A tale of three bridges

Sergeant Calmat reviewed his orders and shook his head. The orders seemed blindingly simple – 'Secure the bridges'. Not for the first time that day Calmat wished that this operation had been given to someone else. Amongst the battlegroup the mission was deemed to be a bit of a joke, a stroll in the country.

The radio that Calmat was carrying burst into life, although any message that was being transmitted was lost in a hiss of white noise. That was all he needed, the communications equipment on the frizz. Eventually his orders came through and he gestured to his squads to advance. To his right he could hear the roar of the recon bikes speeding off to do their job.

As he cleared the crest of a hill, Calmat scanned the horizon in the distance he could see shapes advancing towards him. Over the wind he fancied that he could hear the footfalls of the advancing enemy Mecha. This mission was no longer a stroll; it was a fight for life.

AVAILABLE FORCES

This scenario has been designed for Future War Commander Battlegroups of around 2000 points. Equal points are available for both sides. Assets are available but no fixed defences may be used.

TERRAIN

A gaming board of no smaller than 6'x4' is recommended for this scenario. Down the middle of the board is a river this stretches from one of the long sides to the other. The bridge is crossed by three bridges (hence the title!). Other scenery that you will need is a substantial amount of buildings, trees, etc. Basically anything that can be used to block direct lines of sight. The photos below will give you some ideas.

DEPLOYMENT

Both forces in this game use the mobile deployment rules as per the Future War Commander rulebook. No dropships can be used for troop insertion due to adverse atmospheric conditions.

VICTORY CONDITIONS

The first force to secure two bridgeheads is declared the winner. To secure a bridgehead the player must have models at the opposite end of a bridge and no enemy forces within 30cm for three consecutive turns. The scenario can also be won by reducing your opponent to their breakpoint (and then having the army break).