

ACROSS THE RHINE

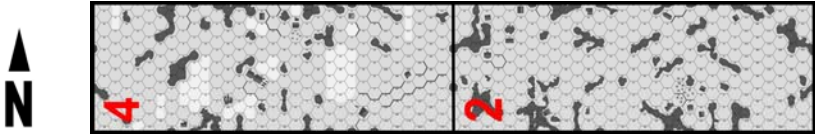




VICTORY CONDITIONS: The German wins if at the end of the game he has an unbroken squad within normal range and clear LOS of any of the American objective hexes (the normal ranger of German squad may be extended by functioning MS); or has an AFV with functioning armament occupying an objective hex at game end; or eliminates 8 American. squads. The American wins by having an unbroken squad(s) within normal range and clear LOS to any of the objective hexes and prevent the German victory conditions.

TURN RECORD CHART:








+	Germans Setup First	1	2	3+	4	5	6	END
☆	Russians Move First							

BOARD CONFIGURATION:











Elements of Wehrkreis XIII and local Volkstrum Units; set up on any whole hex using Hidden Initial Placement (42):



6225

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Local Volkstrum reinforcements; Enter per SSR 2.1.2:










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TURN 1: Elements of the 87th Infantry Division; start landing on the South edge as per 60.3:



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SPECIAL SCENARIO RULES:

- OAF 2.1.1:** After the German setup, the American Player must randomly determine his objective (use artillery chits or other means) which is kept secret from the German player and set aside for verification. the chit drawn determines the objective as follows: 1=4Q1/Q2/R2; 2=4Y1/Y2/Y3; 3=2I1/I2/J2; 4=2Q/R1/S2.
- OAF 2.1.2:** The German reinforcements entry hex is determined randomly by rolling one die during the Rally phase of German turn 3. The entry hex is as follows: 1=4Q1; 2=4Y1; 3=2I1; 4=2Q1; 5=2Y1; 6=Reinforcements do not enter this turn, reroll next turn.
- OAF 2.1.3:** After determine the reinforcements entry hex, the German may choose to delay entry one turn and then enter on an adjacent north edge road hex of his choice. This decision is made in the Rally Phase.
- OAF 2.1.4: TERRIAN:** Hills 621 and 538 are ground level. All woods hexes on these hills exist as depicted.
- OAF 2.1.5:** All Squad Leader river crossing rules (60) are in effect. Mist (60.4) is considered the same as smoke in all respects. The movement cost for mist is

- 1+COT to move into or through a mist filled hex. American units that attempt to land on hidden German units on the shoreline are eliminated.
- OAF 2.1.6:** The German may Boresight.
- OAF 2.1.7:** Entrenchments and wire in woods hexes are HIP as well. American units attempting to enter an HIP German position must remain in the last hex occupied prior to attempting to enter the HIP position and cancel all further movement.
- OAF 2.1.6:** The Environmental Condition rules are not in use.
- OAF2.1.7:** For Overrun strength calculations, IFE Main Armament is treated as a MG (at full strength). The Ostwind overrun value is 4+4+12=20af.

Scenario OAF 2.1 ACROSS THE RHINE was originally published in ON ALL FRONTS number 2. Extensive clarifications and/or modification to the original scenario have been made by Bill Thomson for tournament use. Originally designed by Jeff Cebula, this scenario was used in Round 1; CWA-Con 1981.

Graphic Layout by Bill Sosnicki (B060618)
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