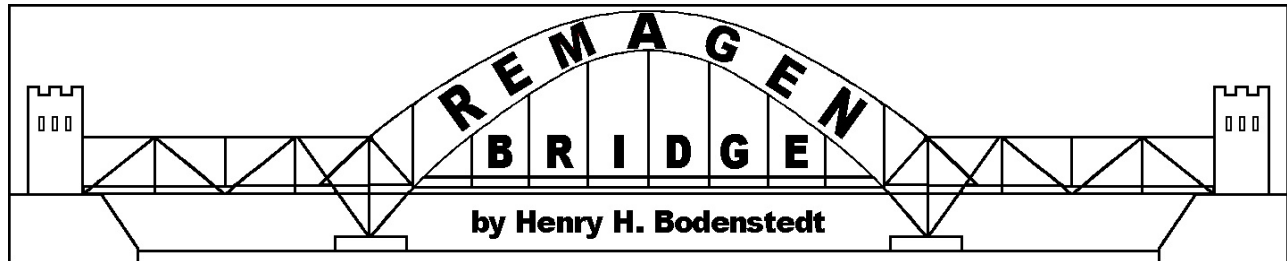


REMAGEN BRIDGEHEAD



HISTORICAL BACKGROUND

7 March 1945: The final hour of Hitler's 1000-year Reich is approaching. France is liberated and the victorious Allied armies have reached the Rhine River. The German High Command's hopes are supported by the belief that this formidable river barrier will prevent the enemy from further advance into the heart of the "Fatherland".

As soon as the last of the retreating Wehrmacht has reached the east bank of the Rhine, the long-spanned bridges are dumped into the river. Sometimes the "Pioniere" wait until the last moment to let stragglers, and even civilians, cross over; Hitler needs every single man, now more than ever.

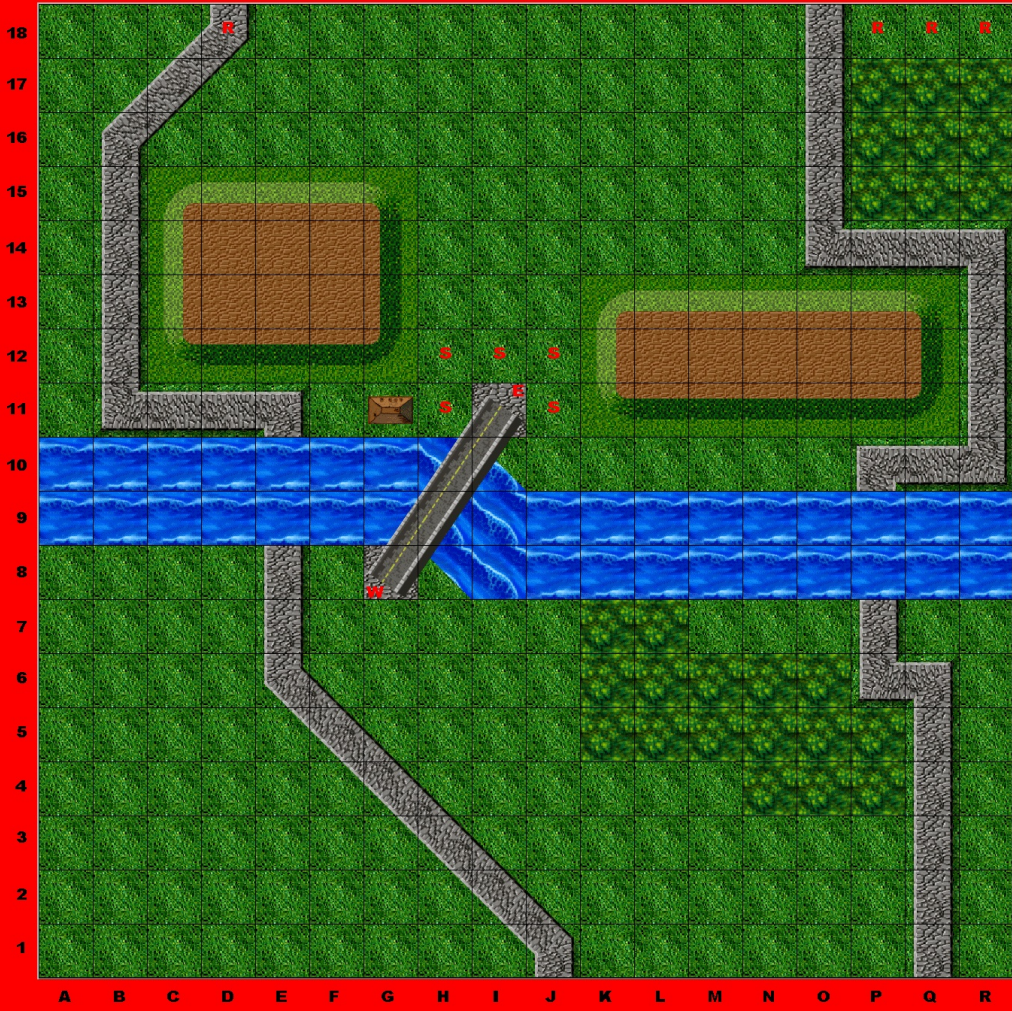
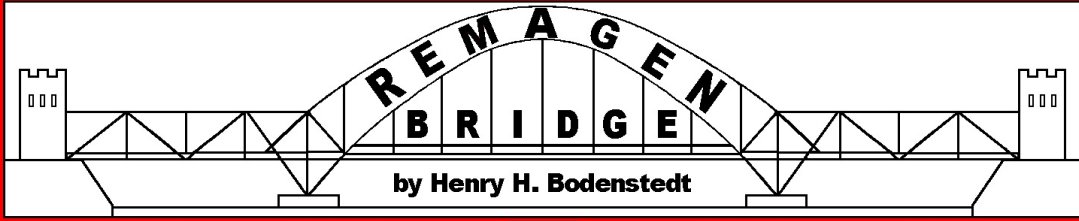
As Combat Command B, US 9th Armored Division, headed by the 27th Armored Infantry Battalion, reaches the little town of Remagen, the Ludendorff Railroad Bridge is found still intact but mined for demolition. What an opportunity to get quickly to Berlin! But this is not the point where the spring offensive is planned. The "Big Push" is to be made into the Ruhr Valley where the Allies are assembling all their combined power. The Germans also keep their strongest forces there to protect their most valuable industrial center, relying on the Rhine as a defense elsewhere.

The US troops hesitate for a moment. It could be a trick to lure them across only to find the bridge being blown up behind their backs or into their faces. There is an explosion, the mighty structure rises a few inches from its supports ... then settles down again with only minor damage. Without further delay, and in the face of heavy fire, the first units rush across. A short, desperate struggle develops with the few remaining Germans at the East Bridgehead. Quick-acting engineers cut the wires to the still unexploded charges and the bridge is secure.

The Germans, taken completely by surprise, have insufficient forces and cannot stop the sudden onslaught. Immediately, a race against time begins; the Americans pour men, arms, and equipment across at a hectic pace, while the Germans summon all available reserves to the scene in an effort to wipe out the US bridgehead.

Meanwhile, pontoon bridges are built alongside the Ludendorff Bridge to increase the capacity of the crossing point. The Germans, on their part, send some of their remaining Luftwaffe, including a few of their new jets, in unsuccessful attempts to destroy the bridge.

Finally, after 10 days, the bridge collapses. But it is too late. The bridgehead is secure. Soon, the US starts a major advance into the remaining territory of the Third Reich as the German officers in charge of the demolition of the Ludendorff Bridge are executed on the Fuhrer's order.



LEGEND



Roads



River



Hills



Woods



Reserves



Setup



Eastern
Bridgehead



Western
Bridgehead

MOVEMENT

MOVEMENT FACTORS						
		TERRAIN				
		Open	Road	Hill	Wood	
Vehicle	Heavy Tank	3	6	1	NO	
	Medium Tank	3	6	2	NO	
	Light Tank	3	6	2	NO	
	LVT "Buffalo"	3	6	2	NO	
	Armored Car	5	10	NO	NO	
	Rocket Launcher	4	8	1	NO	
	Half Track	4	8	1	NO	
	Armored Truck	4	8	1	NO	
	Truck (troop carrier)	4	8	1	NO	
	Amphibious Jeep "Weasel"	4	8	1	NO	
	Artillery	Howitzer Long-Range	1	2	NO	NO
		Medium Gun	1	2	1	NO
Anti-Tank Gun		1	2	1	1	
Infantry Weapons	Machine Gun	1	2	1	1	
	Bazooka	1	2	1	1	
Infantry	Infantry (3 figures per tray)	2	4	1	1	
	Engineers (3 figures per tray)	2	4	1	1	
	Paratroops (2 figures per tray)	2	4	1	1	

The U.S. units move first. All units may be moved up to their maximum Movement Factor (see chart).

- UNITS MUST STOP:**
- A. In the first sector containing woods or mountains.
 - B. In the first sector adjacent to enemy units (hostile Zones of Control).
 - C. At the edge of an un-bridged river.

A unit already within a hostile Zone of Control may withdraw from it at regular speed (unless ENGAGED) or continue to move through enemy controlled sectors at the rate of one per turn.

Units may move through sectors occupied by their own forces, but never through sectors occupied by the enemy.

BRIDGES: The LUDENDORFF BRIDGE consists of two sectors (excluding bridgeheads) which may be crossed at regular speed. A PONTOON BRIDGE also consists of two sectors, but motorized units crossing a PONTOON BRIDGE reduce their speed by one Movement Factor.

BLOCKING: Each sector containing two disabled vehicles cannot be passed through by other vehicles. To do so, at least one of the disabled vehicles must be destroyed (removed from the board). Infantry is not affected by this rule.

Motorized units must cross all bridges in single file. Therefore, even a single disabled vehicle will block a bridge completely.

AMPHIBIOUS VEHICLES (Buffalo, Weasel): These must stop in the first river sector and may proceed on the next turn within the river at a maximum rate of two sectors per turn.

The load capacity for Weasels is one troop of Infantry. One-half sector capacity may be carried in the Buffalo (no tanks; one armored car is allowed, however).

Units loaded on amphibious vehicles lose one Movement Factor for embarking or disembarking.

TOWING: Artillery pieces may be hitched to trucks or half-tracks. They then move at the speed allotted to the towing vehicle.

To pick up a gun, the towing vehicle must be in one of the sectors adjacent to it. Hitching consumes one Movement Factor which may either be deducted from the gun or the towing vehicle's allowance.

While in hitched-up position, the gun is considered as being in the same sector as the towing vehicle, but it is not considered when computing total capacity of the sector.

After travel, the gun may be dropped in any sector adjacent to the towing vehicle. This again will consume one Movement Factor of the gun's or the truck's allowance.

It is permissible to pick up and drop a gun during the same turn, at the loss of TWO Movement Factors.

A gun CANNOT FIRE in the turn it has been moved. It may, however, fire defensively in the opponent's subsequent turn, even if this is technically still the same turn.

MOTORIZED INFANTRY: Two troops of Infantry or one Infantry Weapon (MG, Bazooka) may be transported on each truck.

A truck may not be used for towing a gun and transporting troops simultaneously. A truck towing a gun is considered loaded with its crew and ammunition.

HOUSE: Only Infantry and Infantry Weapons may enter the House sector. This sector's capacity is limited to 4 troops of Infantry, or 2 Infantry weapons, or 2 troops of Infantry and 1 Infantry weapon.

PARATROOP DROP: At the beginning of the 8th turn, the U.S. have the option to drop 12 trays of Paratroops EAST of the Rhine River (these 12 Combat Values must be deducted from the replacement quota of this turn. The drop area is determined by rolling the dice as follows:

PARATROOP DROP TABLE			
ROLL 1d6	ROW	ROLL 3d6	COLUMN
1	13	3	P
2	14	4	O
3	15	5	N
4	16	6	M
5	17	7	L
6	18	8	K
		9	J
		10	I
		11	H
		12	G
		13	F
		14	E
		15	D
		16	C
		17	B
		18	A

The sector determined by the rolls, as well as any of the eight adjacent sectors, may be used for the initial placement of the 12 airborne troops. If all of the nine sectors are occupied by the Germans, another drop may be attempted during the 9th turn.

After landing, Paratroops may make one full Infantry move. It is permissible to land in German Zones of Control. In this case, however, no further movement is possible and the Paratroops must attack from that sector.

LUNDENDORFF RR BRIDGE:

Turn	Bridge Collapses on roll of--
4	1
5	1 or 2
6	1, 2, or 3
7	1, 2, 3, or 4
8	1, 2, 3, 4, or 5
9	bridge collapses automatically

At the beginning of the German 4th turn, a die will be rolled to determine the fate of the Ludendorff Bridge. This will be repeated at the beginning of each German turn until the bridge collapses. At the moment the bridge collapses, all units on it are considered lost. Use the accompanying table. The bridge collapses automatically on turn 9.

FIRE

After the movement portion of the turn, the following procedures apply:

EXCHANGE OF FIRE

(1) The attacker selects one sector and fires from it at any target within range. The target sector must be indicated before rolling the dice. It is permissible to fire from a single sector at several defending sectors, as long as the attacker has more than one unit in the sector from which he fires. The fire of a single unit CANNOT be split up.

(2) After one sector has been fired, the defender removes his casualties, and the surviving units in each sector that was fired upon may return fire at any target within range.

(3) After removing his casualties, the attacker picks another sector that has not fired in this turn and repeats the same procedure. He may select the same target(s) again; if he does so, the defender may return fire again with surviving units.

During the attacker's portion of the turn, the defender may fire only from those sectors that have been fired upon.

The side doing the firing has the choice of applying hits within the target sector subject to the following limitations. (a) Units whose Combat Value is equal to or less than the firing unit must be completely eliminated first. (b) Infantry weapons cannot be hit until all regular infantry in the same sector is completely eliminated.

COMPUTING HITS

Each individual unit rolls the number of dice allotted to it according to the Fire Chart (below). The total roll of one or several units that have fired a salvo from one sector into an enemy occupied sector is divided by the number found in the appropriate range column of the Fire Chart. The result is the number of Hits scored within the target sector. Any remainder is disregarded and cannot be added to salvos from other sectors; nor can it be carried over to the next turn. It is permissible to lump together the fire of individual units directed from the same sector on the same target.

For INFANTRY AND INFANTRY WEAPONS: Roll one die for each hit to be applied to these units. Each pip on this "Hit die" kills 1 figure. Note that Infantry and Infantry weapons have 3 figures per tray while Paratroops have only 2 per tray. Men under cover (in buildings, hills, or woods) need two pips on the Hit die to be killed.

FIRE CHART										
Hits Needed to		TYPE OF ARM	FIRE POWER (Dice per unit)	RANGE (in sectors) (divide total pips rolled by factor shown)						
STOP	KILL			1	2	3	4	5	6	7/8
3	5	Heavy Tank	3	2	2	4	6*	8*	10*	N/A
2	3	Medium Tank	2	2	3	4*	6*	N/A	N/A	N/A
1	2	Light Tank	1	2	3	4*	N/A	N/A	N/A	N/A
1	2	LVT "Buffalo"	1	2	3	4*	N/A	N/A	N/A	N/A
1	2	Armored Car	1	2	3	4*	N/A	N/A	N/A	N/A
1	2	Rocket Launcher	1	N/A	N/A	4*	6*	N/A	N/A	N/A
1	2	Half Track	3	6	9	(Not effective against armor)				
1	2	Armored Truck	3	6	9	(Not effective against armor)				
N/A	1	Truck (troop carrier)	1	6	N/A	N/A	N/A	N/A	N/A	N/A
N/A	1	Amphibious Jeep "Weasel"	1	6	N/A	N/A	N/A	N/A	N/A	N/A
N/A	4	Howitzer Long-Range	4	N/A	N/A	N/A	6*	8*	10*	16*
N/A	3	Medium Gun	2	N/A	N/A	4*	6*	8*	N/A	N/A
N/A	2	Anti-Tank Gun	1	2	3	4	N/A	N/A	N/A	N/A
		Machine Gun	3	6	9	(Not effective against armor)				
(Roll one die per hit. Each pip kills one figure.)		Bazooka	1	2	(Not effective against armor)					
		Infantry	1	6	(Not effective against armor)					
		Engineers	1	6	(Not effective against armor)					
		Paratroops	1	6	(Not effective against armor)					

* - Indirect Fire. All other is Direct. (line of sight)

EXAMPLE

1 Medium Tank (fire power - 2 Dice) and 1 Armored Car (fire power - 1 Die) attack 1 Infantry, 1 Infantry Weapons, and 3 Paratroop trays (total - 12 men) that are 2 squares away. TOTAL FIRE POWER: 3 dice; result of roll: 13 pips. Now divide by the 2-sector range factor of 3, giving a total number of hits - 4.

Roll 4 dice (1 per hit); result of roll: 11. Since Infantry must be eliminated first, eliminate 1 Infantry and 3 Paratroop trays. Infantry Weapons unit remains with 2 hits on it and may now fire on any target within range.

Note: If the result of rolling the "Hit" dice was 12 instead of 11, or if any of the units had a previous hit, all units in the target sector would be eliminated. As it is, the Infantry Weapons unit still has one man left on the tray and is fully effective until destroyed by one additional hit.

ENGINEERS

Pontoon Bridges may be built in unlimited numbers by the U.S. Engineers. Before construction may start, both bridgehead sectors must be passed through by U.S. Forces and not be in a hostile Zone of Control. Thereafter, construction may continue as long as no hostile forces are adjacent to either of the bridgeheads.

One, two, or three troops of Engineers, stationed in either or both of the bridgehead sectors, roll one die apiece at the beginning of every U.S. turn. Pips rolled are "Labor Units (LU)" which are totaled and accumulated from turn to turn. Engineers may not roll for Labor Units in the same turn they are moved.

A Pontoon Bridge cannot be used for traffic in the turn during which it is completed. 30 LUs are necessary to complete a Pontoon Bridge. Any overage is disregarded so that the value of a completed bridge does not exceed 30 LUs.

The enemy has the option of firing at a completed or partially constructed Pontoon Bridge (2 sectors). Besides inflicting the usual casualties, one die is rolled for each hit on the two bridge sectors. The pips rolled are deducted from the present LU value of the bridge, but it remains usable. During the following turn, Engineers may make repairs by adding Labor Units to the damaged bridge in the usual manner.

If the LU value of a completed bridge is reduced to zero, the bridge is destroyed and all units in the two sectors over the river are eliminated.

If attacked, Engineers are used in combat in the same manner as regular Infantry.

COMBAT

After the attacker has completed firing, the "morale" of all units, still adjacent to hostile units, must be checked (this is important since it often determines the outcome of the battle).

BASIC ODDS

Basic odds are computed first. The attacker divides the battle front into individual battles by indicating which of his sectors are in combat with which enemy-held sectors. He must attack every hostile sector to which he is adjacent, but he is allowed to "soak-off" weaker sectors against stronger ones to improve odds in other battles. Soak-offs at odds worse than 1-6 are not permitted.

It is not permissible to split up the attacking or defending forces within a single sector.

Odds are computed by adding the Combat Values of the attacking and defending units and dividing the higher total Combat Value by the lower one. The defender's Combat Value must be increased, if necessary, to get an even division. Example: 29-10 is 2-1, 6-7 is 1-2, etc.

After the odds of a battle have been computed, the attacker rolls a die and refers to the Morale Chart for the results. The battle must then be resolved immediately, following the instructions on that chart. The attacker may resolve his battles in any sequence he wishes, until every battle has been fought. THIS ENDS THE ATTACKER'S TURN.

AUTOMATIC VICTORY

As soon as certain attacking units outnumber defending units at odds of 7-1 or better, the zone of control of these defending units is disregarded. Units not yet moved by the attacker may then pass through squares adjacent to the defeated units, but not through the enemy held sector itself. All units involved in the Automatic Victory --attacking and defending-- cannot be moved until Combat has been resolved.

COMBAT MORALE / RESULTS TABLE												
DIE	BASIC ODDS											DIE
ROLL	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	ROLL
1	AR 2	AW	ENG	ENG	DW	DW	DR 2	DR 4	D ELIM	D ELIM	D ELIM	1
2	AR 3	AR 2	AW	ENG	ENG	ENG	DW	DR 3	DR 4	D ELIM	D ELIM	2
3	AR 4	AR 3	AR 2	FIRE CTCT	FIRE CTCT	FIRE CTCT	ENG	DR 2	DR 3	DR 4	D ELIM	3
4	A ELIM	AR 4	AR 3	AW	FIRE CTCT	FIRE CTCT	FIRE CTCT	DW	DR 2	DR 3	DR 4	4
5	A ELIM	A ELIM	AR 4	AR 2	ENG	FIRE CTCT	FIRE CTCT	FIRE CTCT	DW	DR2	DR 3	5
6	A ELIM	A ELIM	A ELIM	AR 3	AW	ENG	ENG	ENG	ENG	DW	DR2	6

ODDS WORSE THAN 1-6 = A ELIM

ODDS BETTER THAN 6-1 = D ELIM

EXPLANATION OF COMBAT MORALE CHART

FIRE-CONTACT: Sectors engaged in battle simultaneously exchange fire once. After removing casualties, Morale is rolled again, concluding the battle for this turn. The defender, in his turn, must either counter-attack or withdraw.

If, in the fire exchange, one side is completely eliminated, survivors of the winning side may move into the vacated sector(s).

ENGAGED: The defender, in his turn, may not move any units out of the engaged sectors. He has the option to counter-attack. He may also bring up reinforcements, in which case he MUST counter-attack.

During the firing portion of the following turn, it is not permissible to fire out of, into, or within the engaged sectors.

The original attacker, in his next turn, must counter-attack. He may not move any of his engaged units but has the option to reinforce.

DW OR AW: The loser must withdraw from his position(s) ONE sector in any direction. Winner does not advance. It is not permissible to withdraw into a hostile zone of control or onto terrain that is "off-limits" to the withdrawing unit(s). If no other way is open, withdrawing units are eliminated.

DR OR AR: The loser will be routed (set-back) by the winner as many sectors as indicated. The winner cannot force the routed units into his zone of control, into a river, or off the board, if other routes are open. If all retreat routes are cut, the loser's units are eliminated. "Zig-zag" moves (those back and forth on the same squares) are illegal.

Restricting terrain, except for rivers or in the case of units which cannot enter woods or hills, will not affect a rout.

Disabled vehicles are abandoned (eliminated) in a rout.

The winner may move up one sector less than the rout called for. The first sector entered must be one of those vacated by the defender. Advancing units must stop in the first hostile zone of control they encounter. Restricting terrain must be obeyed in an advance.

D OR A ELIMINATED: All of the loser's units are removed from the board. The winner may occupy the sector(s) vacated by the loser, arranging his units in them as he sees fit. Restricting terrain must be obeyed.

OPTIONAL NIGHT MOVE

Turns 3, 6, 9, 12, and 15 are NIGHT MOVES during which the Fire portion of the turn is omitted. Regular Combat will take place, however. The U.S. engineers receive only 50% of the points rolled for their bridge building or repairing efforts. (Fractions do not count).

During the day moves, U.S. air superiority forces the Germans to move with extreme caution. Therefore, all German Movement Factors are reduced by one (a minimum move of one sector is always assured). Also, German units do not receive the Road Bonus during day-time moves. Movement in mountains or woods is not affected.

NOTES ON PLAY

U.S.: The strategy to be employed by the Americans depends a great deal on how soon the Ludendorff Bridge collapses. There is no question that during the first four moves, the US must push as many armored units across as possible. It is not advisable to clutter the Bridge with Infantry if there is motorized equipment within reach of it.

A pontoon bridge must be built at once (2nd turn). North of the RR bridge (B8-B11) is a good spot because it keeps the construction site out of German reach for a while. This is especially important if the RR bridge succumbs early in the game. To build a pontoon bridge directly adjacent to the RR bridge (J7-J10) is not advisable; concentrated German attacks would soon destroy it. Another good location would be the south end of the board near Q7-Q10, especially if the engineers are industrious and the Ludendorff Bridge stands up for a while.

Ample protection must be provided to keep the Germans away from the construction site. The Buffalo, of course, must support this protective effort by ferrying armored cars and anti-tank guns.

GERMAN: The Germans have very little choice at first. All they can do is to make a desperate effort to hold the forces crossing the RR bridge for a turn or two.

As soon as the German reserves come on the board, they should try to get at the pontoon bridge, especially if it is built a good distance away from the RR bridge. If they succeed in destroying the first pontoon bridge and the forces that have crossed into that area, it is no great problem to decimate the US bridgehead opposite Remagen systematically. This is particularly true once the RR bridge has fallen into the Rhine.

BOTH SIDES should remember to make full use of their long-range artillery. The US should try to bring at least one howitzer across in the early part of the game, disregarding the danger of losing it later on. The Germans have to be a little more conservative, keeping their heavy guns well protected from enemy tanks; once they are lost, there are no more. Remember to move guns by night whenever possible; they cannot fire at night anyway.

CREDITS

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Reproduced in Microsoft Word by: Brian Mason in Sep 2008.
Contact me at: brian448@sbcglobal.net.