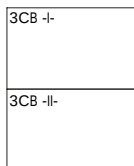


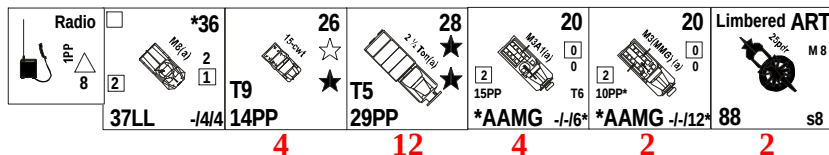
Three-Castle Bridge - French Scenario

ver. 0.5



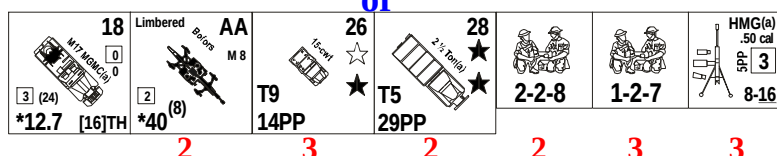
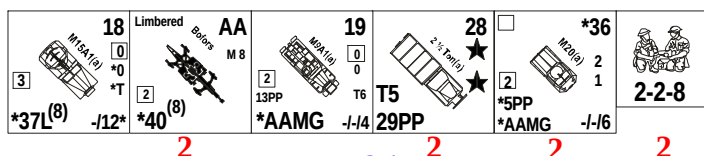
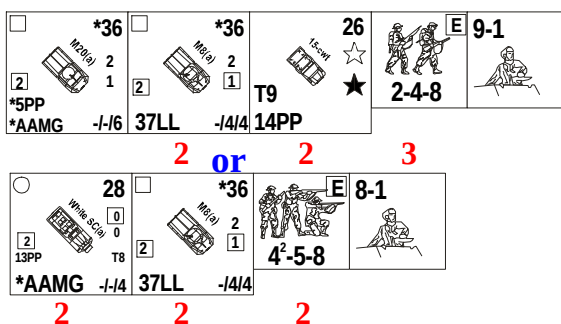
Victory Conditions: To win the French player must control **all** Level 3 hexes on board 3CB-I [2Pt.] and control at least one Rhine bridge [1Pt.] **or** the French player wins if the entire B36 road (running from II-CC4 to I-RR0) is devoid of Good Order German units [1Pt.] **and** he controls all Building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

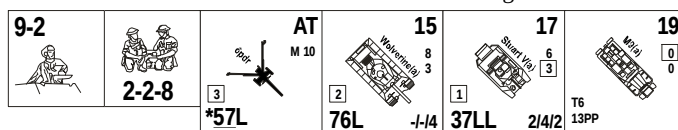


Elements of 38e Groupe de Forces Terrestres Anti-Aériennes choose one of the following

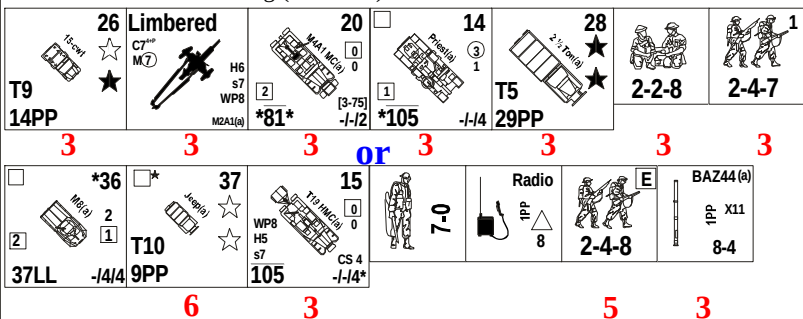
Elements of 1er Régiment Étranger de Cavalerie choose one of the following



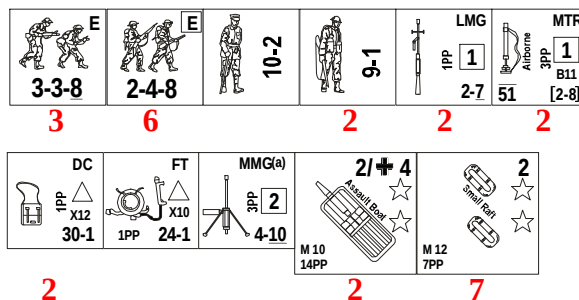
Elements of 3e RSM choose one of the following



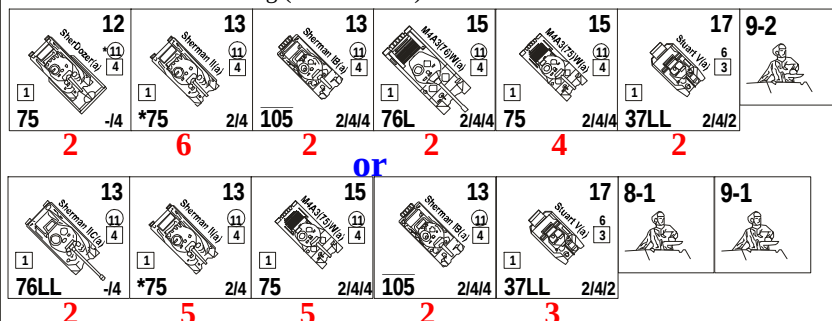
Elements of 2e Bataillon du 62 Regiment D'Artillerie D'Afrique choose one of the following (SSR f10.)



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.)



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!).