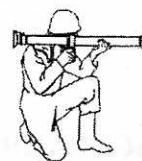
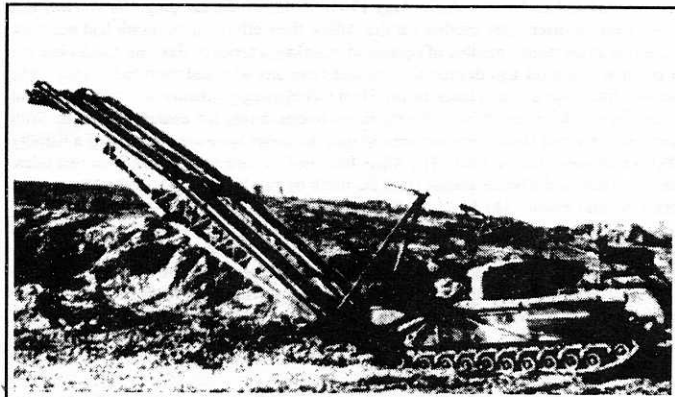


FORTH BRIDGE



SCENARIO BB14



VICTORY CONDITIONS: The British win at game end if they have ≥ 30 VP (calculated as Exit VP, but excluding broken units, prisoners and captured items) east of the stream *and* have reduced the number of Good Order German squad equivalents ≤ 4 hexes from any stream hex(es) to \leq the turn number of entry for the British reinforcements (see SSR 4). A Good Order crew/HS manning a functioning Gun counts as a full squad.

TURN RECORD CHART

GERMAN Sets Up First [136]	1	2	3	4	5	6	7	8	9	END
BRITISH Move First [144]										

Near FUHRBERG, GERMANY, 11 April 1945: After three days of rest and refit, the Churchills of the Scots Guards arrived from Muenster and linked up with the troops of the 227th Infantry Brigade's Gordon Highlanders, with orders to advance on Celle. The Germans had taken advantage of the pause to organize their resistance and to blow all of the bridges in the area. By one o'clock in the afternoon the column had negotiated one demolished bridge which had not been actively defended. Three and a half miles beyond Fuhrberg they were again held up by a blown bridge—but this time there would be trouble.

BOARD CONFIGURATION:

HANDICAPS:

G3: Use G2 and increase Game Length to 10 turns.

G2: Use G1 and lower the German ELR to 1.

G1: In the VC, change " ≥ 30 VP" to " ≥ 24 VP".

B1: In the Victory Conditions, Change "Good Order" to "unbroken".

B2: Use B1 and replace three 4-4-7s with three 5-4-8s in the German OB.

B3: Use B2, and in SSR 4 change " \leq one squad equivalent" to " \leq three squad equivalents".

17	St3
18	OG5 St1 Wd4 B2 B3



Elements of Fallschirmjaeger Division 7 [ELR: 2] set up on board(s) 17/18 on/east of hexrow M: {SAN: 4}

5-4-8	4-4-7	2-2-8	9-1	8-1	7-0	7-16	5-12	3-8	12-4	7 morale	12 factors
6	6	2						3	2	12	



75L	OVR, OBA: +4 Other: +2	5 OVR, OBA: +4 Other: +2	
2	4	6	



Elements of the 2nd Gordon Highlanders and "Left Flank" Squadron, 3rd Scots Guards Battalion [ELR: 3] enter on Turn 1 along the west edge of board(s) 17/18: {SAN: 2}

4-5-8	4-5-7	9-2	9-1	8-0	6-14	4-12	2-7	8-3	51 [2-11]	75	57L	9-1
8	4			2			3	2	2	2		

Reinforcing troop, with bridgelayers from Battalion HQ enter along the west edge of board(s) 17/18 as per SSR 4:

4-5-8	8-1	2-7	75	57L	8	9-1
3			2			

SPECIAL RULES:

- EC are Moist with no wind at start. No Level 2 hill hexes exist; they are Level 1 hill hexes instead. The 8X7-Y7 Cliff does not exist.
- Place overlays as follows: OG5 on 18P5-P4; Wd4 on 18R6-S7; B3 on 18W8-X8; B2 on 18U8-V8; St3 on 17R5-S5; and St1 on 18S6-S5. Hexside 17oS9-oS10 is a stream hexside [EXC: for LOS/LOF purposes, this hexside is considered a stream hexside for LOS/LOF between 17oS9 and 17oS10 only].
- The Germans may use HIP for \leq one squad equivalent (and any SMC/SW stacked with it).
- The British reinforcements may enter on or after the Player Turn in which they make a mandatory RPh Reinforcement $dr <$ the current turn number; they must all enter on the same turn and must enter prior to Turn 8.
- Due to unstable banks, any vehicle exiting a stream hex across a non-stream hexside must add an additional +3 DRM to its Bog Check DR.

AFTERMATH: The crossing was opposed by enemy infantry which quickly knocked out a Churchill, commanded by Lieutenant Fearfield, with a panzerschreck. Meanwhile, the Gordons began to suffer considerable casualties as they deployed to handle the ambush. The Germans then started shelling the crossroads just short of the stream with an antitank gun, wounding Sergeant Jackson, commander of the bridgelayers nicknamed "Forth Bridge," and knocking out a second Churchill. Eventually, a troop of Churchills made their way to the stream and provided fire support for the infantry as it established a small bridgehead on the far bank. Through the nuisance of sniper fire *Forth Bridge* was laid and the remainder of "Left Flank" Squadron drove over. Later, *Forth Bridge* was recovered and the Scots and Gordons continued on to the next crossing while engineers assembled a Bailey bridge in its place.