer Support) +3 (Armor Support), +1 (Combined Arms Bonus) = 15.

The German Defense Value is 7 (the Combat Value of the Revealed Unit) +3 (Urban Terrain) +1 German Morale (greater than 10) +2 Rain Weather = 13. The player rolls 2D6 and rolls a “5” which is added to the American Attack Value to yield a final Attack Total of 20. The player rolls 2D6 again and rolls a “6” which is added to the German Defense Value to yield a final Defense Total of 19. Because the AV is greater than the DV the combat result is a Success (Case 9.5.4), and normally the German unit would be eliminated, but the Fanatic Defense changes the combat result from a Success to a Stalemate. The American units are flipped to their Spent sides and the German unit remains in the Area 13, Revealed side facing up [Fig.3].

*Note: The Defense Strategy of a German unit is applied only when it is initially flipped to its Revealed side. If the American player attacks Area 13 again on Turn 3 or any Turn thereafter Fanatic Defense will not be in effect.*

### 11.5 End Phase

After moving and attacking with all of the American units they wished to activate during the Turn, the player decides to proceed to the End Phase. The player did not win an Automatic Victory during the Combat Phase, so they flip all Spent American units back to their Fresh side and advance the Turn marker to the next space on the Turn/Record Track. Play proceeds to Turn 3.

