

Bridges and Bombs

Colonel Stockton.

We have pushed back a large column of French from the town of Trigo which they recently occupied.

It will however not be long before they realise we are severely under strength and come back and give us a damn good thrashing!

The main road back into Trigo crosses a river near a watermill.

Get there and destroy the bridge at all costs.

I have assigned Lieutenant Richard Fletcher from the Royal Engineers to assist you.

Ensure that bridge is gone when I arrive!

Arthur.

Objectives

The British win if they destroy the bridge.
The French win if they kill the sapper before he does so.

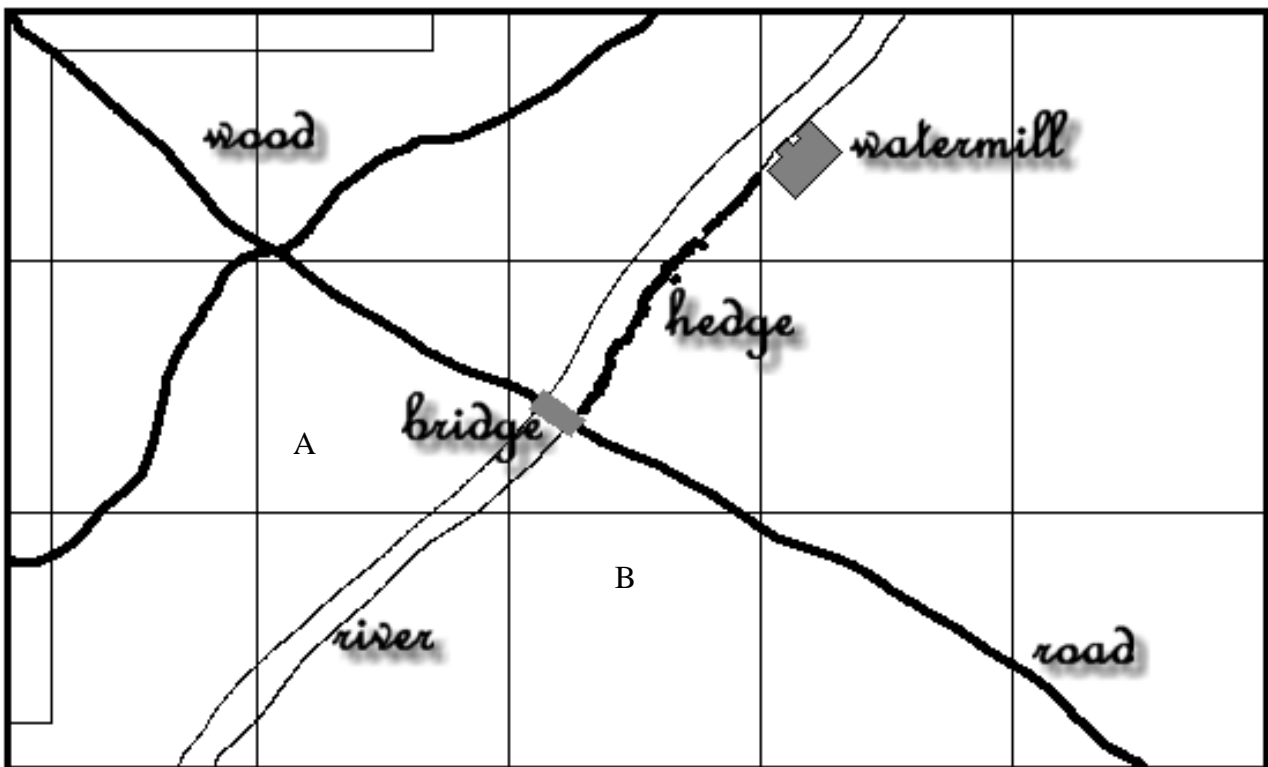
Special Rules

The sapper can only be shot at if he is the closet target.
Any shots at the sapper have a -1 to hit.
The sapper uses the rules as found in the main rule book.

The bridge has 35 hit points.

Set Up

The British can set up anywhere on the B side of the river.
The French set up after the British have done so and may set up in the marked zone on the A side of the river.



forces

French

1 company of Grenadiers (8 bases of elite line infantry)
3 companies of Fusiliers (8 bases of trained line infantry)
1 company of Voltiguers (8 bases of trained skirmishers)
2 commander bases

British

3 companies of musketeers (8 bases of trained line infantry)
1 base of sappers
2 commander bases