

Scramble For The Bridge

by Zarion of Arabel

German units are rushing to blow a bridge before US forces are able to secure it.

OBJECTIVE:

If neither player controls a Victory

Objective Marker the game ends in a Draw (US fails to secure the bridge, Germany fails to destroy the bridge). If both players control one Victory Objective Marker the game ends in a Draw. If only one player controls only one Victory Objective Marker

the game ends in a Draw. If only one player controls both Victory Objective Markers they gain a Victory (US secures the bridge, Germany destroys the bridge).

Rounds: 10

Starting Initiative
Germans

Actions
3

Terrain
The stream is DEEP.

Special Rules

A player may only capture a Command Objective Marker or Victory Objective Marker if they have at least one friendly unit in the hex AND all ADJACENT hexes are free of enemy units.

US

Infantry Company

- 12 Squad Bases
- 30 Regular Infantry
- 9 Elite Infantry
- 3 Officer
- 3 Machine Gun Crew



x 3



x 3

Support Platoon

- 1 Squad Bases
- 2 Mortar Crew
- 5 Sherman Tank

Starting Strategy Cards: 2

Strategy Decks

- Artillery I

Deployment Zone

1 Infantry Company of 3 Platoons (1-3) of 4 Squads (1-4):

1st Squad - 1 Officer, 3 Regulars.

2nd/3rd Squad - 1 Elite (NCO), 3 Regulars.

4th Squad - 1 Elite (NCO), 1 Regular, 1 Machinegun.

Note: 1st and 4th Squads may not have a Squad Specialization Token.

1 Support Platoon of 2 Sections
(Armored, Mortar):
Armored Section - 5 Shermans.
Mortar Section - 2 Mortars.

Infantry Squads should be deployed with their Platoon to the same hex or adjacent hexes. Each Platoon should set up on a

different map. Support Sections should spread out. Units may deploy in any green hex.

Germany

Infantry Company

- 15 Squad Bases
- 39 Regular Infantry
- 12 Elite Infantry
- 3 Officer
- 3 Machine Gun Crew



x 3



x 3

Support Platoon

- 1 Squad Bases
- 2 Mortar Crew
- 1 Panzer IV Tank
- 1 Tiger I

Starting Strategy Cards: 2 Strategy Decks

- Command I

Deployment Zone

1 Infantry Company of 3 Platoons (1-3) of 5 Squads (1-5):

1st Squad - 1 Officer, 3 Regulars.

2nd/3rd/4th Squad - 1 Elite (NCO), 3 Regulars.

5th Squad - 1 Elite (NCO), 1 Regular, 1 Machinegun.

Note: 1st and 5th Squads may not have a Squad Specialization Token.

1 Support Platoon of 2 Sections
(Armored, Mortar):
Armored Section - 1 Tiger, 1 Panzer IV.
Mortar Section - 2 Mortars.

Infantry Squads should be deployed with their Platoon to the same hex or adjacent hexes. Each Platoon should set up on a

different map. Support Sections should spread out. Units may deploy in any grey hex.

