

# Tuffnall's Bridge

## Platoon Mission

To clear the enemy from their sector, then destroy the Anti Tank gun and capture the Bridge by being the first to have a soldier standing on the centre of the bridge.

The game will last eight turns or until the Bridge has been stormed.

Note – pre-measuring distances by any player is permitted.

## Forces

British - 4 platoons each in a glider. Each Platoon consists of a Piat Team (2 men), a Bren Gun Team (2 men), 6 other ranks and an HQ of 1 Officer and 2 NCOs. (Total of 13 men)

German – 4 sector groups on the bridge. Each group consists of 1 Medium Machine Gun with 3 Crew who will keep firing until the last man, they cannot be used as small arms fire, 4 other ranks, they cannot be used to fire the MMG. In the centre of the bridge is an Anti Tank Gun with a crew of 3, plus the bridge CO. The sector groups will fight to the last man unless they are outnumbered two to one by enemy within 2 inches of them at the end of a turn, when they will surrender.

## Landing

On turn 1 at the start of the game the British player tests for the glider landing. The player rolls 2xD6 and 1xD5 die. The glider nose lands on a point 12" in from each outer edge side of the board in each sector and then slides the 2xD6 distance (inches) in the 1xD5 direction as shown in the landing diagram. Any 1 on any D6 and the glider has crashed, overturned on the landing point and the platoon has taken 1xD5 casualties.

## Turn Sequence

1. **Initiative** – Each player rolls a D6 to set order of British movement. Re-roll any draws until order is set.
2. **British Movement** - The British player must **always** state the type of movement he would do, even if he does not move, as this determines the level of German firing. Declare a charge if starting from under 6 inches of nearest enemy position and attempting to move under 2 inches.
3. **German Fire**
4. **British Fire** - Any units can move and fire.
5. **Close Assault** – At the end of a turn any British unit 2 inches or less from the enemy may capture enemy soldiers. (See close assault over.)

## Movement / Enemy Fire

Type of Movement	Dice for Distance Moved (D5)	Enemy Fire Dice (D6) - need 6 to hit
<i>Cautious</i>	<i>1</i>	<i>2</i>
<i>Normal</i>	<i>2</i>	<i>4</i>
<i>Rapid</i>	<i>3</i>	<i>6</i>

The number rolled on the distance dice equals 1 inch of movement for all the British figures in the unit. The British player does not have to move the full distance rolled on the dice. Nor do all figures have to move.

The British player cannot move closer than 2 inches of the enemy position unless they declare a close assault (see below).

If the British are less than 5 inches from a German unit, the Germans have the following additional fire dice:

1 x D6 per other rank

2 x D6 per machine gun (Note the crew do not fire individually.)

## British Fire

Weapon	Range	Dice (D6)	Hit numbers
<i>Other Ranks</i>	<i>6 inches</i>	<i>1 per figure</i>	<i>6</i>
<i>Bren Gun</i>	<i>12 inches</i>	<i>2 per gun</i>	<i>6 - 5 re-roll needing 6</i>
<i>Piat</i>	<i>8 inches</i>	<i>3 per Piat</i>	<i>6 - 4 or 5 re-roll needing 6</i>

The Piat cannot be fired at the Anti-Tank gun until all the other enemy troops in that sector of attack have been killed or captured. The Anti-Tank gun will only be knocked out after four hits. Remove one Anti-Tank crew per hit. The last man defending the Anti-Tank Gun will be the Bridge CO. (The Anti-Tank gun does not fire.)

### Close Assault

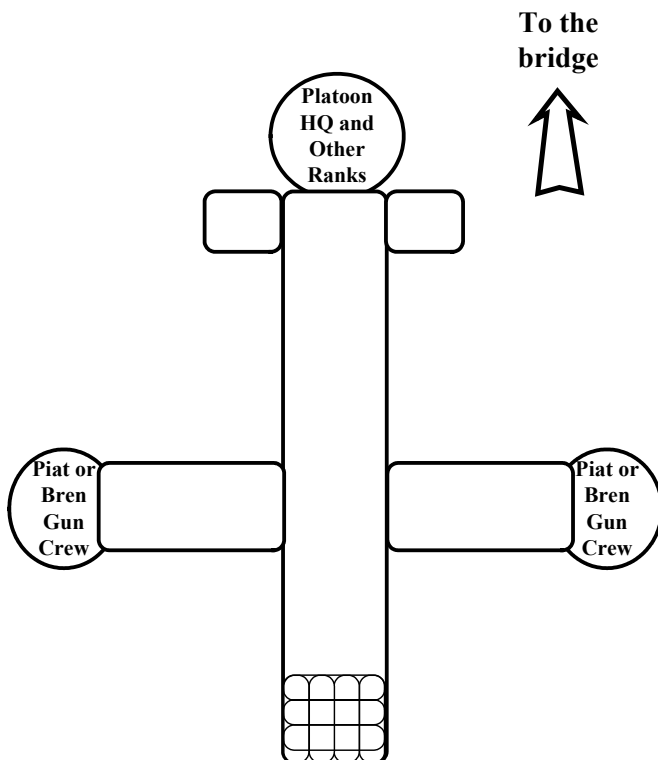
If starting from under 6 inches, in order to move to within 2 inches or less of the Germans and capture enemy soldiers, the British Player must declare a close assault. The British player must still declare the type of movement to be used, as this will effect the enemy fire rate. The enemy will get to fire first as per movement / enemy fire once the British player has moved. When the British player fires they get the same dice as the British firing above, but now need 4, 5 or 6 to kill the enemy. If they are within 2 inches or less of the enemy at the end of the turn **and** outnumber the enemy by two to one or more then the enemy figures will be captured. (The turn sequence is still followed as above; the "Close Assault" is done at the end of the turn.)

**Example:** The British player starts less than 5 inches from the enemy, declares they are moving normally (2 x D5 movement dice and 4 x D6 enemy fire dice) and declares a close assault. The German player has three other ranks and one MMG with three crew within 5 inches of the British unit. The German player will get 9 dice (4 normal, plus 3 other ranks, plus 2 MMG,) to roll needing 6 to hit. If some of the British troops are outside the 5 inches they will all be attacked equally. If the Bren Gun or Piat crew would be killed other ranks are assumed to immediately move to replace the killed crew members at no extra cost to the British Player. After the German shooting the British player has 8 men within two inches of the Germans, as there are 6 Germans he can only capture 4 and so decides to try and shot the other two. He gets four British soldiers to fire and gets 6, 5, 4 and 2. This kills three Germans and only three can get captured.

### Points Table

Action	Points Scored
British Soldier Killed	-20
Glider crashed on landing	-40
Hit on Anti-tank gun	10
German Soldier Killed	10
German Soldier Captured	20
Knock out hit on Anti-tank Gun (Kill CO)	30
First Soldier to reach centre of Bridge and capture it	50

## Deployment on Landing



## Glider on Landing

