Schwammenauel Dam

SchwamDam_center

SchwamDam_Dam1

SchwamDam_full

SchwamDam_left

SchwamDam_right

Historical Summary

*We didn't fight our way to the **Schwammenauel Dam** for scenery — we took it because it was choking our advance. The Germans thought they could hold the Roer hostage by flooding the valley and buying themselves time. That was a mistake. American infantry went in, took that dam under fire, and shut the valve on German delay tactics. Once the dam was secured, **Operation Grenade** could roll forward without interference, and the Roer was crossed on our terms. That action tore down the last real barrier in the Rhineland and put our armies back on the march straight into the heart of Germany — exactly where we intended to go.*

~~ General Howitzer

VP's:

5

Card Balance:

Allies – 5

Axis – 5

Complexity:

4

Conditions:

Mountains & Countryside

Location:

Germany

Year:

1945

Theater:

Western Front

Campaign:

Allied Rhineland Campaign

Summary

This is an exciting scenario with some unique features which recreate actual events on the battlefield in 1945.

Objective:

Six Medals will win, but the principle objective for the Allies is to preserve the two dams, Schwammenauel and Urft. Should either of them get successfully sabotaged by the Germans, and the Allies will likely lose the scenario.

Battlefield:

It is rugged mountainous terrain encircled by a river, mountains, and forests, with a dam at either end of the River Roer.

Troops:

Allies: 10 Infantry, 2 Armor

Axis: 8 Infantry

Special Rules:

Sabotaging a Dam – each of the two dams require a total of 4 stars to be destroyed. At the start of every turn, no matter what cards they hold in their hand, the Axis player rolls two dice, one of each dam. However, the dice will only count and apply to a dam if an Axis unit is on the actual dam hex. For each Star rolled, if the dam is occupied by Axis forces, a star icon is placed on that dam. Once a total of four stars accrue, the dam is destroyed, and the Axis player receives 4! victory medals per dam.

Winning as Allies

1. Big Picture Strategy: Destroy the enemy or capture the dams before they are sabotaged. Your best option, historically is to capture the Urft Dam first.

2. You have two Armor units, but given the rugged terrain, they will be almost useless to you. If you waste your time trying to get them out from behind the mountain, you will be giving the Axis time to sabotage the dam.

3. Your paratroopers have landed in a dangerous spot, pressed up against the mountain wall as they are. Move them forward to attack ASAP, before they are destroyed.

4. Your right flank is your strongest at the start. Move quickly forward to overwhelm the enemy and secure the Urft Dam.

□ Winning as Axis

1. Big Picture Strategy: the goal is to delay the Allies (delaying tactics) as long as possible so that you can blow the dam(s). This will take at least four turns, but in reality, much longer. If you successfully sabotage one dam, (worth 4 medals!), you only need to take out one other Allied unit to win. Should you blow both dams, you are guaranteed a win. (Historically, the Germans were able to blow the discharge valves of the Schwammenauel Dam and flood the Roer River.

2. The Dam provides no battle protection. The only reason to stay on the hex is to attempt to sabotage the dame. But once the Allies get close, keep some forces in the woods to attack and slow down the enemy.

3. The Allied Paratroopers are easy prey, backed up against the mountain. Take them out quickly before they can attack your forces in the town of Kommerscheit.

Author:

Days of Wonder

URL

General Howitzer / Battle Reports

Schwammenauel Dam

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**100.00%**
Average medals per side

Allies—Axis—
Submitted AARs
1Games reported
Allied victories**1 · 100.0%**
Axis victories**0 · 0.0%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Terrain Pack

1. [Battle of Gazala] Knightsbridge→ — Open Scenario
2. [Market Garden] Nijmegen Bridges→ — Open Scenario
3. Across the River Roer→ — Open Scenario

4. Schwammenauel Dam Current scenario