



# Across the River Roer



The battle “Across the River Roer” refers to the Allied crossing of the Roer River in February 1945, part of Operation Grenade during World War II. This crossing was a key phase in the Rhineland Campaign, as U.S. and British forces aimed to breach Germany’s western defenses and move toward the Rhine River.

The operation had initially been delayed due to German forces upstream releasing water from dams, flooding the Roer and making it impassable. Once the waters receded, Allied troops launched a coordinated assault, crossing the river under heavy German fire and overcoming strong defenses. The successful crossing allowed the Allies to advance into Germany, pressuring German forces further and opening the path to the Rhine. This victory was essential for the Allied push into the heart of Germany and the eventual defeat of the Third Reich.

**6 VP's**



**Card Balance:**

6 Allies

4 Axis

**Complexity:**

3

**Conditions:**

Countryside



**Location:**

Germany

**Year:**

1945

**Theater:**

Western Front



### **Campaign:**

Rhineland

### **Codename:**

Operation Grenade

### **Summary**

Artillery plays a major role in this scenario, with three on one side and one on the other.

### **Objectives:**

Six VP's including all three town objectives and an exit hex for the Allies, if they can get there.

### **Terrain:**

The River Roer is a major strategic barrier which slows the advance into battle.

### **Troops:**

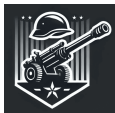
Allies - 10 Infantry, 3 Artillery

Axis - 7 Infantry, 2 Armor, 1 Artillery



### **Allied Strategy:**

1. If you are going for a left flank assault, the enemy artillery will pick off your forces as you advance. So gather at the river first, since that barrier will stop your troops for one turn. Once everyone has breached it, then you will have to attack en masse and quickly attack before the artillery takes you out.



2. Your artillery on the right can provide support fire for your troops if you pursue a central or right flank attack. But if you can move them forward at least one row before the battle begins, do that. The result will be that the sandbagged infantry in the center will be subject to 2D attacks from the artillery.

3. An attack on the right flank is going to be a challenge as long as the enemy armor can move in and attack your infantry on the open plain before the town with the victory hex. And then should you even reach it, you have to hold it until the end of the game to get the VP's.



### **Axis Strategy:**

1. Historically, the Allies were able to move across the Roer and establish a 3-mile beachhead. This means that the scenario is stacked against you, if you attempt to come out from your defensive positions and launch an assault. You may be able to do it, especially with your armor on your left flank, but be careful, as the Allied artillery is powerful.

2. Keep your armor mobile. You will most likely need them on your left flank to defend the town hex medal objective.

3. Move your infantry in the back of the center section forward to replace the infantry you will lose in the center and right flanks.

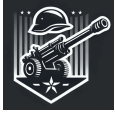
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BR - Roer

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