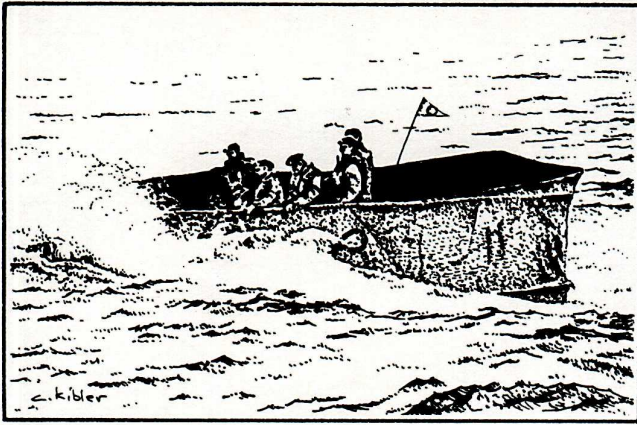
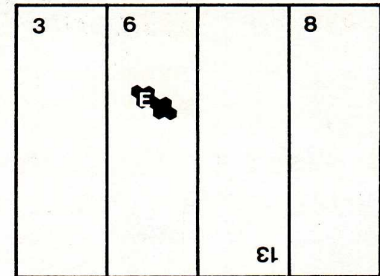


# BRIDGEHEAD ON THE RHINE



**SPELDROP, GERMANY, March 24, 1945:** During the night of March 23rd, the Allied 21st Army Group began the long awaited Rhine crossing. The first division to cross was the British 51st Highland Division mounted in Buffaloes of the 4th Royal Tanks and Northamptonshire Yeomanry of the special 79th Armored Division. Among the first units to land was the 1st Black Watch of the 154th Brigade. Its first objective was the village of Speldrop to the north of their initial landing area near the town of Rees. Little opposition was encountered at the outset and the Black Watch was able to move swiftly into the outskirts. But when they tried to clear the village, the defenders launched a counterattack cutting the unit off from the rest of the Brigade. To relieve the now surrounded Black Watch and secure the remainder of the village, an attack was formulated with armor support supplied by DD tanks from the 79th Armored Division.

## Board Configuration



## VICTORY CONDITIONS

The British player must have 18 victory points at game end. The British player receives one victory point for each building hex on board 3 last occupied by a friendly, unbroken infantry unit. All buildings on board 3 outside the British setup area are considered controlled by the Germans at the outset. All unoccupied buildings on the other boards are considered controlled by the British. The British lose one victory point for each building on board 8 controlled by the Germans. The German player wins by avoiding the British victory conditions.

## Rules Introduced: 168-170

## TURN RECORD CHART

See SSR 42.1	1	2	3	4	5	6	7	8	9	10	END
British moves first											

**Elements of 1st Black Watch, 154th Brigade, 51st Highland Division**  
set up anywhere within two hexes of 3Q5 and/or 3R4:

4-5-7	9-1	8-1	6-14 B12	2-7 B11+	1PP X10+
9	2	2			

**Elements of 154th Brigade Relief Column** set up on any whole hexes of board 13 and 8 east of rows T and N (respectively):

4-5-7	9-2	9-1	8-0	4-11 B12	2-7 B11+	#1-8 51S6 2PP	1PP X10+
15		2	2	6	3	2	

**Elements of the Staffordshire Yeomanry, 33rd Armored Brigade, 79th Armored Division** enter turn one on any south edge hexes of board 8, east of row P with screens erect:

4

**Elements of the 8th Parachute and 15th Panzer Grenadier Divisions [ELR: 3]** set up on any whole hexes of boards 6 and/or 3 not on or adjacent to British units and any hexes of boards 8 and/or 13 west of rows R & P respectfully (north of river):

4-6-7	4-4-7	2-3-7	9-1	8-1	8-0	7-0	6-16 B12	4-12 B12	2-8 B12	7 B12	44a 3	8 4 X9+
9	9	3	2		2			2	6	(100mm)	4	

?	Inf 75* H5	AT 76L	18 4-4-5 1S/5PP -1/-4
20	2		

## SPECIAL RULES

- 42.1 The British player sets up all of his allowable units on board 3 first. The German player then sets up all of his units, being sure to place his INF and AT Guns only on boards 3 and/or 6. The British player then sets up his remaining units as indicated.
- 42.2 6J8 is a third level building hex.
- 42.3 The river (126) is deep with a moderate current flowing west. The stream is shallow (157.42).
- 42.4 Due to their high proportion of untested secondary troops, the Germans are subject to green unit replacement (141.54).

42.5 Place overlay E on board 6.

**AFTERMATH:** The relief attack developed slowly because of misfortunes sustained in the arrival of the DD tanks. German artillery hit some of the DD tanks in their staging area as their screens were being prepared. In spite of this and other losses from fire while making the crossing, the tanks formed up for the attack on the northern bank of the Rhine. Although the attack saw some initial success, stiff German resistance eventually halted the drive short of reaching the town. The Black Watch would have to wait till midnight when Canadians of the Highland Light Infantry would reach the village and finally clear the town.