

## Using the Remagen Bridge Module

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### Overview

The Remagen Bridge module lets you play the Remagen Bridge game, written by Henry H. Bodenstedt and published in issues 1-4 of S&T Magazine. Players may play either the U.S. or the Germans.

Once you enter the module and choose your side, you will be presented with the Main Toolbar. This is a series of buttons along the top of the main window that allow you to play the game.

### Prepare for Play

Open the Main Map, Force Pool, and the Turn Track, by pressing F1, F4, and F5 respectively. Set up the pieces on the Main Map according to the rules. The Turn Marker for the Turn Track can be found in the Pieces Palette (F2). The original rules did not state how long the game lasts. I have set the Turn Track for 20 turns.



### The Pieces

The original game was meant to be played with miniatures. I have created traditional wargame-style counters for this module. The name of the unit is given at the top of the counter. The three numbers along the bottom represent that unit's Attack Dice, Movement Factor in Open Terrain, and Combat Value, respectively.

### Combat

To resolve combat, declare which sector you are attacking from. Place a Target Marker from the Pieces Palette on the intended target(s). Resolve combat and remove all destroyed units. If the CRT shows a Fire Contact or Engaged result, place the proper marker near the combat for reference.

Please note: Infantry, Engineer, and Paratroop units may take 2 or 3 hits before they are completely destroyed. Choose a unit to take a hit and press Ctrl - ]. The number of men on the counter will be reduced by one. Press Ctrl - [ to remove one hit.

## **Rolling Dice**

When you need to roll the dice, press the 'Roll nd6' button or press (F7). Enter the number of 6-sided dice you want to roll and press 'ok'. The result will be given in the log window.

## **The Bridge Collapses**

The Remagen Bridge may collapse on any turn beginning with Turn 4. It will collapse automatically on Turn 9. To 'collapse the bridge', right click anywhere in the 3x4 sector rectangle bounded on the corners by Sector G-11 and Sector I-8. Select "Toggle Bridge Status" to collapse the bridge. The bridge counter will change to a collapsed bridge picture.

## **Pontoon Bridges**

The US Player may build pontoon bridges across the river. Use the Labor Unit Track (F6) to keep track of each bridge's Labor Unit count. The markers for up to five bridges are in the Marker Section of the Pieces Palette. They may be cloned as needed and placed on the map to show where each bridge will be built. When a bridge has enough Labor Units, place a Pontoon Bridge counter from the Pieces Palette onto the Main map.

## **Ending the Game**

Play continues until the end of Turn 20. The original rules did not give any specific victory conditions.

## Hot Keys

Here is a list of the Hot Keys and their actions.

| <u>Key</u> | <u>Action</u>                        |
|------------|--------------------------------------|
| F1         | Open the Main Map                    |
| F2         | Open the Pieces Palette              |
| F3         | Open the Charts Window               |
| F4         | Open the Force Pool Window           |
| F5         | Open the Turn Track Window           |
| F6         | Open the Labor Unit Window           |
| F7         | Roll nd6                             |
| Ctrl - B   | Collapse the Remagen Bridge          |
| Ctrl - C   | Clone Selected Piece                 |
| Ctrl - D   | Delete Selected Piece                |
| Ctrl - M   | Toggle Movement Trails               |
| Ctrl - R   | Toggle Fired Status of unit          |
| Ctrl - ]   | Take one hit (Infantry units only)   |
| Ctrl - [   | Remove one hit (Infantry units only) |