

3. CAPTURE THE BRIDGE v 1.1

Bridges are often an extremely vital objective in any assault. Often the deciding battles of campaigns comes down to these desperate clashes which can turn the tides and determine the momentum of entire wars.

Capture the Bridge mission uses the **Battalion Leader, City Fight, Defensive Battle, Prepared Positions, Reserves, Sewer** and **Total Air Superiority** special rules.

YOUR ORDERS

ATTACKER

The enemy has fallen back to defend the major bridges attempting to stop your advance. Their lines disorganized, their reserves in tatters, you must crush their resistance and open a path to victory!

You must assault and capture one of your objectives.

DEFENDER

The situation is desperate and your path is grim, but if you can mount a heroic defence against their coming advance you could turn the tide of this war. Reinforcements are coming, and your superiors have promised you support, but first you must hold the bridges.

You must hold the objectives and push the enemy back.

PREPARING FOR BATTLE

1. Set up the table according to the mission map.
2. Determine the attacker and defender using the **Defensive Battle** special rule.
3. The defending Company Commanders nominate at least half of their platoons to be held in **Reserve** at the start of the game. Finally, they deploy the remaining platoons in their deployment area up to 48 inches from their table edge.
4. The attacker deploys their entire force in their half of the table up to 48 inches from their edge of the table.
5. Both battalions now place their **Independent Teams** in their own deployment areas starting with the defending battalion.

BEGINNING THE BATTLE

1. The defending force begins the game in **Prepared Positions**, so their troops are in Foxholes and Gone to Ground. Remember you may not be dug in on side walks or streets. If deployed in a Large Building they may have Loop Holes (see page 223 Breaching Walls).
2. The defender may make a **Sewer Movement** with any Infantry or Man Packed gun team that has the **Reconnaissance** special rule they have on table (see page 225).
3. The attacker, may make **Reconnaissance Deployment** moves for any Recce Platoons they have on table.
4. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends when either:

- the attacker holds any of the objectives at the start of their turn, or
- the defender starts any of their turns from turn six with no attacking teams within 12 inches of the bridges.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. They have broken the defence position and forced the enemy to fall back.

Otherwise the defender wins. The attack has been beaten off and the defender can now prepare their counter stroke.

Calculate your Victory Points using the Victory Points Table on page 149.

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