

VICTORY IN THE WEST

Volume 2

OPERATION GRENADE

The Battle for the Rhineland
23 Feb.-5 Mar. '45

EXCLUSIVE RULES

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[15.0] INTRODUCTION

Operation Grenade is a simulation of the US Ninth Army's February 1945 offensive in the Rhineland area of Germany. Each Game-Turn represents one day of real time and each hex represents approximately 2.4 miles across.

[16.0] SETTING UP THE GAME

GENERAL RULE:

After Players have chosen sides, they may deploy their forces on the map. This may be performed by either following the instructions of this Section or by reading the set-up hexes listed on the counters themselves.

CASES:

[16.1] GERMAN SET-UP

- 0112: 941/353/58
- 0110: 942/353/58
- 0310: 943/353/58
- 0410: 27/12/58
- 0510: 48/12/58
- 0609: 49/12/58
- 0709: 1156/363/81
- 0808: 1157/363/81
- 0908: 1158/363/81

- 1008: 1034/59/81
- 1207: 1035/59/81
- 1209: 1036/59/81
- 1307: 1150/183/12
- 1406: 1151/183/12
- 1506: 1152/183/12
- 1705: 1218/176/12
- 1605: 1219/176/12
- 1807: 1220/176/12
- 2108: 1224/190/2
- 2209: 1225/190/2
- 2510: 1226/190/2
- 1804: 22/8FJ/2
- 2006: 24/8FJ/2
- 0614: 9P/81, 33/9P/81, 244/9P/81
- 1412: 11P/81, 15/11P/81, 301/11P/81
- 0809: 403/81
- 0312: 407/58
- 2218: Pol/12
- 2521: 668/58.

[16.2] US SET-UP

- 0407: 4Cav/7
- 0108: 13/8/7, 28/8/7, 121/8/7
- 0308: 413/104/7, 414/104/7, 415/104/7
- 0303: Hze/3A/7, Bd/3A/7, Hky/3A/7
- 0504: 329/83/19, 330/83/19, 331/83/19
- 0707: 115/29/19, 116/29/19, 175/29/19
- 0508: 117/30/19, 119/30/19, 120/30/19
- 0605: 113/19
- 0403: A/2A/19, B/2A/19, R/2A/19
- 0703: A/5A/13, B/5A/13, R/5A/13
- 1106: 333/84/13, 334/84/13, 335/84/13
- 1004: 11Cav/13
- 0906: 405/102/12, 406/102/13, 407/102/13
- 1703: A/8A/16, B/8A/16, R/8A/16
- 1305: 134/35/16, 137/35/16, 320/35/16
- 1403: 15Cav/16
- 0801: 313/79/16, 315/79/16
- 1504: 314/79/16
- 2004: 289/75/12
- 2306: 290/75/12
- 2507: 291/75/12.

All remaining US tank and infantry *battalions*, artillery and self-propelled artillery brigades: Either stacked *with or adjacent* to any regimental or brigade-sized unit *belonging to the same corps*, but *never* in a German Zone of Control.

[17.0] ROER RIVER FLOOD

GENERAL RULE:

Before the start of the game, the German player must declare the type of flood he wishes to create throughout the Roer River valley. He must choose one of two possible types of flood: a **flash flood** (17.1) or a **gradual flood** (17.2).

CASES:

[17.1] FLASH FLOOD

[17.11] If a flash flood is declared by the German player before the start of the game, all hexes shaded to indicate that they are part of the Roer River Valley become swamp hexes, including towns. Except for roads, all other terrain features lying within the valley should be ignored.

[17.12] If a flash flood is declared, the game must begin on 17 February. Place the Start marker in this box on the Game-Turn Track, indicating this day as Game-Turn 1.

[17.13] If a flash flood is declared, the Roer is considered a normal river for the duration of the game. There is no difference between the upper Roer and the lower Roer.

[17.14] If a flash flood is declared, all units that are defending in hexes that were originally swamp

hexes within the Roer valley use the CRT line entitled **Hilltop** when resolving this combat. However, these hexes are not considered hilltops for movement or observation purposes.

[17.2] GRADUAL FLOOD

If the German player declares a gradual flood, the date on which the game starts is subject to the US player's declaration of D-Day (18.0). When D-Day is declared on a particular date, the Start marker should be placed in the corresponding date on the Game-Turn Track, indicating this day as Game-Turn One. In the event of a gradual flood, all Roer River Valley hexes maintain their original terrain type throughout the game.

[18.0] DECLARING D-DAY (Gradual Flood Only)

GENERAL RULE:

If the German player declares a gradual flood, the US player is obligated to declare a day between 17 February and 24 February (inclusive) as *D-Day* (the day in which the game will begin). After D-Day is announced, the Start marker should be placed in the corresponding box on the Game-Turn Track, indicating this day as Game-Turn One. The US Player then rolls a single die in order to determine the current of the Roer River on D-Day, modifying this die roll depending on the date on which D-Day is declared.

CASES:

[18.1] ROER RIVER CURRENT

The US player must roll a single die after declaring D-Day, modifying this die roll according to the instructions of Case 18.12. No die roll may ever be modified above 6 or below 1.

[18.11] The following are the types of Roer River current that are created by the US player's die roll:

a. 5 or 6 (Torrent): If a unit is attacked exclusively across an *upper* Roer hexside, its Combat Strength is multiplied by *five*. If it is attacked exclusively across Roer hexsides, at least one of which is a *lower* Roer hexside, its Combat Strength is multiplied by *four* (five if in an entrenchment).

b. 2, 3, or 4 (Rapid): If a unit is attacked exclusively across an *upper* Roer hexside, its Combat Strength is multiplied by *four*. If it is attacked exclusively across Roer hexsides, at least one of which is a *lower* Roer hexside, its Combat Strength is multiplied by *three* (four if in an entrenchment).

c. 1 (Normal): If a unit is attacked exclusively across an *upper* Roer hexside, its Combat Strength is multiplied by *three*. If it is attacked exclusively across Roer hexsides, at least one of which is a *lower* Roer hexside, its Combat Strength is multiplied by *two* (three if in an entrenchment).

[18.12] The following are the modifiers to the US player's Roer River die roll:

+1: If D-Day is 17, 18, or 19 February;

No modification: If D-Day is 20 February;

-1: If D-Day is 21 February;

-2: If D-Day is 22 February;

-3: If D-Day is 23 February;

-4: If D-Day is 24 February;

[18.13] The current of the Roer as determined on D-Day is in effect up to and including 24 February. Starting on 25 February, the entire Roer (both upper and lower) becomes a normal river for the remainder of the game.

[18.14] All Roer hexsides are considered normal river hexsides for purposes of movement, regardless of the current.

[18.15] **Gradual Flood:**
(Modifiers to Roer River
Die Roll Summary)
(see map)

[18.16] **Gradual Flood:**
(Roer River Currents and
Effects Summary)
(see map)

[18.2] US SURPRISE COMBAT BONUS

[18.21] If the US player declares D-Day to be 23 February or earlier, each attack conducted by US forces on Game-Turn One receives a **Surprise Combat Bonus**. Each surprise combat bonus allows the US player to shift the combat ratio one column to the right on the CRT. No attack may receive more than one surprise combat bonus.

[18.22] If D-Day is declared to be 24 February, no surprise combat bonus may ever be awarded to US attacks during this Game-Turn. Similarly, no surprise bonus may ever be awarded to the US player if the German player has declared a flash flood (17.0).

[19.0] MOVEMENT AND SUPPLY RESTRICTIONS

GENERAL RULE:

Both players' initial forces may be restricted in movement and supply capabilities during the opening turns of the game.

CASES:

[19.1] GERMAN MOVEMENT RESTRICTIONS

[19.11] On Game-Turn One, none of the three units of the 9th Panzer Division may move. On Game-Turns One and Two, none of the three units of the 11th Panzer Division may move.

[19.12] No German unit belonging to the 2nd Corps may move unless a strategic withdrawal has been obtained (19.2). However, if any unit of this corps is *attacked*, all units of the 2nd Corps may move without further restriction for the remainder of the game.

[19.2] GERMAN STRATEGIC WITHDRAWAL

[19.21] At the beginning of all German Player-Turns starting with Game-Turn Three, the German player must roll a single die in order to determine if a **Strategic Withdrawal** occurs. A die roll of 1 indicates that a strategic withdrawal takes place — all other die rolls indicate no effect. Once a strategic withdrawal occurs, the German player ceases to roll for it for the remainder of the game.

[19.22] Starting with Game-Turn Eight, all German strategic withdrawal die rolls are reduced by **one**. (However, no die roll may be reduced below one.)

[19.23] **German Strategic
Withdrawal Summary**
(see map)

[19.3] US MOVEMENT RESTRICTIONS

[19.31] Throughout the first *three* Game-Turns, no US mechanized unit may move (although self-propelled artillery units may be used in support). On Game-Turn Four, mechanized units may move without restriction.

[19.32] No US unit belonging to the 7th Corps may ever move north of the 0900 hexrow during the course of the game.

[19.4] US SUPPLY RESTRICTIONS

[19.41] All US 12th Corps units are automatically out of supply throughout the first six Game-Turns, regardless of normal supply considerations.

[19.42] All US 16th Corps units are automatically out of supply throughout the first two Game-Turns, regardless of normal supply considerations.

[20.0] IMPROVED POSITIONS

CASES:

[20.1] IMPROVED POSITIONS HEXES

Certain hexes on the map are designated as **improved positions** hexes. All improved positions hexes are considered normal entrenchment hexes with one exception: German units defending in improved positions hexes are *not* doubled. Instead, each *stack* defending in such a hex is increased in Combat Strength by *two* (this addition is made after the stack's Strength is multiplied by a certain factor due to an attack across a river hexside). Like entrenchments, improved positions may benefit only the German player.

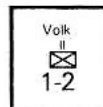
[20.2] US 739th (MINE-CLEARING) TANK BATTALION

The US 739/19 Tank Battalion was equipped with mine-clearing tanks. In addition to functioning as a normal unit, if this unit ever participates in an attack against an improved positions hex, this improved position is ignored when determining the combat ratio for this attack. In addition, US stacks may be awarded a combined arms combat bonus (9.5) in this combat. (**Exception:** If 739/19 is participating in an attack across a river hexside, improved positions are *not* ignored.)

[21.0] GERMAN VOLKSSTURM

GENERAL RULE:

Some German towns possess a **Volkssturm Value** (a parenthesized number following the town name). These towns are eligible to receive **Volkssturm** units at the moment the first US unit enters an adjacent hex.



CASES:

[21.1] HOW VOLKSSTURM UNITS ARE CREATED

[21.11] The first time a US unit enters a hex adjacent to a German town possessing a Volkssturm Value (either through movement or advance or retreat after combat), the movement of that US unit is temporarily interrupted while the German player rolls a single die in order to determine if **Volkssturm** units are created. On a die roll equal to or greater than the town's Value, no **Volkssturm** units are created, and the US unit may resume its movement. On a die roll *less than* this Value, a number of **Volkssturm** units equivalent to the difference between the die roll and the Value are immediately made available to the German player.

[21.12] If **Volkssturm** units are created, they must be chosen *at random* by the German player from

those *Volkssturm* units not currently being used in the game. After they are chosen, they must be placed in any of the hexes of that town. They may be placed in US Zones of Control, and, if more than one is created, they may be stacked in the same hex. However, it is not permissible to violate stacking limits with the placement of *Volkssturm* units (if this is unavoidable, newly-created *Volkssturm* units may be placed in any adjacent hex not occupied by US units).

[21.13] After *Volkssturm* units are deployed, the US unit (whose movement was interrupted) may continue to move normally. (Since *Volkssturm* units are battalion-sized, they exert no Zones of Control.)

[21.2] RESTRICTIONS

[21.21] Each German town possessing a *Volkssturm* Value may only conduct a *Volkssturm* die roll *once* per game. After this die roll occurs (if ever), the German player should note this fact on a separate sheet of paper, indicating that no more *Volkssturm* units may be created by this town for the remainder of the game.

[21.22] The number of *Volkssturm* units in the countermix is an intended limit. If *Volkssturm* units are created and there are no more remaining off-map, the German player does not receive these units. However each time a *Volkssturm* unit is eliminated, it *immediately becomes available* for use again by the German player.

[21.23] If a US unit moves adjacent to more than one town possessing a *Volkssturm* Value, the German player rolls the die for each town before the US unit may resume its movement.

[21.24] *Volkssturm* units are battalion-sized. It is permissible for them to function like normal units in all respects after their creation.

[22.0] THE RHINE RIVER

CASES:

[22.1] MOVEMENT AND ATTACK RESTRICTIONS

[22.11] US units may neither move nor attack across Rhine River hexsides, except across an unblown bridge hexside (22.2). US units may remain adjacent to German units without attacking when separated by Rhine River hexsides, although they are subject to normal Movement Point penalties when leaving a German unit's Zone of Control (6.32).

[22.12] German units may move and attack across Rhine hexsides as if it were a normal river. However, they *may* remain adjacent to US units without attacking when separated by Rhine hexsides, although they are subject to normal Movement Point penalties when leaving a US unit's Zone of Control (6.32).

[22.2] THE RHINE BRIDGES

There are 10 bridges across the Rhine displayed on the map. At certain times, the German player may attempt to blow these bridges.

[22.21] The first time a US unit enters the western, northwestern, or southwestern (hereafter, simply "western") terminus hex of a Rhine bridge (either through movement or advance or retreat after combat), the movement of this unit is temporarily interrupted while the German player rolls two dice in order to determine if this bridge is successfully blown. The German player may attempt to blow each Rhine bridge only *once* per game, and only at the moment a US unit first enters its western terminus hex. For example, the western terminus hex of the bridge at Koeln is 0419.

[22.22] Blowing Rhine Bridges:

a. If a *non-Volkssturm* German unit occupies the eastern terminus hex of the Rhine bridge at the moment the dice are rolled, the bridge is successfully blown on any roll between **3** and **11**, inclusive. For example, the eastern terminus hex of the bridge at Koeln is 0320.

b. If no *non-Volkssturm* German unit occupies the eastern terminus hex of the Rhine River bridge at the moment the German dice roll takes place, the bridge is successfully blown on any roll between **4** and **11**, inclusive.

c. If a US "ruse" is being attempted (22.23), the Rhine bridge is successfully blown on any roll between **5** and **11**, inclusive, regardless of the whether there are any German units in the eastern terminus hex.

[22.23] Only once per game, the US player may declare a "ruse" immediately before the German player is about to roll the dice in an attempt to blow a Rhine bridge (see 22.22c for the effects of a "ruse").

[22.24] If a US unit enters the western terminus hex of more than one Rhine bridge, the German player rolls the dice once for *each* bridge comprising this terminus hex.

[22.25] US units may conduct attacks across non-blown Rhine bridge hexsides and, providing the combat result is favorable, may advance after combat over such hexsides. A US unit attacking across a Rhine bridge may only attack the German unit(s) occupying the eastern terminus hex of this bridge, and no other. However, German units defending in this hex are *tripled* in Combat Strength whenever they are attacked across a Rhine bridge hexside.

[22.26] Rhine Bridge Blowing Summary (see map)

[23.0] VARIABLE GERMAN REINFORCEMENTS

GENERAL RULE:

At the beginning of each German Movement Phase, the German player must perform *three* reinforcement die rolls: once for the south, once for the east, and once for the north map-edges. A die roll of **1** for the south or east map-edges indicates that German reinforcements are available from this direction in the current Movement Phase (23.1 and 23.2). A die roll of **1** or **2** indicates that German reinforcements are available from the *north* in the current Movement Phase (23.3). Once the available reinforcements from a particular map-edge have been exhausted, the German player ceases to roll the die for this map-edge for the remainder of the game.

CASES:

[23.1] South Map-Edge Reinforcements

All reinforcements from the south must enter the map on Entry Hex B (0121). If reinforcements are made available from the south, they must be taken in the following order:

- First die roll of 1: 757/338/58, 758/338/58, 759/338/58.
- Second die roll of 1: 3PG/58.
- Third die roll of 1: 2106/106/58, 106/58.

[23.2] EAST MAP-EDGE REINFORCEMENTS

All reinforcements from the east must enter the map on Entry Hex C (1421). If reinforcements are

made available from the east, they must be taken in the following order:

- First die roll of 1: Utr/406/12, NCO/406/12.
- Second die roll of 1: 15PG/12.
- Third die roll of 1: 21SS/10P/58, 22SS/10P/58, 10SS/10P/58.

[23.3] NORTH MAP-EDGE REINFORCEMENTS

All reinforcements from the north must enter the map on Entry Hex D (2618). If reinforcements are made available from the north, they must be taken in the following order:

- First die roll of 1 or 2: Lr/12, 130/Lr/12.
- Second die roll of 1 or 2: 2FJ/12.
- Third die roll of 1 or 2: 7FJ/12.

[23.4] Variable German Reinforcement Summary (see map)

[24.0] WEATHER AND MUD

GENERAL RULE:

The state of the weather influences air operations as well as the condition of the ground.

CASES:

[24.1] WEATHER

[24.11] At the beginning of every Game-Turn, the US player should roll a single die and consult the Weather Table in order to determine the state of the weather for the rest of the Game-Turn.

[24.12] If the weather is **clear**, both players may use all of their assigned Air Points during the current Game-Turn (25.0). If the weather is **light overcast**, only one-half of each player's Air Points may be used. If the weather is **heavy overcast**, then neither player may use Air Points for the duration of the Game-Turn.

[24.13] Some results on the Weather Table may call for **rain** or **thaw**. If rain or thaw occurs, **mud** is created (24.2).

[24.14] If the weather in the immediately preceding Game-Turn was clear, the US player should subtract **1** from his weather die roll. If the weather in the immediately preceding Game-Turn was heavy overcast, the US player should add **1** to his weather die roll.

[24.15] **Weather Table** (see map)

[24.2] MUD

[24.21] Mud is in effect during each Game-Turn in which rain or thaw occurs, as well as the following Game-Turn. Place the Mud marker on the Game-Turn Track one space ahead of the Game-Turn in which rain or thaw occurs. **Example:** There is a thaw on Game-Turn Two. Mud is in effect during Game-Turns Two and Three. If there is a thaw on Game-Turn Three, mud would also be in effect during Game-Turn Four.

[24.22] During mud Game-Turns, the following special rules are in effect:

- All stream hexsides are considered river hexsides;
- All mechanized units pay increased Movement Point costs for certain types of terrain (4 in clear, 6 in woods, and 8 in hilltop). In addition, non-mechanized units pay **2** Movement Points to enter a woods hex, and **3** Movement Points to enter a swamp hex.

c. In all combats, the combat ratio on the CRT is shifted one column *to the left* (in favor of the defender).

[24.3] GAME-TURN ONE WEATHER

On Game-Turn One, the US player should **subtract 1** from his weather die roll.

[25.0] AIR POINT AVAILABILITY

GENERAL RULE:

The US player has six Air Points available to him each Game-Turn of the game. The German player has two Air Points available to him from Game-Turn Two through the end of the game.

[26.0] US BRIDGES

GENERAL RULE:

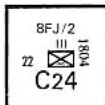
Due to the proficiency of American forces in constructing bridges at short notice, US mechanized units have a limited capability to cross non-Rhine River hexsides. If any US mechanized unit begins the US Movement Phase adjacent to a river hexside, *not* in an enemy Zone of Control, that unit may expend its entire Movement Allowance to move across that hexside. However, such a maneuver is only possible if the unit *does not* enter an enemy Zone of Control upon crossing the hexside. This movement may be accomplished even if the unit is out of supply or isolated.

[27.0] SPECIAL RULES

CASES:

[27.1] SWAMP HEXES

No mechanized unit may ever enter, exit, or retreat into a swamp hex unless this movement is performed through a hexside crossed by a road. Non-mechanized units must pay two Movement Points (three in mud Game-Turns) to enter a swamp hex through a non-road hexside. Units defending in swamp hexes employ the same line as *town* and *woods* hexes on the CRT when resolving combat.



[27.2] SPECIAL GERMAN DIVISIONS

[27.21] The 406th Infantry Division and the 8th Fallschirmjäger (Parachute) Division consist of only two regiments. These units may receive a divisional integrity combat bonus when attacking, even though only *two* regiments are adjacent to the Enemy unit which is the subject of the attack.

[27.22] The units 9P/81, 11P/81, Lr/12, 15PG/12, 7FJ/12, 2FJ/12, and 3PG/58 are *kampfgruppen* (battle-groups). They represent only portions of their parent divisions. None of these units may ever receive a divisional integrity combat bonus, although they employ strength chits in the same manner as other regiments.

[27.3] US REINFORCEMENTS

Due to a gradual flood declaration (see 18.0), Game-Turn One may occur anywhere between 17 and 24 February. The Start marker should be plac-

ed in the corresponding box on the Game-Turn Track, indicating this day as Game-Turn One.

[27.31] On Game-Turn 4, the US player receives the 99th Division (393/99/7, 394/99/7, 395/99/7) as a reinforcement.

[27.32] On Game-Turn 5, the US player receives the 95th Division (377/95/19, 378/95/19, 379/95/19) as a reinforcement.

[27.33] All US reinforcements enter the map through Entry Hex A (0301).

[28.0] VICTORY CONDITIONS

GENERAL RULE:

The game ends at the end of the March 4, 1945 Game-Turn. At this point, the US player must add up the number of Victory Points he has accumulated over the course of the game in order to determine a victor. The German player may never accumulate Victory Points — the winner is based entirely on the number of Victory Points accumulated by the US player.

CASES:

[28.1] VICTORY POINTS FOR GERMAN TOWNS

The US player receives the following Victory Points for either occupying or having been the last to pass through German town hexes at the end of the game. (**Note:** The US Player must occupy or pass through the parenthesized hex number in the case of multi-hex towns).

a. **3 Victory Points:** Koeln(0419), Geldern(2613), Rheinberg(2618), Moers(2218).

b. **1 Victory Point:** Neuss(1317), Moenchengladbach(1513), Viersen(1812), Krefeld(1916), Venlo(2209), Roermond(1804).

[28.2] VICTORY POINTS FOR RHINE BRIDGES

[28.21] The US player receives **5** Victory Points for each unblown Rhine River bridge which at least one US unit has crossed from west to east (either moving or as a result of combat) during the course of the game (**Exception:** 28.22).

[28.22] In order for the US player to receive five Victory Points for an unblown Rhine River bridge, at least one US unit which crossed that *same* bridge must end the game *east* of the Rhine River, regardless of the presence of enemy Zones of Control.

[28.23] **Victory Point Summary** (see map)

[28.3] DETERMINING A VICTOR

At the end of the game, the US player must add up the Victory Points he has accumulated and consult the following Victory Conditions in order to determine the winner of the game:

German Decisive Victory: The US player has accumulated fewer than **9** Victory Points.

German Substantive Victory: The US player has accumulated between **9** and **11** Victory Points, inclusive.

German Marginal Victory: The US player has accumulated between **12** and **14** Victory Points, inclusive.

US Marginal Victory: The US player has accumulated between **15** and **17** Victory Points, inclusive.

US Substantive Victory: The US player has accumulated between **18** and **22** Victory Points, inclusive.

US Decisive Victory: The US player has accumulated more than **22** Victory Points.

[28.4] VICTORY CONDITION SUMMARY (see map)

PLAYER'S NOTES

US Strategy

In order to win the game, the US player must attack constantly when the battle line is stationary and move as rapidly and as far as possible when fluidity develops. In the event of a Gradual Flood, the declaration of D-day will be the most important decision the US player will make in the game. The earlier the US player declares D-day, the more time he will have to achieve his victory conditions. However, an early declaration increases the German defensive capability considerably, while a late declaration insures a relatively quick breakthrough over the Roer River line. In playtesting, D-day was usually declared on 22 or 23 February. Once a breakthrough of the German lines has been made, the US player must use his armored divisions to rapidly exploit German disintegration. A major drive to the northeast must be combined with a less ambitious attack toward Cologne in order to gain enough Victory Points to insure victory. Capturing a Rhine bridge can only be achieved through luck.

The US player has a truly monumental force at his disposal at the start of the game. However, due to the extremely narrow frontage on which his army deploys, he will be incapable of employing more than a fraction of his force for the first few Game-Turns. After this period, his army should develop into a veritable steamroller. Don't forget to employ the 739th Tank Battalion to good advantage against German improved positions.

German Strategy

Initially, the German player should defend the Roer line as vigorously as possible. The extremely weak forces at his disposal at the start of the game can only attempt to make a stand in improved positions or entrenchments. The Roer can also enhance their defensive capabilities considerably. Meanwhile, the meager reinforcements or reserves available to the German player should prepare rear-area positions to await the inevitable US breakout. The rear positions do not have to be linear; rather, the German Player should attempt to defend only those areas rich in Victory Point value. All in all, the German Player faces a seemingly monumental task in *Grenade*, but an initial vigorous defense followed by judicious retreats can put all of the pressure on the US player.

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