

Three-Castle Bridge - US Scenario

ver. 0.5

3CB -I-
3CB -II-



Victory Conditions: The US Player wins by controlling all Factory Buildings (II-N14, V4, U13, and U19) [2Pt.] and the Bahnhof [1Pt.]
or
 the US Player wins by controlling 2 of the 3 Rhine Bridges [2Pt.] and controlling more buildings in Dreibrücken-Gernsheim than the German side [1Pt.].

Elements of the 513th Parachute Regiment [ELR:5] enter on Turn 1 by Air Drop (E9.) [SAN: 3]:

7 ⁻ 4-7 25	10-2	9-1	8-1	7-0	Radio 1PP 8	MMG 3PP 4-10	HMG 50 cal 3PP 8-16	BAZ45 1PP X11 WP6 8-5	MTR 2 60 * [2-18]
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Scout Section of TF Brooks, 10th Armor choose one to enter on Turn 1 at I-J0:

T10 9PP 2	37 2 *5PP *AAMG 2	*36 2 1 *AAMG -1/6 2	20 0 *AAMG -1/16 2	6 ⁻ 6-7 2	3-4-7 2	3-4-6 2	8-1	7-0	Radio 1PP 8	BAZ45 1PP X11 WP6 8-5
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or

T10 9PP 2	37 2 *5PP *AAMG 2	*36 2 1 *AAMG -1/6 2	37LL -1/4 2	3-4-6 3	8-1	7-0	Radio 1PP 8	MMG 3PP 4-10	BAZ45 1PP X11 WP6 8-5
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TD Platoon (SP) of TF Brooks, 10th Armor choose one to enter on Turn 1 at I-A6:

2-2-7 2	7-0	T10 9PP 4	37 2 *5PP *AAMG 2	*36 2 1 *AAMG -1/6 2	15 8 3 *AAMG -1/4 4	AT M 10 2	or	8-1	2-2-7 2	24 3 1 *AAMG -1/4 4	28 0 0 *AAMG -1/6 2	20 0 0 *AAMG -1/4 2	AT M 7 1
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Infantry elements of Task Force Brooks, 10th Armor Division [ELR:3] enter on/after Turn 2 at I-J0 - all, some, or none may enter per Turn:

6 ⁻ 6-7 5	6 ⁻ 6-6 10	5 ⁻ 4-6 5	1-2-6 5	2-2-7 2	9-2 2	8-1 2	7-0 2	MMG 3PP 4-10 5	HMG .50 cal 5PP 8-16 3	BAZ45 1PP X11 WP6 8-5 10	MTR 5PP 3 [3-45] 3	RCL 5PP 1 75 2	Radio 1PP 8
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Armored elements of TF Brooks, 10th Armor choose one to enter on/after Turn 2 at I-J0 - all, some, or none may enter per Turn:

20 15PP *AAMG -1/6 10	20 10PP *AAMG -1/12 5	*36 2 1 *AAMG -1/6 4	37LL -1/4 2	*36 2 1 *AAMG -1/6 2	18 6 3 75 4	15 8 3 76L -1/4 2	18 0 0 *12.7 [16]TH 2	12 18 90L 2/4/4 4	13 4 1 CS 9 2	15 1 4 75 2	8-1 2	9-2 2
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or

20 15PP *AAMG -1/6 12	20 10PP *AAMG -1/16 3	*36 2 1 *AAMG -1/6 5	18 6 3 75 5	15 8 3 76L 2/4/4 4	15 8 3 75 2/4/4 4	18 0 0 *12.7 [16]TH 2	18 0 0 *37L (8) -1/2 2	14 0 1 *105 -1/4 2	8-1 2	9-1 2
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Scenario Special Rules [US]:

- u8. Kindling is NA. All Guns/SW may enter play dismantled/limbered. All Guns must enter in Tow (C10.1.)
- u9. If an US airdroped Wing is inaccurate do not use the E3.75 Drift Placement procedure, use the Random Location DR (E.3) with its extend of Error doubled (if downwind) or halved (if upwind) instead. This DR is made from the initial Drop Point All other Wind Drift procedures remain unchanged.
- u10. The Parachute radio represents one Module of 105mm OBA with Normal Ammo (HE and SMOKE), the Scout Section radio represents one Module of 80mm BN MTR OBA with Plentiful Ammo (HE; WP, and SMOKE). The radio of the Infantry elements of TF Brooks represents one Module of 155mm OBA with Normal Ammo (HE and SMOKE).
- u11. The US receive Air Support in form of two P-39J Aircobra with bombs on an Air Support dr ≤ Turn number. In addition the US Player may again attempt to receive additional Air Support in form of two P-38L Lightning with bombs on/after Turn 8 on a dr ≤ 1. There is a -1drm for each Turn after Turn 8.
- u12. Whenever the French player controls a bridge he will immediately block it for all other players (incl. US). The US player may not bypass, Overrun or fire at these units nor may he move through these hexes.
- u13. The US forces are considered Elite for Ammo Depletion purposes [EXC: the Depletion # for APCR and Canister are raised by 2 of ist printed value]. Each Eligible AFV may roll for Gyrostabilizers. In addition each M4 series Medium tank may attempt to replace its BMG with a FT (US AFV note F)
- u14. All Order of Battle choices must be made prior to the start of play and are made without the knowledge of the other players (SECRET!).