

Three-Castle Bridge

ver. 0.5

Caution this is a fictionary scenario!-- Neither side knows the Victory Condition, nor the OOB of the other side.
So, please keep the Scenario Cards hidden.

Dreiburg, between Mannheim and Karlsruhe, Germany, 1 April 1945:

The Rhine was by far the most formidable of the rivers the GIs had to cross. It rises in the Alps and flows generally north to Arnhem, where it makes a sharp turn to the west. The Germans on the far bank seemed disorganized and demoralized, but the Allies call for unconditional surrender rose the Germans will to fight. And they had the natural advantages of the Rhine to defend their country.

Those advantages included the scarcity of suitable crossing sites. There were only two or three places south of Cologne that were even possible. Thus making any remaining bridge quite crucial.

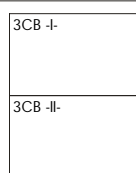
To the north, Montgomery was closing to the Rhine and planning for Operation Plunder (by boat) and Operation Varsity (an airborne attack) with a force of more than 320.000 men. To the south Seventh Army was also moving to the river, with the intention to free some divisions as SHAEF's mobile reserve. To free up those divisions, Seventh Army had to close to the river along the entire sector and crush any German resistance. There would then be no danger of a German counterattack, and large numbers of Americans could be pulled back and put in reserve. On the other side of the River, Army Group G, under command of Blaskowitz, had gathered every retreating straggler and any remnant of the various shattered units in its sector. Blaskowitz utilized his remaining resources to the fullest to build a strong cohesive fighting force. Including Volksgrenadiers, Hitler Youth, and even some strong SS companies. His plan was simple: attack across the Rhine, between the French First and the US Seventh Army and thus force the Allies into a peace treaty rather than unconditional surrender.

It was a cold morning, when a Piper Cub of the 419th FAB flew ahead looking for targets of opportunity. At around 1030 it was approaching Dreiburg, when to the astonishment of Lt. Harold Shilles, the massive superstructure of the Bismark Bridge loomed out of the fog. Shilles radioed the news to General Patch, who immediately sent orders to the nearest units to take the bridge.

By a twist of fate Dreiburg was only lightly defended by some Luftwaffe units this morning, as the main German assault force was just assembling east of Dreiburg.



+	German setup first	1	2	3	4	5	6	7	8	9	10	11	12	End
☆	US/French move first													



Victory Conditions: Each Player has its own Victory Objective. The side winning more VO than the other wins. Should a draw occur the side forfeiting more of its opponents VO wins. For these purposes each VO has a point value (i.e. [1Pt.] or [2Pt])

Should still a draw occur the side losing the least CVP (Prisoners count double, Recalled AFV count normally) wins. In addition each side's OoB contains one 10-2 Leader (it is already on the Scenario Card). This is your personal Leader and counts for VP (not CVP). The basic 10-2 is worth 6 VP (1 per Morale above 6, 1 per Leadership DRM). Should the leader die the inflicting side is awarded the leader's current VP.

Scenario Special Rules:

- EC are Moderate with a Mild Breeze blowing from S/W to N/E. The Rhine River flows with a Moderate Current (B21) from south to north [EXC.: The Harbour - as signified by CanalArtwork - has no current]. The Stream is Deep (B20.4). No Vehicle crew may voluntarily abandon its AFV. Due to the large map area each player may place 2 Snipers (see O CG8.). Each side may attempt to Self Rally \leq two (not just one) non-Disrupted broken MMC, provided (as per A18.11) both attempts are carried out before other friendly MMC Rally attempts. The following CVP are awarded for eliminated/recalled Aircraft:
2 per aircraft, 1 per (fraction of) MG FP 6 (FRU), 1 per (fraction of) 50mm HE bomb value (FRU) at the moment of elimination.
- The following Rules are in Effect:
 - Debris (O1.1)
 - Vineyard (B12.7)
 - Split Level Buildings (B23.72) for Hex I-CCC12 and AAA3.
 - The following Buildings are Factories (Bldgs: II-N14, II-V4, II-U13, II-U19) (B23.74) and have Rooftops (B23.8) in effect.
 - The City Buildings (KK6, KK11, QQ11) are 3 Level (B23.24)
 - Marketplace Rules (B23.73) are in effect for Buildings: I-X29, II-EE7, II-JJ12, II-PP12, and the Bahnhof.
- All printed Rubble is Ground Level Rubble (B24.2). All Railroads are Embankment RR (EmRR - B32.12)
Cargo Cranes (i.e. II-Q6) are treated as Towers (B34), but vehicles may move through the Ground Level Location, if following a road or a EmRR, at 2MP. Cargo Cranes are 1 1/2 Levels high.
- The Bismark Brücke is a 2-Lane Stone Bridge. The Hafenbrücke is a 1-Lane Wooden Bridge with an initial weight capacity of 10 tons. The Langenfeld Brücke is a 2-Lane Wooden Bridge with an initial weight capacity of 15 tons.
- The following Rules are used for the entire **Bahnhof** building:
The Bahnhof is treated as a Factory (including Factory Debris and Roofless Factory). The "Rail-Hall" (KK22-PP22, KK24-PP24) is treated as a Factory without outside walls (Except along the white dotted line). Any unit inside the Rail-Hall receives the TEM of the factory. To determine if a unit is in the Rail-Hall or the Bahnhof building itself use the center-dots (i.e. a unit in LL21 is in the Rail-Hall, while a unit in MM21 is in the Bahnhof). LOS into and out of the Rail-Hall uses the white dotted line just as if an Marketplace (B23.73).
- Whenever a Stone Building (Rowhouses and City Buildings count as ONE building) is entered for the first time by a non-Axis unit a Random Events dr is made: (Place an Allied Location Marker in that Building after the RE dr is made)

dr	Result
1	2-3-7 (SS) with PSK is placed via Random Location DR (E.3)
2	2-3-6 is placed via Random Location DR (E.3)
3	3-3-7 (Partisan) is placed via Random Location DR (E.3)
4	1-2-7 (Partisan HS) is placed via Random Location DR (E.3)
≥ 5	No Effect

+1drm if US
These newly created units may not be placed in the same Location, or ADJACENT to, an enemy AFV or a Good-Order unconcealed enemy MMC. The Partisan units have an ELR of 1, while the German units have the same ELR as their appropriate OB given counterparts. Such created units may not fire/move in the Phase they were created.
The Partisan treat all SW and Guns as Captured and treat US Leaders as Allied (A10.7). They may not participate in multi-location FG. Any Partisan (and all US/French units stacked with them) may move through woods and buildings at 1MF.
- Interrogation (E2) and Civilian Interrogation (E2.4) is in Effect. West of the Rhine the US is in friendly, German in Neutral and French in a Hostile Country while East of the Rhine the German is in friendly, the US in Neutral and the French in a Hostile Country.