














ACROSS THE RIVER ROER

- OPERATION GRENADE



Setup order

- 1  x16
- 2  x13
- 3  x7
- 4  x6
- 5  x4
- 6  x4
- 7  x2
- 8  x1
- 9  x3
- 10  x4
- 11  x6

Historical Background

The 9th Army was lined up along the River Roer on the 23rd of February at the start of Operation Grenade. The river had receded enough to make a crossing possible and the Operation opened with a tremendous artillery bombardment.

The 84th Division was the most northerly of all the assault divisions. The first wave made it across a relatively narrow section of the Roer at Linnich. Once over the river the 1st Battalion did not stop to clear the German defenders but wheeled to the left. The 3rd battalion then crossed and while the 1st Battalion continued to press north, the 3rd moved against the elements of the 59th Infantry Division and the 183rd Volksgrenadier Division in their defensive positions across from Linnich.

By the end of the second day two regiments were over the Roer and occupied a bridgehead of over 3 miles.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 4 Command cards

Allied Player: Take 6 Command cards.
You move first.

Conditions of Victory

6 Medals

An Allied unit that captures a town or the medal on the road exit on the Axis baseline, as indicated, counts as one Victory Medal. Place an Objective Medal on each of these hexes. As long as the Allied unit remains on the hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The River Roer is a Navigable River by Allied infantry units in boats. Play the river as a Ford (see p. 6)

See p. 7 to learn about Minefields.