



### BOARD CONFIGURATION:



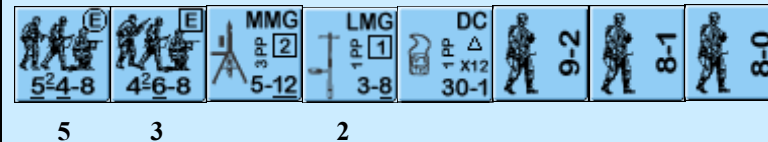
Only hex rows R-GG are in play

**VICTORY CONDITIONS:** The Germans win at game end if they control four of the following Buildings: BB9, Z8, Z5, BB5, EE5

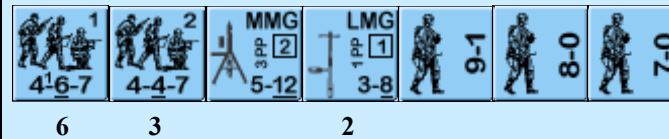
### SPECIAL RULES

1. None. Designed for Starter Kit 1 module components.

Engineering Battalion, 183rd Infantry Division [ELR 4] enter Turn 1 along the north edge:

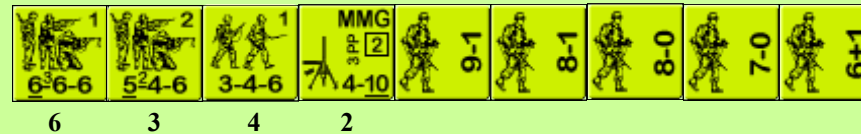


148th Regt., 49th Infantry Division [ELR 3] set up on columns R & S:



☆ US Sets Up First	✠	1	2	3	4	5	6	END
✠ German Moves First								

3rd Batt., 117 Regiment, 30th Infantry Division [ELR 4] Set up east of column T and south of Row 2:



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**Übach, Germany, October 4, 1944:** US XIX Corps launched the breakthrough of the German Siegfried Line on the northern shoulder of Aachen. The US 30th Infantry Division and supporting armor captured the key village of Palenberg controlling the Wurm River bridge and wedged into the German defenders holding the outlying town of Übach which controlled the highway south to Aachen. Suddenly, the German 49th Infantry Division launched a major counterattack in a desperate bid to drive the US bridgehead back across the Wurm.

Despite the German attempts cobbling together all their available air and armored reserves at their disposal, American tank and artillery superiority ensured that the counterattack was decisively rebuffed. While the US held the line, both sides suffered heavy losses.

## ASLSK VM1 Kicking in the Door ver 1.1

<https://www.ibiblio.org/hyperwar/USA/USA-E-Siegfried/USA-E-Siegfried-11.html>