

# SPEARPOINT 1943

## SITUATION IV: CAPTURE THAT BRIDGE! V1.0



### GENERAL'S ORDERS

Reconnaissance teams report movement toward the bridge south of the village. It is the only intact river crossing for miles. We need to hold that bridge to support a planned counterattack. However, if the enemy advance cannot be stopped, blow the bridge to prevent their use of it. Our Pioneers are rigging it with explosives but it will take time to ensure complete destruction.



### GENERAL'S ORDERS

The enemy holds a bridge vital to our advance. Take it from them intact.

### STARTING, COMMITTED UNITS

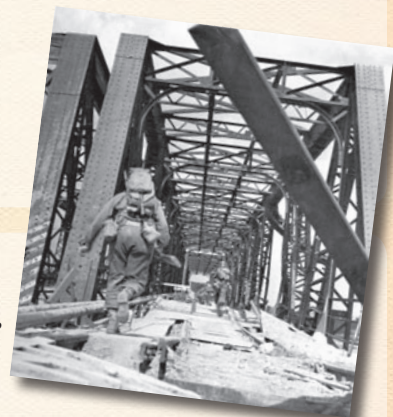
(Do not count toward deck point total)

- 1X Panzer VI Tiger I
- 1X Tank Crew
- 1X 8.8cm FlaK 36
- 1X Artillery Crew (with FlaK 36)
- 1X Rifle Squad
- 1X MG-42 Team

### STARTING, COMMITTED UNITS

(Do not count toward deck point total)

None



US NATIONAL ARCHIVES

### WIN CONDITIONS

- Germany must destroy or overrun all attacking US forces, or if they choose to fall back, must succeed in detonating the explosives.
- US must destroy all German land forces. Also, If Germany falls back and explosives do not detonate the bridge (the check roll fails), the US captures the bridge and wins.

### SPECIAL RULES

- Reserves Deck maximum point total 40 for Germany, minimum 30. No tanks allowed.
- Reserves Deck maximum point total 100 for US, minimum 80.
- Germany does not begin with a starting hand of Unit Cards.
- Germany has only **one chance** to detonate the explosives on the bridge, but may choose to attempt detonation during any Turn. As turns progress, the detonation check roll decreases.
- To detonate the explosives on the bridge, **all** frontline German units must fall back (move) to the Rear Line during any Commitment Phase. Those Units may not fire during that Turn's Combat Phase (Rear Line Units may still fire). The Rear Line becomes the new Frontline, clearing all German Units of the bridge.
- At the end of that Turn's Combat Phase, the German player rolls **2D10**. Explosives detonate and destroy the bridge if the sum of the dice is equal to or greater than the required Detonation Value as shown in the table.

Turn	Chance to Detonate Bridge (Roll sum or greater on 2D10)
1	16
2	15
3	14
4	13
5	12
6	11
7	10
8	9
9+	8

