

# WESTWALL

# Remagen

## Bridgehead on the Rhine, March 1945

# EXCLUSIVE RULES

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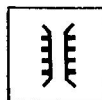
## [10.0] INTRODUCTION

**Remagen** is a simulation on the battalion/regimental level of the operations from 7 March to 17 March 1945 that saw the U.S. Army cross the Rhine River in force at the town of Remagen. An optional Scenario is provided to show what might have happened if the Germans had reacted quicker to the U.S. seizure of the Ludendorff Bridge.

## [11.0] BRIDGES

### GENERAL RULE:

There are two types of Bridges in the game: the Ludendorff railroad Bridge (which is printed on the mapsheet) and two Float Bridges. The Ludendorff Bridge is semi-permanent in that it need not be built, but can be destroyed. Once destroyed, it cannot be rebuilt. The Float Bridges are placed on the map at the U.S. Player's discretion and may be destroyed. Unlike the Ludendorff Bridge, Float Bridges can be replaced once destroyed. Only the U.S. Player has the capacity to place Float Bridges; only the German Player has the capacity to destroy Bridges.



### CASES:

#### [11.1] BUILDING FLOAT BRIDGES

[11.1] There are two Float Bridges in the game. They may be placed in any Rhine River hex which is not adjacent to Enemy units or Zones of Control.

One Bridge is placed on Game-Turn Thirteen, the other on Game-Turn Fourteen.

[11.12] Once emplaced, units may enter the Bridge hex from adjacent hexes to which the Bridge Symbol points. Units may not make attacks from Bridge hexes; however, Zones of Control do extend into Bridge hexes. Units in Bridge hexes may be attacked normally.

### [11.2] DESTRUCTION AND DAMAGE OF BRIDGES

[11.21] German infantry, mechanized and armored units destroy Bridges (both Float and the Ludendorff Bridge) by moving onto the Bridge. All hexes adjacent to the Bridge's western exit hex must be free of U.S. units. The German unit on the Bridge may not have been engaged in combat during the Game-Turn it seeks to destroy the Bridge. If all of these conditions have been fulfilled, the German Player may, at the end of his Player-Turn, declare the Bridge destroyed and move his unit on the Bridge to the east side hex of the Bridge. If the Bridge destroyed is a Float Bridge, remove it from play; if the Bridge destroyed is the Ludendorff Bridge, simply note its destruction.

[11.22] Destroyed Float Bridges may be replaced in any Rhine River hexes three Game-Turns after their destruction following the procedure outlined in Case 11.1.

## [12.0] REINFORCEMENTS

### GENERAL RULE:

Both Players receive Reinforcements. These appear during the Owing Player's Movement Phase on the Game-Turn indicated on the Reinforcement Schedule. The Reinforcement Schedule states the Game-Turn of appearance, the designation of units, the Strength and Movement Value, and the Lettered hexes which they enter into.

### PROCEDURE:

During his Movement Phase, the Owing Player places a Reinforcing unit in one of the scheduled lettered hexes. The Owing Player may place them at any time during his Movement Phase.

### CASES:

#### [12.1] MOVEMENT OF REINFORCEMENTS

[12.11] Reinforcements are presumed to be poised adjacent to the map. When placed on the map, a Reinforcing unit expends Movement Points to enter the entry hex, according to the Terrain Key. In almost all cases, the Reinforcements can enter onto a hex which has a road leading off the map; these

units expend Movement Points at the road movement rate to enter the map.

[12.12] Once on the map, Reinforcements may be moved normally. The Owing Player may begin the arrival of his Reinforcements at any time during his Movement Phase.

[12.13] Any number of units may enter into the same hex in the same Movement Phase. These units pay the Movement Point cost for the entry hex, and pay no additional Points for imaginary hexes off map.

### [12.2] RESTRICTIONS

[12.21] Reinforcements may not enter a hex which is, at that point, occupied by an Enemy unit or in an Enemy Zone of Control.

[12.21] Reinforcements may not enter a hex which is at that point occupied by an Enemy unit or in an Enemy Zone of Control.

[12.22] If, and only if, all of the lettered entry hexes designated are occupied by Enemy units or Enemy Zones of Control, units scheduled to arrive there may arrive in the next entry area in alphabetical order. Example: German Reinforcements which could not enter in area "C," would be able to enter in area "D," or if area "D" was also blocked, area "E."

[12.23] A Player may never withhold Reinforcements from Game-Turn to Game-Turn.

## [13.0] NIGHT GAME-TURNS

### GENERAL RULE:

During Night Game-Turns, units may enter or leave Enemy Zones of Control; however, they may not both enter and leave in a single Night Game-Turn and may not move from one Enemy-controlled hex to another. No combat of any type is permitted during Night Game-Turns.

## [14.0] U.S. CONTINUOUS FRONT

### CASES:

#### [14.1] EFFECTS OF THE CONTINUOUS FRONT

[14.11] The U.S. Player must establish a continuous Front at the end of the first U.S. Player-Turn in which the U.S. Player has three or more units on the east side of the Rhine River, and maintain it at the end of every U.S. Player-Turn thereafter to the end of the game.

[14.12] A Continuous Front is established by having a contiguous line of hexes either occupied by U.S. units or in the Zone of Control of a U.S. unit. Both ends of the Continuous Front must be anchored on the Rhine River, which is accomplished by having the hex adjacent to the River at each end of the U.S. Front either occupied by a U.S. unit or in a U.S. Zone of Control. For purposes of this rule, the presence of a German unit in one of the hexes forming the Continuous Front and/or a German Zone of Control extending into one of those hexes does **not** negate the continuity of the Front.

[14.13] No U.S. unit may be to the east of the Continuous Front at the end of a U.S. Player-Turn unless it is directly adjacent to a unit forming part of the Continuous Front. Any unit beyond the Continuous Front and not adjacent to a unit forming part of the Continuous Front is considered eliminated at the end of the U.S. Player-Turn.

[14.14] Determination of whether the Continuous Front exists is made at the end of the U.S. Player-Turn. Temporary disruption of the Continuous Front during the German Player-Turn

does not constitute a violation of this rule. If a gap in the Continuous Front does exist at the end of the U.S. Player-Turn, the German Player is awarded **five** Victory Points for each hex in the gap which is neither occupied by U.S. units or their Zones of Control. Terrain effects are immaterial in computing the number of hexes in a specific gap.

## [15.0] U.S. LIMIT OF ADVANCE

### GENERAL RULE:

In reality, the U.S. was anxious to establish a firm foothold on the east side of the Rhine, once the chance presented itself, but did not want to make too big an effort (nor could they afford the troops to do so at the time). Therefore, their advance was deliberately restricted. No U.S. unit may advance beyond the U.S. Limit of Advance Line. However, U.S. Zones of Control **do** extend across that Line and German units adjacent to the Line **may** be attacked, although the U.S. units may not advance after combat. This Line has no effect on the use of Artillery in any hex on the map which is within range of U.S. Artillery. Any U.S. unit that advances beyond the U.S. Limit of Advance Line is considered eliminated immediately upon doing so.

**Note:** This simulates the strictures under which the U.S. forces historically operated. To simulate optimum conditions for U.S. forces, Players may agree to ignore the restrictions in Section 15.0. In this case, the U.S. Limit of Advance Line is ignored.

## [16.0] VICTORY CONDITIONS

### GENERAL RULE:

Victory is judged at the end of a Scenario on the basis of Victory Points scored by the Players. Victory Points are awarded to Players for the elimination of Enemy units and seizure of territorial objectives.

### PROCEDURE:

There is no Victory Point Record Track. Players must keep track of Victory Points scored on a piece of scrap paper.

### CASES:

#### [16.1] TOWN OBJECTIVES

[16.11] Case 16.12 lists Victory Points received for each town by each Player if that Player's units occupy that town. These Points are awarded to the Player at the end of the game on the condition that his units occupy the town. Occupation is defined as having a Friendly unit in every hex of the town (not just the identifying hex number listed below), **or** having a Friendly unit's Zone of Control in each hex of the town, with no Enemy units or Enemy Zones of Control in any of the town's hexes.

#### [16.12] VICTORY POINT VALUES FOR TERRITORIAL OBJECTIVES

Objective	Ident. Hex Nr.	U.S. German	
		U.S.	German
Konigswinter	0803	10	10
Honef	0908	10	10
Linz	0919	5	20
Honningen	0928	10	10
Rheinbreitbach	0711	5	20

#### [16.2] TERRITORIAL OBJECTIVES

[16.21] In addition to Points received as per Case 16.1, the U.S. Player receives Points for each infantry unit in excess of ten on or to the east of the Autobahn (the road which runs from hex 1501 through 1908 and 2517 to 2926) at the end of the game, within the restrictions of Case 14.13.

[16.22] The U.S. Player receives **no** Victory Points for the Autobahn if he has ten or fewer infantry units on or to the east of the Autobahn at the end of the game. But for each infantry unit in excess of ten which is on or to the east of the Autobahn, the U.S. Player receives **five** Victory Points (see 16.41).

[16.23] If the U.S. Player has no infantry units on or to the east of the Autobahn at the end of the game, the German Player receives **twenty** Victory Points.

[16.24] The German Player receives 20 Victory Points for each unit (if any) of any type to the west of the Rhein (see Case 16.43).

### [16.3] VALUE OF UNITS IN VICTORY POINTS

[16.31] Each U.S. unit has a numerical Victory Point value equivalent to its Attack Strength (or Barrage Strength). Each German unit has a numerical Victory Point value equivalent to twice its Attack Strength (or Barrage Strength).

[16.32] Victory Points are awarded to a Player when he eliminates Enemy units. For example, if the U.S. Player eliminated a German 2-1-17/1-7 unit, he would receive four Victory Points; if the German Player eliminated a U.S. 3-6-7 unit, he would receive three Victory Points.

### [16.4] LINE OF COMMUNICATION

[16.41] U.S. units in order to receive Victory Points for being on or to the east of the Autobahn, must be able to trace a Line of Communication back to the west edge of the map.

[16.42] A Line of Communication is defined as a series of contiguous hexes not blocked by Enemy units or their Zones of Control. A Line of Communication may not enter or cross prohibited terrain.

[16.43] German units, in order to receive Victory Points for being west of the Rhein, must also be able to trace a Line of Communication back to the east edge of the map.

### [16.5] LEVELS OF VICTORY

Victory is determined by comparing the total Victory Points won by each Player, subtracting the number of German Victory Points from the number of U.S. Victory Points and cross-referencing the difference on the chart below to determine the Victory Level.

Number of Excess U.S. Points	Victory Level
50 or more	US Decisive
40 to 49	US Substantive
30 to 39	US Marginal
20 to 29	Draw
10 to 19	German Marginal
0 to 9	German Substantive
Less than 0	German Decisive

## [17.0] THE SCENARIOS

### GENERAL RULE:

There are two Scenarios in **Remagen**. The first is the Historical Scenario; the second represents the situation as it might have been if the German forces had reacted more quickly to the U.S. capture of the Ludendorff Bridge. The instructions for each Scenario include each Player's Initial Deployment, Reinforcements, Special Rules in effect for each particular Scenario, and the length in Game-Turns of the Scenario.

### PROCEDURE:

Place a unit of the specified type on each of the hexes listed for that type. Lettered hexes are shown in parentheses following the group of units which arrive there. Unit designations are provided for reference only; Players may ignore them.

Reinforcements may be placed in any hexes which contain the letter code identical to that listed next to their designation (see Section 13.0).

### CASES:

#### [17.1] SCENARIO I, HISTORICAL SCENARIO

##### [17.11] U.S. INITIAL DEPLOYMENT

**Unit Type:** 3-6-7. **Hex:** 27 (0517).

##### [17.12] GERMAN INITIAL DEPLOYMENT

**Unit Type:** 1-1-7. **Hex:** (0716). ¶¶

##### [17.13] U.S. REINFORCEMENT SCHEDULE

All U.S. Reinforcements appear in Area A hexes.

##### On Game-Turn One:

**Unit Type:** 3-6-7. **Designations:** 1/47, 2/47, 3/47, 1/311, 2/311, 3/311, 1/310, 60, 52, 2/310, 3/310.

##### On Game-Turn Four:

**Unit Type:** 3-4-15/1-7. **Designation:** 9.

##### On Game-Turn Thirteen:

**Unit Type:** 3-6-7. **Designations:** 1/39, 2/39, 3/39.

##### On Game-Turn Sixteen:

**Unit Type:** 3-6-7. **Designations:** 1/393, 2/393, 1/394, 2/394, 3/394, 1/395, 2/395, 3/395, 1/396, 2/396, 3/396, 1/102, 2/102, 3/102, 3/393.

**Unit Type:** 3-4-15/1-7. **Designations:** 78, 99.

##### On Game-Turn Twenty-Two:

**Unit Type:** 3-6-7. **Designations:** 1/16, 2/16, 3/16, 1/26, 2/26, 3/26, 1/18, 2/18, 3/18.

**Unit Type:** 3-4-15/1-7. **Designation:** 1.

##### [17.14] GERMAN REINFORCEMENT SCHEDULE

##### On Game-Turn Seven:

**Unit Type:** 2-4-7. **Designations:** 111, 110 (Area E).

**Unit Type:** 2-1-12. **Designation:** 15 (Area E).

**Unit Type:** 2-1-17/1-7. **Designation:** 11 (Area E).

**Unit Type:** 3-2-20/1-7. **Designation:** (Area D).

##### On Game-Turn Eight:

**Unit Type:** 1-1-12. **Designation:** 106 (Area E).

**Unit Type:** 1-2-7. **Designations:** 901, 902 (Area D).

**Unit Type:** 1-1-12. **Designation:** 130 (Area D).

**Unit Type:** 2-1-17/1-7. **Designation:** Lehr (Area D).

**Unit Type:** 1-1-12. **Designation:** 32 (Area D).

##### On Game-Turn Nine:

**Unit Type:** 1-2-7. **Designations:** 10, 11 (Area D).

**Unit Type:** 2-1-17/1-7. **Designation:** 9 (Area D).

##### On Game-Turn Sixteen:

**Unit Type:** 4-7-7. **Designation:** 130 (Area F).

**Unit Type:** 1-2-7. **Designation:** 694, 695, 696 (Area F).

**Unit Type:** 2-1-17/1-7. **Designation:** 340 (Area F).

**Unit Type:** 3-2-20/1-7. **Designation:** (Area F).

##### On Game-Turn Twenty-Five:

**Unit Type:** 2-2-7. **Designations:** 39, 77, 78 (Area E or F); 751, 752 (Area F); 981, 982, 989, 990 (Area G); 164, 183, 190, 8, 29 (Area C); 5, 8, 9, 13, 14, 15 (Area C or D).

**Unit Type:** 2-1-17/1-7. **Designations:** 26 (Area E or F); 326 (Area F); 272, 277 (Area G); 62, 3 (Area C); 3, 5 (Area C or D).

**Unit Type:** 2-1-17/1-7. **Designations:** 26 (Area E or F); 326 (Area F); 272, 277 (Area G); 62, 3 (Area C); 3, 5 (Area C or D).

##### [17.15] SPECIAL RULES

1. The **U.S. Player** is the First Player. His Player-Turn is first in every Game-Turn.

2. The Scenario Length is **thirty** Game-Turns.

3. Game-Turns 2, 5, 8, 11, 14, 17, 20, 23, 26 and 29 are Night Game-Turns.

[17.2] **SCENARIO II,  
GERMAN OPTIMUM SCENARIO**

[17.21] U.S. INITIAL DEPLOYMENT  
(Same as in Case 17.11.)

[17.22] GERMAN INITIAL DEPLOYMENT  
(Same as in Case 17.12.)

[17.23] U.S. REINFORCEMENT SCHEDULE  
(Same as in Case 17.13.)

[17.24] GERMAN  
REINFORCEMENT SCHEDULE

One Game-Turn Two:

**Unit Type:** 2-4-7. **Designations:** 111, 110 (Area E).

**Unit Type:** 2-1-12. **Designation:** 15 (Area E).

**Unit Type:** 2-1-17/1-7. **Designation:** 11 (Area E).

On Game-Turn Three:

**Unit Type:** 2-2-7. **Designations:** 917, 918 (Area C).

**Unit Type:** 2-1-17/1-7. **Designation:** 340 (Area C).

**Unit Type:** 3-2-20/1-7. **Designation:** (Area C).

On Game-Turn Four:

**Unit Type:** 1-1-12. **Designation:** 106 (Area E).

**Unit Type:** 1-2-7. **Designations:** 901, 902 (Area D).

**Unit Type:** 1-1-12. **Designation:** 130 (Area D).

**Unit Type:** 2-1-17/1-7. **Designation:** Lehr (Area D).

On Game-Turn Five:

**Unit Type:** 1-2-7. **Designations:** 10, 11 (Area D).

**Unit Type:** 1-1-12. **Designation:** 32 (Area D).

**Unit Type:** 2-1-17/1-7. **Designation:** 9 (Area D).

On Game-Turn Ten:

**Unit Type:** 4-7-7. **Designation:** 130 (Area F).

On Game-Turn Fourteen:

**Unit Type:** 2-2-7. **Designations:** 39, 77, 78 (Area E or F); 751, 752 (Area F); 981, 982, 989, 990 (Area G); 164, 183, 190 (Area C); 5, 8, 9, 13, 14, 15 (Area C or D).

**Unit Type:** 2-1-17/1-7. **Designations:** 26 (Area E); 326 (Area F); 272, 277 (Area G); 62 (Area C); 3, 5 (Area C or D).

[17.25] SPECIAL RULES

(Same as in Case 17.15.)

## [18.0] GAME NOTES

Translating the battle of the Remagen bridgehead into a game posed several problems. The Germans were caught completely off guard. Traffic jams on the east bank of the Rhine prevented reinforcements from being committed until the American bridgehead was secure and those units which were committed were so understrength as to be mere shadows of themselves. Once the Americans broke out of the immediate bridgehead area, they had a free run. The only thing holding them back was the caution of the corps commander (for which he was later relieved) and the desire to avoid converting this into the main thrust over the Rhine because the flanking armies were not ready to make their own crossings.

Given a fixed order of appearance, the Americans can defeat the Germans in detail in the game unless certain restrictions are imposed. The first was the continuous front line trace. Aside from being militarily valid, it prevents the Americans from throwing their entire force on the few German units on the map. The second was the limit of advance rule. Even with a continuous front line trace, the Americans can drive the Germans right off the map before German numbers are large enough to hold on. They can actually push the Germans so that they are driven right off the map and the Americans occupy each map edge hex, while keeping a continuous front line trace. The limit of advance is the historical line achieved by March 17.

As the main American objective was the autobahn, this was an obvious victory condition. To prevent an unrealistic, narrow drive to the autobahn, victory conditions were also assigned for the towns along the river. They were primarily assigned based on the German ability to regain them since the Americans can usually move into all of them at will and must be driven out, if possible.

Originally there were some rather ornate rules on building and destroying the bridges but in reality, by March 17 the Remagen bridge had been closed for 4 days for repairs and some eight float bridges were across. The Germans were never able to seriously interdict the American flow of supplies so rather than turn the game into a bridge building and repair exercise, these rules were deleted.

Several German divisions have only two regiments instead of three. This was a compromise forced in part by the counter mix and also by the German weakness. In many cases to assign an attack strength of "1" in comparison to the Americans is charitable. The elimination of a regiment, combined with the strength of the remaining regiments more nearly approximates the strength of the whole division.

In essence, the battle was one which the Americans could not lose and the problem was to come up with some conditions under which they could be made to lose in the game.

### DESIGN CREDITS

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