

Three-Castle Bridge - German SS Scenario

ver. 0.5

3CB -I-
3CB -II-



Victory Conditions: The SS Player wins if all Level 3 Hill Hexes are devoid of Good Order US/French units [2Pt.] and he controls more Stone Buildings in Vogelsbach and Dreibrücken-Gernsheim than the US/French [1Pt.]
or
 the SS Player wins if the entire B40 road (running from I-DD29 to I-J0) is devoid of Good Order US/French units [1Pt.] and he controls all building (Stone and Wooden) and Woods hexes adjacent to it [2Pt.].

Elements of 6. Kompanie, II. Bataillon, SS PzGren Reg 38, 17.SS PzGren Div "Götz von Berlichingen" [ELR: 3] setup within the perimeter of Vogelsbach (as indicated by blue outline) but at least five hexes east of western boardedge {SAN: 3}:

2	4	3	2						3	2			14

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ELR:3

Elements of 5. Kompanie, II. Bataillon, SS PzGren Reg 38, 17.SS PzGren Div "Götz von Berlichingen" setup within 4 hexes of I-K10:

2	3	2									8	3	3

Elements of SS-Panzer-Aufklärungs-Abteilung 17 choose one to enter on Turn 1 at II-FFF5:

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4
or

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2

Elements of 1. Kompanie, I. Bataillon, PzGren Reg 37, 17. SS PzGren Div "Götz von Berlichingen" choose one to enter on Turn 1 at II-X35:

3	2	5	4	2				2	2	2

		2	2		3	6	2

or

2	3	5	4	2				2		

Elements of SS-Panzer-Abteilung 17 choose one to enter on Turn 4 at II-A27:

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4
or

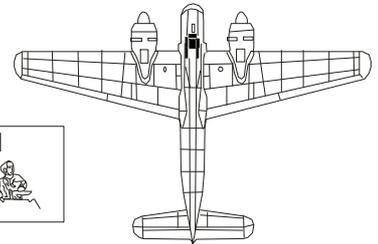
	2	2	2		5	4	2	2

Elements of SS-Panzer-Abteilung 17 choose one to enter on Turn 7 at II-A8:

3		3

or

3	2 4



Scenario Special Rules [SS]:

- s8. No Trench, Foxhole or Pillbox may setup in a road hex. Kindling is NA.
- s9. All Guns/SW may enter play dismantled/limbered.
- s10. Black SS Counters should be used. This serves ELR purposes to differ between SS and LW/WM crews/LDRs.
- s11. Boresighting is NA. All Guns [Exc.:Grw34] must enter in Tow (C10.1.)
- s12. The SS Radio represents one Module of 100mm OBA with Normal Ammunition (HE and SMOKE).
- s13. All SS 8-3-8 and their HS are considered Assault Engineers with an underlined Morale.
- s14. All eligible German AFV are equipped with Schürzen. The SS receive Air Support in the form of one HS-129 B-2/R4* with bombs on an Air Support $dr \leq$ the Game Turn Number. *See separate Note for HS-129
- s15. SS units do not Surrender and go Berserk instead - if no Enemy unit is in LOS, they Battle Harden instead.
- s16. 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!).