

# The Three Bridges

*(Difficulty: Simple)*

*Based on an original idea by Nicolas Cuny.*

*At the time of approaching battles, the key points in a strategy are often the objects of skirmishes. If the hills are important to overlook the battlefields, the rivers and points of passage on those are vital to ensure supplies to the lines of advance.*

*Picture of a table sectioned longwise (top to bottom) 15/30/15. First and last sections are deployment zones*

## **Objectives:**

At the end of the game, the players count the bridges each control. A player gains 1 VP per bridge controlled.

**Note:** *The rules for control are found on page 124 and 125 of the Confrontation 3 rulebook in the paragraph on Victory Conditions. The rule for control concerns only the surface of the two (2) cards that represent the bridge.*

## **Deployment:**

**Warning!** The table is oriented width ways.

The players deploy on the wide side of the board within 15 cm of the edge of the table (long).

**Special case:** *Scouts may not be deployed on the bridges.*

**Duration:** 6 or 8 (see Scenario Parameters)

*The two players are considered to be Attackers.*

*An uncrossable river in the center of the table divides the table lengthwise.*

**Note:** *The width of the river corresponds to*

*the width of a Confrontation card.*

The river is crossable by three (3) bridges and two (2) fords:

- **The bridges** are represented by 2 Rackham playing cards laid next to each other lengthwise (width: 12.6 cm / length: 8.6 cm). Two bridges are places on the median line 10 cm from the right and left ends of the table and one in the center of the table.  
**Note:** The bridges do not have structure points and are considered to be indestructible.
- **The fords** are represented by a single Rackham playing card (width: 6.3 cm / length: 8.6 cm).

**Note:** *Only the three bridges and the 2 fords are represented by playing cards. Pawns or gems may delimit the river. The same can be said for the bridges or the fords.*

The 2 fords are placed in the center of the space between the bridges.

**Special case:** The fords are considered to be *Encumbered Terrain* and cost double movement for a distance of 8 cm.

**Note:** The river may be crossed with the abilities "Leap" or "Flight".

## **Bonus:**

- 50 AP per ford controlled
- 100 AP for KILLING OUTRIGHT the enemy Chief.

*(Maximum bonus: 200)*