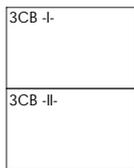


# Three-Castle Bridge - French Scenario

ver. 0.5



**Victory Conditions:** To win the French player must control **all** Level 3 hexes on board 3CB-I [2Pt.] and control at least one Rhine bridge [1Pt.] **or** the French player wins if the entire B36 road (running from II-CC4 to I-RR0) is devoid of Good Order German units [1Pt.] and he controls all Building (Stone and Wooden) and Woods hexes adjacent to it [2Pt.].

**Elements of 2e Bataillon, 4e Régiment de Trailleurs Marocains (RTM) and 1er Régiment Étranger de Cavalerie (REC) [ELR: 3]** enter on/after Turn 1 at I-RR0 and/or I-FFF1 - all, some, or none may enter each turn: {SAN:4}

4 <sup>2</sup> -5-8	4 <sup>2</sup> -5-7	4-4-7	2-4-7	9-2	8-1	7-0	1-2-7	2-2-8	LMG 1Pt. 2-7	MMG(a) 3Pt. 4-10	HMG(a) 5Pt. 6-12	DC 1Pt. X12 30-1	MTR(a) 5Pt. 3 [3-45]	BAZ44(a) 1Pt. X11 8-4
5	15	10	4		2	2	8	2	5	3	2	2	3	6

Radio 1Pt. 8	*36 2 T9	26 15pt T5	28 2 1/2 Tons 15PP	20 15PP	20 10PP	Limbered ART M 8
	37LL -/4/4	14PP	29PP	*AAMG -/1/6	*AAMG -/1/12	88
	4	12	4	2	2	2

ELR:3

**Elements of 38e Groupe de Forces Terrestres Anti-Aériennes** choose one of the following

**Elements of 1er Régiment Étranger de Cavalerie** choose one of the following

*36 2 *5PP *AAMG -/1/6	*36 2 37LL -/4/4	26 15pt 14PP	9-1 2-4-8	8-1 4 <sup>2</sup> -5-8
2	2	2	2	3
or				
28 13PP	*36 2 37LL -/4/4	8-1 4 <sup>2</sup> -5-8		
2	2	2		

18 0 *37L (8) -/12	Limbered ART M 8	AA M 8	19 0 *AAMG -/1/4	28 2 1/2 Tons 29PP	*36 2 *5PP *AAMG -/1/6	2-2-8
2	2	2	2	2	2	2

18 0 *12.7 [16]TH	Limbered ART M 8	AA M 8	26 15pt 14PP	28 2 1/2 Tons 29PP	2-2-8	1-2-7	HMG(a) 5Pt. 3 8-16
2	2	2	2	2	2	3	3

**Elements of 3e RSM** choose one of the following

9-2	2-2-8	AT M 10	15 8 76L	17 6 37LL	19 0 T6 13PP
2	2	2	4	2	2

9-1	2-2-8	AT M 10	24 3 76L	19 0 T6 13PP
2	2	2	4	2

**Elements of 2e Bataillon du 62 Regiment D' Artillerie D' Afrique** choose one of the following (SSR f10.)

26 15pt 14PP	Limbered ART M 8	20 15PP	14 1	28 2 1/2 Tons 29PP	2-2-8	2-4-7
3	3	3	3	3	3	3
or						
*36 2 37LL -/4/4	*37 15pt 9PP	15 105	7-0	Radio 1Pt. 8	2-4-8	BAZ44(a) 1Pt. X11 8-4
6	3	5	3			

**Elements of 101e Bataillon du Génie and 11e/2e Bat. 4e RTM** enter on Turn 5 at I-A35:

**Elements of 2e Escadron du 1er Curassiers** choose one of the following (see SSR f11.)

12 75	13 *75	13 2/4	15 76L	15 75	17 37LL	9-2
2	6	2	2	4	2	2
or						
13 76LL	13 *75	15 75	13 105	17 37LL	8-1	9-1
2	5	5	2	3		

3-3-8	2-4-8	10-2	9-1	LMG 1Pt. 2-7	MTR 3Pt. 1 B11 [2-8]
3	6	2	2	2	2

DC 1Pt. X12 30-1	FT 1Pt. X10 24-1	MMG(a) 3Pt. 4-10	2+4 M 10 14PP	2 M 12 7PP
2			2	7

## Scenario Special Rules [Fr]:

- f8. French are considered British, but are equipped as US units. All counters not in the original counter mix (i.e. Hellcat(a), M3(MMG)(a) ect are provided on a separate counter sheet.
- f9. Kindling is NA. All Guns/SW may enter play dismantled/limbered. All Guns must enter in Tow (C10.1.)
- f10. The 2e/4e RTM radio represents one module of 100mm OBA with plentiful Ammunition (HE and Smoke). If the 2e/62 RAA radio is selected it represents one module of 150mm OBA with Normal Ammunition (HE, WP, and SMOKE).
- f11. No more than 4 AFV of the 2e/1er Curassiers may enter per Turn.

- f12. All 3-3-8 are considered Assault Engineers with an underlined Morale. Each eligible AFV may roll for Gyrostabilizers before setup. **The French Forces are considered Elite for Ammo Depletion purposes.**
- f13. Whenever the French player controls a bridge he must immediately attempt to block it for all other players (incl. US). As soon as full control is established two 2-2-6 HS are automatically created and placed at each end of the bridge. The US player may not bypass, Overrun or fire at these units nor may he move through these hexes. Enemy fire breaks/eliminates these units normally.
- f14. 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!).