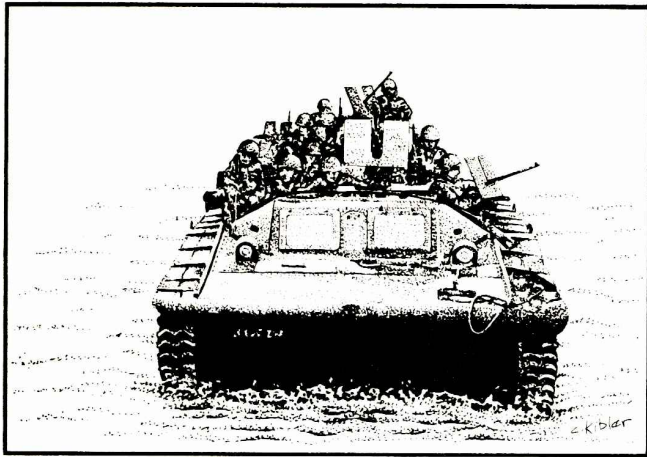
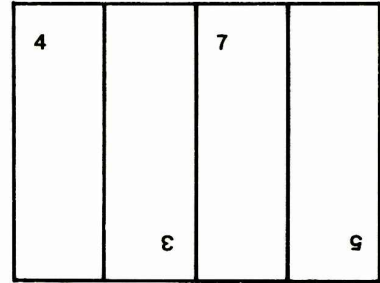


THE ROER BRIDGEHEAD



KOERRENZIG, GERMANY, February 23, 1945: The GIs had been poised before the Roer for days. German engineers had skillfully blown the upriver dam floodgates so that the Roer had run fierce and wide. Now, with the river still in flood but navigable, the concentrated might of the US Army would try to cross the Roer into Germany's heartland.

Board Configuration



VICTORY CONDITIONS

The US player wins if there are no unbroken German squads free of melee within ten hexes and possessing a clear LOS to any portion of the US crossing point (see 309.2) and no unbroken German leader with a functioning radio and a clear LOS to any portion of the crossing point. Note that smoke blocks the clear LOS of artillery observers but does not affect the ten hex ban on German squads. The German player wins by avoiding the US Victory Conditions.

TURN RECORD CHART

Sequential setup	1	2	3	4	5	6	7	8	9	10	11	END
☛ German moves first												

Elements of the 59th Infantry Division set up second on any full hex of board 3 not adjacent to a U.S. unit:

9-1	8-1	8-0	4-6-7	2-3-7	1-8-8	4-12 B12	2-8 B12	44a 3	7 Δ B12	?	AT 50L 2	AT 75L 2
		2	16	2		2	6	6	2	8		

Elements of the 183rd Division enter on any North edge hex or hexes of board 4 on turn 7:

9-1	8-0	4-6-7	2-8 B12	44a 3	8 4 X9-	13 75L 4/2/4
		9	3	3		2

Elements of 84th Infantry Division [ELR:4] set up first on any whole ground hex on the North bank of board 7 within eight hexes of each other:

9-2	8-1	6-6-7	4-12 B12	45a 6 WPG 5 1PP X11
		5		2

Elements of 84th Infantry Division [ELR:4] set up last on any whole hex of board 5 although vehicles may not start in a building or woods hex:

10-2	9-1	8-1	8-0	6-6-6	2-3-6	HMG 8-20 B12
		3	3	24	2	

4-12 B12	45a 6 WPG 5 1PP X11	9 Δ B12	41 * *	AT 57L 2	12/3 3S 18PP 1-1/1*	14/3 2S 8PP 1-1/1*	14 75 2/2/4	15 76L 2/2/4	15 76L 2/2/4	15 90L 1-1/4
4	5	3	2	2	4	4	2		2	

SPECIAL RULES

- 309.1** There are no island hexes. Consider such hexes as open river instead.
- 309.2** The US crossing point can be any contiguous five letter rows of river bank on both sides of the Roer and all river hexes in between. There must be an unbroken US squad within each of these two riverbank areas at scenario end. (An example of a possible crossing point would be the water and riverbank hexes of rows H,I,J,K and L.) The US player must secretly record his crossing point before the game and reveal it at game's end. He may cross outside this area — the crossing point is used for victory purposes only.
- 309.3** The river is deep, running at normal level (for purposes of terrain only— Board 7 actually represents the Roer, swollen beyond its normal banks) and with a strong current flowing west. The weather is clear, with a mild breeze blowing from the northwest. The environment is wet.
- 309.4** LVTs may not carry both a jeep and 57L ATG.

- 309.5** Marsh hexes are treated as clear terrain. They represent areas wet by the swollen run of the Roer.
- 309.6** The offboard artillery allowance for the US player is one module of 80mm, one module 105mm, and one module 155mm OBA. All US artillery modules have plentiful ammunition.
- 309.7** The German offboard artillery is one module each of 80mm and 105mm OBA. Normal ammunition supplies are in effect.

AFTERMATH: The first American wave crossed without opposition. Each successive wave drew greater fire but the Germans were unable to stem the torrent of GIs. US attempts to use WP proved ineffective, but a heavy cloud of low-lying smoke screened most amphibious movement. Unable to hold the riverbank, the Germans did, finally, mount an armored counterattack. Without a treadway bridge, the Americans were forced to rely on towed ATGs, artillery and bazookas to drive the panzers back into Baal. Fortunately, they were able to do so and the following day another flood crested . . . that of US armor driving north to the Rhine.