














SCHWAMMENAUDEL DAM



Setup order

- 1  x15
- 2  x15
- 3  x7
- 4  x4
- 5  x4
- 6  x3
- 7  x2
- 8  x2
- 9  x2
- 10  x2
- 11  x2

Historical Background

Before Operation 'Veritable' and 'Grenade' could begin, there was a matter of the Roer dams to consider. These dams were located in an area of steep gorges, small mountains and narrow roads. Earlier attempts to capture the dams had failed and orders to take the Schwammenauel and Urft dams seemed an impossible task for the 78th Infantry Division who had only limited battle experience. The 272nd Volksgrenadier Division was deployed in this section of the Westwall.

The 9th Infantry managed to capture the Erft Dam intact, but progress to take Schwammenauel was hindered by the rugged terrain and lack of armor support. Finally the village of Schmidt fell and soon after, Infantry from the 309th captured the dam. The German troops however had blown the discharge valves, which sent a heavy cascade of water down the River Roer for weeks.

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

Briefing

Axis Player: Take 5 Command cards

Allied Player: Take 5 Command cards.
You move first.

Conditions of Victory

6 Medals

An Allied unit that captures a Dam counts as one Victory Medal. Place an Objective Medal on each Dam hex. As long as the Allied unit remains on the Dam hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

The Axis player may attempt to sabotage the Schwammenauel and Urft dams. See p. 9 to learn the rules of sabotaging a dam.

Special Rules

The Allied Special Forces are Paratrooper units. Place an Allied Special Force token in the same hex with these units to distinguish them from the other units. These units may move 1 or 2 hexes and still battle.