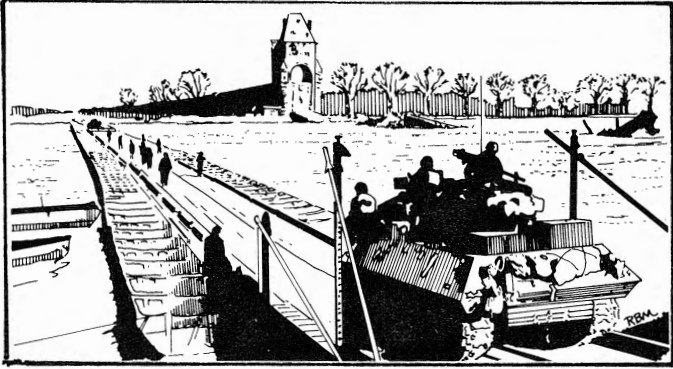


# Scenario 11

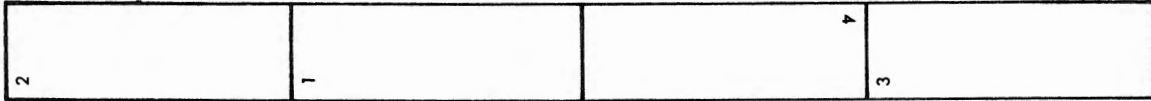
# THE ST. GOAR ASSAULT



**RHINE VALLEY, St. Goar, Germany, March 24, 1945:** Germany's army was beaten. The Rhine had been crossed at Remagen and elsewhere. As more and more of the Allies closed in on the Rhine, there was a growing tendency to simply take it "on the run" rather than shift to an existing bridgehead. Such a situation faced the U.S. 87th Division as it approached the St. Goar sector. Under cover of the early morning mists, two battalions were shuttled across near the village of Rhens, outside St. Goar. The Germans, though totally disorganized, formed a semblance of defense based on a local Headquarters unit. The Americans made good use of a heavy morning mist to get across the river undetected, but there was a shortage of boats and the units had to be shuttled over.

## Rules Introduced: Section 60

### Board Configuration



### VICTORY CONDITIONS

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

### SPECIAL RULES

**11.1** The Germans are critically short of fuel and ammunition. 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.

**11.2** Whenever the AFV throws an unmodified TO HIT dice 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*. MG's may still fire.

**11.3** The German command structure at this point was very confused. The German player must roll one die at the beginning of each German player turn. The resulting number is the maximum number of *stacks* (all units in the same hex compose a stack) which the German can move in that Movement Phase. There is no limit to the number of units he can move during the Advance Phase.

**11.4** Neither side may move into river hexes (60.1) once on the mapboard.

**11.5** Place all units which are still hidden on the mapboard with concealment counters as soon as all American squads have landed.

### TURN RECORD CHART

⊕ German sets up first	1	2	3	4	5	6	7	END		
⊕ German moves first										

**Headquarters unit—Wehrkreis XIII; set up on any whole hex using Hidden Initial Placement (42):**

					12	9	12	6	4		

75 6/-	P7	6		4	

**Battalion elements, 87th Infantry Division; start landing on Turn 1 on South edge as per 60.3:**

					24	3	4	4	

### AFTERMATH

One battalion hit a German 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 German defense, unable to react to both landings, was defeated in detail. The Americans then linked up and one more bridgehead had been established. The attack had worked only due to poor initial deployment by the Germans which had allowed one battalion to land and build up unopposed and a confused German command structure which was unable to react quickly.

### VARIATIONS

**11A:** Give the American one module of 105's artillery support and the Germans six 4-6-7 squads, 2 trucks, and an *unarmed* halftrack.

**11B:** Optional upon agreement of both players.