




SNAFU / Schlachtenglück

- Owner may Reroll any 1 of his dice
- Give the marker to the opponent.
- *The German owns this marker at start.*



ADMIN PHASE

1. Initiative +DRM marker in the zero box

2. Recovery Segment

Recovery: The Formation Activation marker advances # spaces.

☑ An OOS HQ do **not** Recover (its Formation Activation: 2&4).

- 1) HQs in Supply are flipped to its front side.
- 2) US Formations Activation Level Recovery
- 3) Interdiction Level Adjustment
- 4) German Formations Activation Level Recovery
- 5) Auto Refit of Combat Units
Undisrupt units in Command Range.
- 6) Attrition of Disrupted Isolated units
If 1D10 –Effectiveness Rating > 0 → Loss # SPs (Result).

3. Assignment Segment

Independent units may be assigned and re-assigned.

US - VII Corps

- **1st Infantry Division:** 1-3 Infantry battalions (same Regiment) may be reassigned to the 3rd Armored Division.
- **3rd Armored Division:** 1-2 Tank task groups may be reassigned to the 1st Infantry Division.

US - XIX Corps

- **30th Infantry Division:** 1-3 Infantry battalions (same Regiment) may be reassigned to the 2nd Armored Division.
- **2nd Armored Division:** 1-2 Tank task groups may be reassigned to the 30th Infantry Division.



German – Isolated units

Isolated German units may be temporarily attached to another formation in Command Range. If you do, they will return to their parent formation if not Isolated next turn.

Independent Units if...

- ☑ NOT Disrupted, and
- ☑ Within assigned HQ Command Range of the, and
- ☑ If reassigned, also in actual HQ Command Range, and
- ☑ **US unit:** assign only to formations of their own Corps
- Record the assignment secretly on a note.

4. Victory Plan Segment (Campaign only)

1) US draws 1 Victory Plan marker.

Checks it, lines it up (hidden) in draw order.

The first non-dummy chit drawn, is the US Victory Plan.

Objective	Plan		
	Aachen	Pocket	Roer River
Aachen (2609)	12	4	4
Each: 4110 4120 3509	1	4	1
Roer River (5519-5428)	4	3	12

2) German player then rolls 1D10.

Result 9-10 → Inspect 1 drawn Victory Plan.

5. Replacement Segment

- ☑ RPs can only be used for undisrupted units within Command Range of its Supplied HQ.
- 1 RP recovers 1 SP. *Eliminated units may not be rebuilt.*
- RPs must be expended immediately; unused points are lost.

1) US Replacements



US Armored Engineers cannot receive Replacements

☑ Spend to rebuild the corresponding unit type.

2) German Reorganizations

- You may remove **Infantry** type units from play.
 - ☑ Not disrupted, and
 - ☑ Within Command Range of its Supplied HQ
- 1 cannibalized SP = 1 RP
- ☑ The SPs must be used in units of the same type (or others as the table below shows) AND **Formation**

Cannibalized Unit		Reinforced Unit	
Bicycle Infantry	+	Non Motorized Infantry	☑
Machine Gun			
Non Motorized Engineers			
Motorized Engineers	+	Motorized Infantry	☑
Armored Engineers	+	Armored Infantry	☑

HQ and Support Type units can never be reorganized.

6. Reinforcements and Withdrawals Segment

1) You may delay reinforcements to enter the next turn.

2) Placement of Reinforcements

- ☑ The German player places reinforcements first.
- Placement (*from one side*) is considered simultaneous.
- ☑ If placement hex not available, in the nearest hex to it.
 - ☑ In that case, must be in Command Range and not adjacent to enemy unit.
- Independent reinforcements must be assigned to a formation before entering the map (*see Segment 3*).
- Place the Formation Activation marker of a reinforcing formation on its maximum value.

3) Withdrawals of German Divisions

☑ Turns 3 and 4.

A unit that gets ordered to withdraw must meet all the requirements to succeed:

- ☑ Within Command Range
- ☑ Parent HQ in Supply
- ☑ Undisrupted.

Otherwise, the withdrawing unit will be **eliminated** completely (count VPs).

OPERATIONS PHASE

It consists of Ops Cycles: Initiative Determination + Formation Activation.

The Ops Cycle will be repeated until both sides Pass or neither side may conduct more Formation Activations

1. Initiative Determination

1) Both players roll 1D10 + Initiative + (US) Interdiction.

- Highest result wins the Initiative. Tie → US
- Winning player = Initiative player. Other = Reaction player.

2) Move the Initiative + DRM marker as follows:

- 1st Op Cycle? Put the Reaction player's side upwards and move it to number 2.
- Other Op Cycles:
 - If Reaction player's symbol already shown upwards, move it to the next higher number (don't flip it).
 - Else, put the Reaction player's side upwards.

3) Initiative player choose one options:

- Act:** conduct a Formation Activation.
- Transfer Initiative:** give the Initiative to the opponent, unless that player has already decided to Pass. The opponent must choose Act or Pass.
- Pass:** No further Formation Activations may be conducted by that side for the remainder of the Ops Phase. He may still conduct Formation Reactions.

2. Formation Activation

The Initiative player may activate all subordinate + assigned units of the Formation.

1) Action Points Determination

- Roll on the Action Point table (use number in black).
- Move the Formation Activation marker 1 box down.
- Check Supply for activated HQ
 - If on its front side, flip HQ (*Emergency Supply*)
 - If on its Emergency side, Formation Activation = 0

2) Spending Action Points

The Formation spends the APs. There may be Reaction to Movement Actions by the Reaction side.

Die Roll	Current Formation Activation Level						
	1	2	3	4	5	6	7
1	1	1	1	1	1	1	1
2	1	1	1	1	2	1	2
3	1	1	1	1	3	2	3
4	1	1	1	1	3	2	4
5	2	1	2	1	3	2	4
6	3	2	3	2	3	2	4
7	4	2	4	2	4	2	5
8	5	3	5	3	5	3	5
9	6	3	6	3	6	3	6
10	7	4	7	4	7	4	7

Red: Reaction

Formation Reaction

- When a unit performs a Movement Action on which it enters or attempts to exit a hex adjacent to an enemy combat unit, the Reaction side may do a Formation Reaction attempt with 1 of the involved Formations.

- Max. 1 Reaction attempt per Movement Action.
- The moving enemy combat unit must be:
 - Not Disrupted, and
 - Within Command Range (*in the adjacent hex*).

The Reaction HQ roll 1D10.

Result ≤ HQ's Reaction Rating → Success;

- Do **1) Action Points Determination** for the reacting HQ, but use the Action Table **red** number
- The unit performing movement must stop in the hex it just entered or attempted to exit
- Any overstacked units must immediately suffer the corresponding adverse effects
- The Reaction side does **2) Spending Action Points**
 - *No counter-reaction by the Initiative side is possible*
- The Initiative side resumes the current Formation Activation and continues **2) Spending Action Points**
 - *Subject to a new Formation Reaction attempt*

ACTIONS

- Select eligible unit (*activated formation unit or assigned to it*).
- Check Command Range & Select 1 Action & Pay action
 - Disrupted** units may only take the Refit Action.
 - OOC & Isolated** units may only take Movement and Hasty Attack Actions, paying **2 APs**.
 - Isolated** units must also pass an EC to conduct the Action (*Move, Hasty Attack*).
 - If EC fails: unit Disrupted and can't participate in the Action (*APs still spent*).
- Perform the Action. *There may be Formation Reaction attempts.*
- Perform another Action *until no more APs, and if player wants to.*
 - *Note: A unit is able to conduct any number of Actions in a single Formation Activation.*

Action Type	AP Cost
Movement	1
HQ Relocation	1 / 2 / 3
Refit Action	1
Improved Defense	1
Hasty Attack	1
Regular Attack	2
Prepared Attack	3

Movement Action

- 1 AP per **stack**
- Use the printed MA of the slowest unit in the stack.
- Units may not be picked up or dropped off.
- *Stacking limits are only enforced at the end of an Action.*

HQ Relocation Action

- ? APs (*Relocation value of HQ*)
- Relocate to a Town, City or Industrial hex.
 - Hex friendly-controlled within Command Range.
 - Path of hexes free of enemy units and/or EZOC (*with no friendly units*), including start and destination hex.

Refit Action

- A disrupted unit within Command Range may remove Disruption if **EC check** successful.

Combat Action

- 1+ units in 1 hex Vs 1 adj. enemy hex (*no multi-hex combat*)
- *Cost per attack (not per units)*
- **Hasty:** Neither Combat nor HQ Attack Support can be used.
- **Regular:** Attacker Combat Support + ½ HQ Attack Support
- **Prepared:** Attacker Combat Support + full HQ Support.

Improved Defense Action

- 1 AP per **stack**. Place Improved Defense marker
- *Defenders use the improved column of the combat chit.*
- The marker is removed immediately if 1+ unit in the hex:
 - Is Disrupted,
 - Eliminated,
 - Leaves the hex,
 - Performs an Action.
 - Or if any unit ends a Movement/Retreat in the hex.

Movement Action

- HQ may never Move, they only do HQ Relocation Actions
- **Min movement:** 1 hex, as long as it's a valid move.
- **Road Movement** (using Road MP cost):
 - Road to road, and Town/City/Industrial to Road.
 - ☑ NOT when entering or exiting an EZOC.
- **Leg unit MA +2** if it does NOT Start/Move adjacent to enemy
- **Infiltration Movement**
 - Begin in EZOC and move directly to EZOC
 - Expend entire MA.
 - Make an EC for each unit:
 - ☑ Fail → Disrupted. Do not move at all. APs are spent.

- **EZOC**
 - A combat unit must stop upon entering an EZOC
- **Moving adjacent to alone enemy HQ**
 - The HQ unit is immediately displaced
 - Adjacent combat units of the HQ's formation can't attempt Formation Reaction in this Movement Action.
- **German Movement restrictions**



Combat Action

1. Each player draws 1 Combat Chit and determines its Strength Multiplier

Attacker Strength Determination		Defender Strength Determination																				
Effectiveness	<table border="1"> <tr><td>2</td><td>2</td><td>3</td></tr> <tr><td>3</td><td>3</td><td>1</td></tr> <tr><td>4</td><td>2</td><td>3</td></tr> </table>	2	2	3	3	3	1	4	2	3	<table border="1"> <tr><td>2</td><td>2</td><td>3</td></tr> <tr><td>3</td><td>3</td><td>1</td></tr> <tr><td>4</td><td>2</td><td>3</td></tr> </table>	2	2	3	3	3	1	4	2	3	Hasty Attack Prepared Attack Regular Attack	Disrupted Improved Defense Undisrupted
2	2	3																				
3	3	1																				
4	2	3																				
2	2	3																				
3	3	1																				
4	2	3																				

2. Combat Results Table & DRMs

- 1) Get the ratio (round down)
- 2) Cross-reference the ratio with the defender's terrain.
 - ☑ Ratio < leftmost column → Attack Result = "5/0".
- 3) Attacker rolls 1D10 + DRMs in the CRT:
 - **Hexside Terrain**
 - **Adjacent (Attacker/Defender) Combat Support.**
 - ☑ NO Support for Hasty Attackers
 - ☑ NO Support for Defenders if any is Disrupted
 - ☑ The supporting friendly unit must:
 - ☑ Belong to the same formation, and
 - ☑ Project a ZOC into the enemy hex, and
 - ☑ Be in Command Range.
 - **Attacker's HQ Support ()**
 - ☑ Attacking units must be in Command Range
 - Regular Attack (½ round up), Prepared (full)
 - **Armor Superiority**
 Priorities (TP = Tank Point, A-TP = Anti-Tank Point):
 - A. Neither has TPs → NO DRM
 - B. Both have TPs:
 1. Select the attacking unit with the highest TPs. Modify by defender's terrain (round down)
 2. Select the defending unit (even if disrupted) with the highest TPs. Do not modify.
 3. DRM = Attacker's – Defender's.
 - C. Attacker has TPs and Defender A-TPs:
 1. Select the attacking unit with the highest TPs. Modify by defender's terrain (round down)
 2. Select the defending unit (even if disrupted) with the highest A-TPs. Add Terrain Bonus.
 - Even if a unit has no Anti-Tank Points, it still receives Terrain Bonus.
 3. Attacker's – Defender's = DRM. **If negative number, no DRM.**
 - D. Attacker has A-TPs and the Defender has TPs:
 1. Defender DRM = highest Tank Points.

➢ *If 2+ units with highest Tank/AT, choose the unit with higher strength. If tied, player's choice.*

HQ units in Combat

- Never affected by combat nor do they take combat hits.
- Can't retreat; displaced if alone as a result of combat.

3. Apply combat results immediately

Attacking Stack Combat Hits	3	/	1	Defending Stack Combat Hits
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- Apply results against the defender first.

Distributing combat hits

1. 1st Hit → 1 SP to the **Armor Superiority** DRM unit.
2. Result in **red** → EC with each of his units.
 - All units that fail the EC, become **Disrupted**.
3. 2nd Hit:
 - ☑ If **red** and EC failed → Apply Hit as **Forced retreat**.
 - ☑ Else → Player may apply Hit as **Voluntary retreat**.
 - To convert the Hit into a Retreat **all** units must make the retreat. I.e. If some units make a forced retreat, the other ones must retreat, or fulfil the 2nd hit. If both types of retreat exist, the forced retreat must be executed first.
4. Further combat hits must be taken as SP losses, equally distributed among all units.

Retreat (1 hex)

- ☑ Retreating units may not split up.
- ☑ Must be towards the nearest hex adjacent to a friendly supply area
- ☑ Prohibited Hexes and hexsides:
 - ☑ Enemy occupied hexes.
 - ☑ EZOCs (exception: **Forced Retreats**)
 - ☑ Roer River hexsides.
 - ☑ Off the map.

Forced Retreat:

- A unit may enter EZOC if no other route. 1 SP loss.
- If unable to Force Retreat, 2 SP losses.

4. Battle Victory

- **Winner:** side with lower combat hit number, unless all of its units are eliminated (in that case, or if tie, no winner).
- **Bonus AP:** Winning stack immediately receives 1 AP:
 - ☑ Only units involved in the combat may use it.
 - ☑ Units must be within Command Range.
 - ☑ 1+ units in the stack must spend the AP now, or it is lost. It may be spent with other APs (actions with 2+ APs)

Important Rules & Concepts

STACKING

- Must only be met at the end of an Action or Retreat



Overstacking

- Disrupt** each unit (if already disrupted, -1 SP).
- If hex 2+ HQs: each HQ -1 Support Point.
- Displace** surplus HQs and units.

HQ Displacement

- Friendly Town, City or Industrial hex. Priorities:
- A. A path of contiguous hexes free from enemy units / EZOCs (without friendly unit):
- In HQ's Command Range
 - 1 HQ's Attack Support
 - 1 Formation Activation.
 - Not in HQ's Command Range:
 - 2 HQ's Attack Support
 - 2 Formation Activation.
- B. No path:
- HQ's Attack Support = 0
 - Formation Activation = 0.

Unit Displacement

- The enemy player chooses the overstacked units, and makes the displacements, one at a time.
- Displace 1 hex, with priority to not overstack.
 - If displacement generates overstacking, apply penalties
 - If no hex available, the displaced units are eliminated.

LIMITED INTELLIGENCE

- A side may only examine the contents of an enemy stack after having declared an attack against it.
- Reduced strength markers may never be inspected.
- You may always see the topmost unit, and beneath an HQ unit if it is the topmost unit

ZOC

- Hexes in ZOC are called controlled hexes
- HQ and Disrupted units do not project ZOCs.
- Movement**
 - A combat unit must stop upon entering an EZOC.
 - EZOC to adjacent EZOC only through Infiltration
- Command and Supply Paths** may be traced into but not through EZOCs. Friendly combat units negate EZOCs in the hex they occupy for these purposes only.
- Retreating (forced)** units suffer losses if entering an EZOC.
- Combat Support** available only when the supporting unit projects a ZOC onto the enemy hex.

EFFECTIVENESS CHECK (EC)

- HQs are not subject to ECs and never disrupt.
- Roll 1D10 for each unit
 - Result > Effectiveness Rating → Combat unit Disrupts.
 - Do NOT Disrupt if Refit Actions.
 - If already Disrupted: -1 SP if combat/overstacking.

Disruption Effects

- Can only do Refit Action.
- Do not project a ZOC.
- Cannot be in an Improved Defense.
- Use the Combat Chit's left column (red) if defending

Disruption Recovery

- A. Recovery Phase: a disrupted unit recovers automatically if in Command Range.
- B. Conducting a successful Refit Action

Fractions

- Retain fractions until the values for all units on the same side are added together. Then round up.

HQs

- Not treated as combat units.
- "Move" by conducting a HQ Relocation Action.
- Always in a Town, City or Industrial hex.
- Have no ZOC.
- Removed only when all their subordinate & assigned units have been eliminated.

SUPPLY (HQs)

- Only HQs must check for Supply, combat units check for Command Range instead.
- Combat units are not affected when their HQ is unsupplied.
- In Supply**
 - HQ must be connected to a friendly map edge hex adjacent to a supply area
 - The path must be of contiguous hexes free from enemy units / EZOCs (with no friendly unit)
- OOS / Emergency Supply**
 - HQ OOS may still be activated (and remain in Supply):
 - If on its front side, by Emergency Supply (flip HQ)
 - If on its Emergency side, Formation Activation = 0
 - Recovery Phase: HQ flipped to its front side if In Supply.

COMMAND RANGE

- A combat unit must be in Command Range of its HQ, using a clear Command path, before undertaking Actions.
- The **Command Path** between the combat unit and the HQ must be of contiguous hexes free from enemy units / EZOCs (with no friendly unit) / prohibited terrain
 - Path may be traced over streams and dragon's teeth.
- Status**
 - OOC**: beyond Command Range, but with Command Path.
 - Isolated**: No Command Path (even if in Command Range).
- The OOC and Isolated markers are removed as soon as the unit in question leaves that status.
- Command Range is counted in hexes, not MPs.
- OOC Units**:
 - May only take part in Movement and Hasty Attack Actions and pay 2 APs instead the normal 1 AP.
 - Cannot be used for triggering Formation Reaction.
 - Do not recover from disruption at the Recovery Phase
- Isolated Units**
 - Same effects as OOC (marked Isolated instead of OOC)
 - Must pass an EC to conduct an Action. If it fails, it Disrupts and can't participate in the Action (APs spent).
 - Recovery phase: Must conduct an Attrition Check if Isolated + Disrupted (may lose SPs).

VICTORY CONDITIONS

- Control of VP Hexes**
 - At the beginning all VPs are controlled by the German.
 - To change control of a VP hex, the player:
 - Must enter it, or project a ZOC upon the empty hex.
 - Must be able to trace a line from his supply source to the VP hex that is free of enemy units and EZOCs.
 - If both project a ZOC into an empty hex, it's mutually controlled by both players.
- VPs by strength point losses**
 - German step losses are determined at end of the game

CROSSING THE LINE: AACHEN 1944 - SEQUENCE OF PLAY & SUMMARY

Combat units must **check Command Range** in the:

- Recovery Phase: Unit recovering from disruption.
- Organization Phase: Assign/Reassign Independent units.
- Replacement Phase:
 - US unit wishing to receive Replacements.
 - German unit wishing to Reorganize.
- Formation Activation:
 - Unit wishing to undertake an Action.
 - Unit attempting to qualify its parent HQ for a Formation Reaction attempt.
 - Receive HQ Attack Support.
 - Receive Combat Support.
 - Qualify to receive Battle Victory Action Point Bonus.

HQs must **check for Supply** in the following situations:

- HQ performing Formation Activation Recovery
- At the beginning of a Formation Activation
- Before making a Formation Reaction attempt

SCENARIOS

- Each scenario begins with the Ops Phase (*the first Admin phase is skipped*)
- The US player wins Initiative Determination for the 1st Formation Activation of Turn 1. Initiative DRM marker to the first space (+2) showing the German side
- Both players set up their units simultaneously
- **Campaign setup errata:** Independent units “Pol”, “Gen” and “394 Assault Gun” start the campaign attached to 526th Volksgrenadier Div.