

Three-Castle Bridge - German Wehrmacht Scenario

3CB -I-
3CB -II-



Victory Conditions: The WM player wins by controlling/destroying 2 of the 3 Rhine Bridges [1Pt] and if there are no Good-Order enemy MMC east of hexrow II-19 (inclusive) [2Pt] or by controlling/destroying 1 of the 3 Rhine Bridges [1Pt] and if there are ≤ 10 US/French Squad-Equivalents (for this purpose any mobile AFV is worth one squad equivalent an immobile/or without functioning MA AFV is worth one-half squad equiv.) east of the Rhine River [2Pt]. To control a bridge the player or his Ally must be the sole Occupant of all bridge hexes including the two end-hexes (i.e. H32 and H2, CC34 and CC2, YY33 and YY3).

Elements of Luftwaffe Heimverteidigungs-Abt. XXIX [ELR: 1] setup on/East of Hexrow I-22 but West of hexrow II-5: {SAN: 4}

1 3-3-7	C 3-3-6	2-2-7	1-2-6	8-1	8-0	7-0	?	ATR 1PP 1-12	LMG 1PP 3-8	MMG 2PP 5-12	HMG 3PP 7-16
2	8	5	6			2	14	3	3		2

2 *88 * [18]	3 20L(6)	3 37L(6)	1 105L	5 OVR, OBA: +4 Other: +2	1S OVR, OBA: +4 Other: +2	1+5+7	
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ELR:1

Elements of Luftwaffe Eisenbahnsicherungs-Kdo. Dreibrugg [ELR: 1] setup East of hexrow II-10 (exclusive):

2-2-7	1-2-6	C 3-3-6	7-0	8-0	LMG 1PP 3-8	HMG 3PP 7-16	Radio 1PP 8	?	B11 3 20L(4)	3 *20L(20)	3 37L(6)	2 88L A5/4/13'
6	2	5			2	2			2			

Elements of 16 VGD [ELR: 2] setup within the walls of Bayerlein Kaserne (this includes hex II-RR31):

1 4'-6-7	2 4-4-7	C 4-3-6	2-2-8	10-2	9-1	8-0	HMG 3PP 7-16	MMG 3PP 5-12	LMG 1PP 3-8	MTR 3PP [2-13]	PSK 1PP X10 12-4	2 75L	2 75*
2	7	3	2				2	2	3	2	2		

Elements of Brückenspreng-Kdo. 316, 16 VGD choose one to enter on Turn 7 at II-FFF10:

5 ² -4-8	3-3-8	9-1	8-0	LMG 1PP 3-8	DC 1PP X12 [16] 30-1	Goliath 6 36FP	28 T7 21PP	16 1 75*
								-14*

Panzer 221 of 3. Kompanie, 1/47Pz, 47VGD setup between hexrow I-20 and I-22 VCA facing West (see SSR 9)

13 75L	1-2-7	2 2-3-7
1		

ELR:2

5 8'-3-8	2 5'-4-8	9-1	8-1	LMG 1PP 3-8	FT 1PP X10 24-1	DC 1PP X12 30-1	16 7PP* CMG -17'13"
2	3			2		3	

Artillery Support, 16 VGD choose one to setup in Bayerlein Kas.

16 81* -13*	34 20L(6) -15*
3	3

Aufklärungs-Abt. 16, 16 VGD choose one to enter on Turn 1 at II-A8:

16 9PP 37L -13*	9-2
2	

Jagdpanzerabteilung 3/21, 47 VGD choose one to enter on Turn 3 at II-FFF20:

11 75LL 1/1	13 75L -11*	9-1
2	2	

Elements of Fusilier Bn 16 choose one to ENTER with ANY group at ANY Turn except with Aufkl. Abt 16

2 4-4-7	8-1	MMG 2PP 5-12	PSK 1PP X10 12-4
3			

7-0	Radio 1PP 8	16 9PP 37L -13*	9-2
		2	

15 88LL 3/-1	13 75L -14'11"
2	2

1 4'-6-7	8-1	LMG 1PP 3-8	DC 1PP X12 30-1
2			

Scenario Special Rules [WM]:

- g8.** No Trench, Foxhole or Pillbox may setup in a road hex. Kindling is NA.
- g9.** Panzer 221 must setup immobilized and abandoned. Its crew and mechanics however must setup in the same hex as the AFV.
- g10.** Use Chinese unit counters for the Luftwaffe units. This serves only ELR purposes. The LW units are considered German for all other aspects [EXC: HoB, see g15] and may not check for/use ATMM.
- g11.** Boresighting is NA. The Goliath must enter in Tow (C10.1.)
- g12.** The Luftwaffe Radio represents one Module of 80mm BN MTR OBA with Scarce Ammunition (HE and SMOKE). If the WM Radio is selected it represents one Module of 80mm BN MTR OBA with Normal Ammo (HE and Smoke).
- g13.** All units of the Brückenspreng-Kdo. 316 are considered Assault Engineers and have underlined Morale. The SPW251/sMGs Inherent Passenger is a 2-3-8 and also considered an Assault Engineer with an underlined Morale.
- g14.** All eligible German AFV may be equipped with Schürzen (H1.42). The Germans receive Air Support in the form of one ME-262 with bombs on a Air Support dr ≤ the Game Turn Number.
- g15.** For HoB Purposes the LW units are considered Axis Minor. LW units do not go Berserk and instead Surrender - if no enemy unit is adjacent they disrupt. WM units do not Surrender to French units and go Berserk instead - if no Enemy unit is in LOS, they Battle Harden.
- g16.** 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!).