

REVERSING ROLES

OAF Scenario 28.3 (SQL 11 Variant)

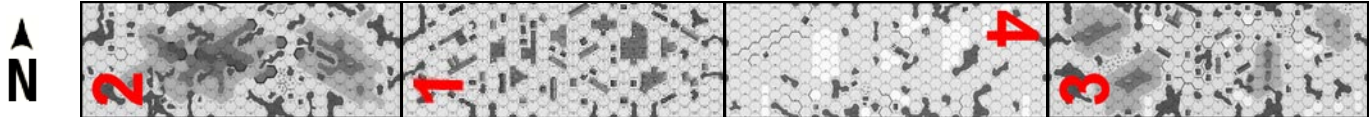
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Rhine Valley, St. Goar, Germany, March 24, 1945: Under cover of an early morning mist, two German reserve battalions were shuttled across the Rhine River near the village of Rhens, outside St. Goar, in an attempt to flank the American advance. Caught by the surprise attack, the Americans found themselves totally disorganized but managed to form a semblance of defense when a HQ unit had just arrived on the scene and quickly took command of the situation. The Germans made good use of a heavy morning mist to get across the river undetected, but there was shortage of boats and the units had to be shuttled over.

VICTORY CONDITIONS: To win, the Germans must completely clear any one game board of all non-broken American squads from any of that board's full hexes. The Americans win by avoiding the German Victory Condition.

BOARD CONFIGURATION:



TURN RECORD CHART:

☆ American Sets up First	+	1	2	3	4	5	6	7	END
✚ German Moves First									

☆ Battalion Headquarters unit—87th infantry Division - set up on any whole hex using Hidden Initial Placement:

	9-1	8-1	8-0	7-0	8-4-7	6-6-6	2-4-6	HMG 50 cal 8-20 B12	MMG 4-12 B12	6 4 X11+	16 75 4/6	24 Truck P7	WIRE	Entrench 5
	2				12	9		2	4	4			6	4

✚ Battalion elements of Wehrkreis XIII - Start landing on TURN 1 on South edge as per 60.3:

	9-2	9-1	8-1	8-0	4-6-7	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	3	20 Δ -1
	2				29	3	4	14	12	

SPECIAL SCENARIO RULES:

- OAF 28.3.1: TERRAIN:** Wheatfields are out of season.
- OAF 28.3.2:** Neither side may move into river hexes (60.1) once on the mapboard.
- OAF 28.3.3:** Place all units which are still hidden on the mapboard with concealment counters as soon as all German squads have landed.
- OAF 28.3.4:** The American command structure at this point was very confused. The American player must roll one die at the beginning of each American player turn. The resulting number is the maximum number of STACKS (all units in the same hex compose a stack) which the American can move in that Movement Phase. There is no limit to the number of units he can move during the Advance Phase.
- OAF 28.3.5:** The Americans are critically short of fuel and ammunition due to the long extended supply lines. Any time a vehicle moves it must roll one die. A "6" die roll immobilizes the vehicle at the end of the current Movement Phase. The crew does NOT have to check morale after running out of gas.
- OAF 28.3.6:** Whenever the AFV throws an unmodified TO HIT die roll of 11 or 12, it has used its last round of ammunition. Place "Gun Disabled" counter on the AFV for the DURATION OF THE GAME. MGs may still fire but may run out ammunition in a similar manner.

crossing attack had worked only due to poor initial deployment by the Americans which had allowed one battalion to land and build up unopposed and a confused American command structure which was unable to react quickly.

- VARIATIONS:**
- A.** Add one Radio with one module of 105s artillery support to the American force.
 - B.** Add 1xUHT, 2xTruck, 4x666 to the American force.

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AFTERMATH: One battalion hit an American strongpoint and spent the next hour hugging the riverbank for bare survival. The other was more lucky and landed at a relatively undefended area. The American defense, unable to react to both landings, was defeated in detail. The Germans then linked up and after their bridgehead had been established continued with their flanking attack. The

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 Scenario published in ON ALL FRONTS, issue #28. Design by Harvey Newcomb III;
 Modifications/clarifications made from its published form. Updated 100712
 Graphic Layout by Bill Sosnicki
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