

SIEGFRIED ASSAULT

In October 1944, the U.S. 1st Army begins its attack on the Siegfried Line north of Aachen. Heavy artillery pounds pillboxes, barbed wire, and mine fields for several days before the assault. The 30th Infantry Division, joined by the 2nd Armored Division, tries to link up with the Big Red One, the American 1st Infantry Division, in the south to surround the German town.

OBJECTIVE:

The Americans immediately win a major victory if they control all 3 victory objective markers at the end of any game round. The Germans immediately win a major victory if they control all 3 victory objective markers at the end of game round 5 or at the end of a later game round.

Otherwise, the nation that controls 2 victory objective markers at the end of game round 10 wins a minor victory.

- Victory objective marker 1 is the hex with the pillbox on map 12B.
- Victory objective marker 2 is the hex with the pillbox on map 4B.
- Victory objective marker 3 is the hex with the pillbox on map 3B.

AMERICAN SETUP

DIVISION 1

- 10 Squad Bases
 - 24 Regular Infantry
 - 6 Elite Infantry
 - 2 Officers
 - 2 Machine Gun Crews
 - 2 Mortar Crews
- 2 GMC CCKW 353s
- 3 M3A1 Half-Tracks



DIVISION 2

- 6 Squad Bases
 - 14 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 2 Machine Gun Crews
- 10 Sherman M4A1s



Starting Strategy Cards: 4

In addition, the Americans start with the “Sustained Blanket” card from the Artillery I deck and the “Bombing Run” card from the American Air Support deck I in their play area.

Strategy Decks

- Command I
- Artillery I
- American Reinforcements I

Operations Card

- Double Time

Deployment Zone

Any hex with a green border.

GERMAN SETUP

DIVISION 1

- 6 Squad Bases
 - 17 Regular Infantry
 - 1 Officer
 - 2 Machine Gun Crews
 - 1 Mortar Crew
- 2 SdKfz 251 Half-Tracks



DIVISION 2

- 4 Squad Bases
 - 12 Regular Infantry
 - 2 Officers
 - 1 Machine Gun Crew
- 4 Panzer IVs



Starting Strategy Cards: 3

In addition, the Germans start with the “Anti-Air Support” card from the Ground Support I deck in their play area.

Strategy Decks

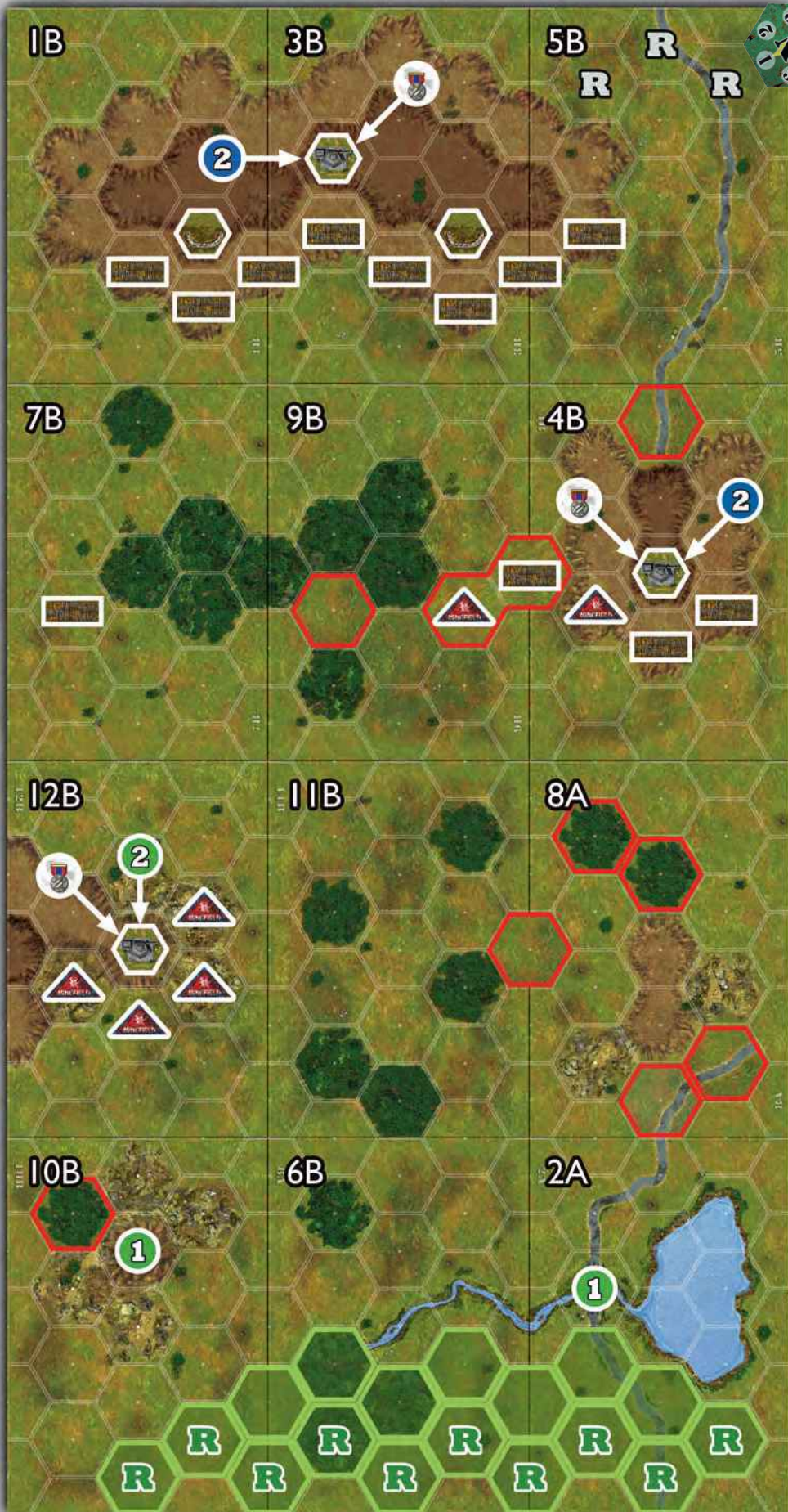
- Ground Support I
- Morale I

Operations Card

- Tank Ace

Deployment Zone

Squads may be placed on any level 1 or level 2 hill hex on maps 1B, 3B, 5B, 4B, and 12B. Vehicles may be placed in any hex on maps 1B, 3B, and 5B.



SCENARIO DETAILS

- **Rounds:** 10
- **Starting Initiative**
Americans
- **Actions per Turn**
 - 4 actions per turn for the Americans
 - 2 actions per turn for the Germans

REINFORCEMENTS

The Germans receive the following reinforcements during the Status Phase of round 5:

- 2 Squad Bases
- 1 Tiger I
- 2 Panzer IVs
- 2 SdKfz 251 Half-Tracks
- 4 Regular Infantry
- 3 Elite Infantry
- 1 Officer

SPECIAL RULES

- The Americans start with 3 available command.
- The Americans may draw 2 Strategy cards instead of 1 at the start of each Status Phase.
- At the beginning of each Command Phase, the Americans may spend 1 command to retrieve a discarded "Bombing Run" card and place it face up in their HQ area.
- If the Americans control victory objective marker 2 or 3 at the end of any round, replace Artillery deck I with Artillery deck II (all face up cards remain in play).
- Siegfried line Pillboxes are stronger than normal, so tanks firing at them still get the +3 to range but do not get the +3 Concussive Firepower bonus.

TERRAIN FEATURES

- 2 Entrenchments
- 3 Pillboxes
- 12 Razor Wire
- 6 Minefields
- The stream is *Shallow*.