



# How To Destroy Or Repair A Bridge

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## **Introduction**

Bridges are strategic targets that are often targeted for destruction to limit the enemy's ability to resupply along specific routes. With a bridge down, no ground vehicles can pass over the river at that point (infantry can swim the river, but very slowly) thus limiting the movement of all non-air units.

Bridges may be damaged by aircraft bombs, 5-inch shells from destroyers, or demolition charges placed by sappers. Only sappers can repair a bridge, using their Repair Kits. An undamaged bridge requires 40 demolition charges worth of damage to be destroyed (equivalent to 10 sappers with 4 charges each, or one sapper making ten runs, etc). Likewise, a destroyed bridge requires 40 repair kits worth of repairs to be fully repaired (10 sappers with 4 repair kits each, or one sapper making ten runs, etc). Destroying or repairing a bridge can be a good source of experience points for a player, equal to damaging or destroying a fire base. Remember to return to base (RTB) with your sapper for the maximum experience benefit.

No bridge can be repaired without an Defend Order on it. No bridge can be destroyed without an Attack Order on it. The Allies can have a maximum of 6 bridges marked with Attack or Defend orders at one time, and this number is not limited by player population levels. On the theater map, you will see a large yellow circle around a bridge to indicate an order has been placed on it. If the arrows in the circle are green and point inward, it is a Defend Order and the bridge may be repaired by Allied forces. If the arrows in the circle are red and facing outward, it is an Attack Order and the bridge may be destroyed by Allied forces.

Bridges that do not currently have any orders on them will show an explosion icon next to them if they are destroyed or a bridge icon if they are still standing. Bridges that have an order on them will display the order icon only. To see if a bridge (with an order on it) is still standing, click on the bridge name in the theater map, hit ENTER, then type .own and hit ENTER again. The display will show the name of the bridge and either Destroyed or Standing. Unlike cities, if the enemy places an Attack Order on a bridge, you will not automatically receive a warning (the "Units called to defense" message you see when a friendly city gets an AO placed on it by the enemy).

### **Credits**

None.

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Every effort is made to provide up to date training material for Allied players, but due to the constant growth and evolution of the game itself, information presented here may not be the most current available. Use at your own risk! At the time of this printing the current version of the game is 1.21.1. Any use of the male pronouns (he/his/him) is used for clarity of the text, and in no way reflect any bias against female players. This document is © 2006 AHC Training Command, by the author Wonki. Permission is granted to all Allied players and/or Units to reproduce or distribute this document for training purposes, provided the document remains complete and unaltered. Suggestions, comments and any errors found in this document should be directed to the ATC staff via the ATC forums contained within the Allied High Command web page.

## Tactics

Bridge runs are best done by a truckload of sappers working together. This allows the maximum number of charges or repair kits to be deployed in one attempt, and the truck can RTB (Return To Base) the sappers, thus saving the sappers for future missions and giving the sappers the best experience benefit. The advantage to this method is that only one run is usually needed, limiting the exposure of friendly forces to enemy defenders. The disadvantage is that many players are needed at one time, which may be difficult to arrange, and that there are a lot of sappers exposed to the enemy at one time.

One alternative is to drive a truck out near the target bridge and deploy it as an MSP. One or more sappers spawn in and make their runs on the bridge, and if necessary they can respawn fresh sappers. The MSP cannot deploy to a bridge that has been selected as a mission target. You must select a nearby town as the target, then deploy the MSP when near the bridge. MSPs cannot be deployed closer than 400m to an enemy CP or 1km to a friendly one. The MSP cannot deploy farther than 1.5km from the mission target. The advantage to this method is that only needs two players minimum, one for the truck and one for a sapper. The disadvantage is that each time a sapper despawns, it removes one sapper from the spawn list (and the sapper gets only about 75% of the experience he would get for RTB). It also takes longer, exposing the sappers and MSP to the enemy for a longer period of time. Driving the sapper(s) out in a truck (then driving them back to town to respawn and repeat the run) is longer in terms of time, particularly if you have only one sapper per run, but it doesn't waste the sappers.

## Technique

Charges and repair kits only affect the bridge when placed on the bridge itself, not the support piers or the road surface that connects to the bridge. You can see where the road ends and the bridge begins by looking at the ground where the road or railroad connects to the bridge. Make sure you place your charges/kits against the bridge structure, not the road or the bridge support columns. Charges and repair kits cannot be placed by a sapper who is swimming.

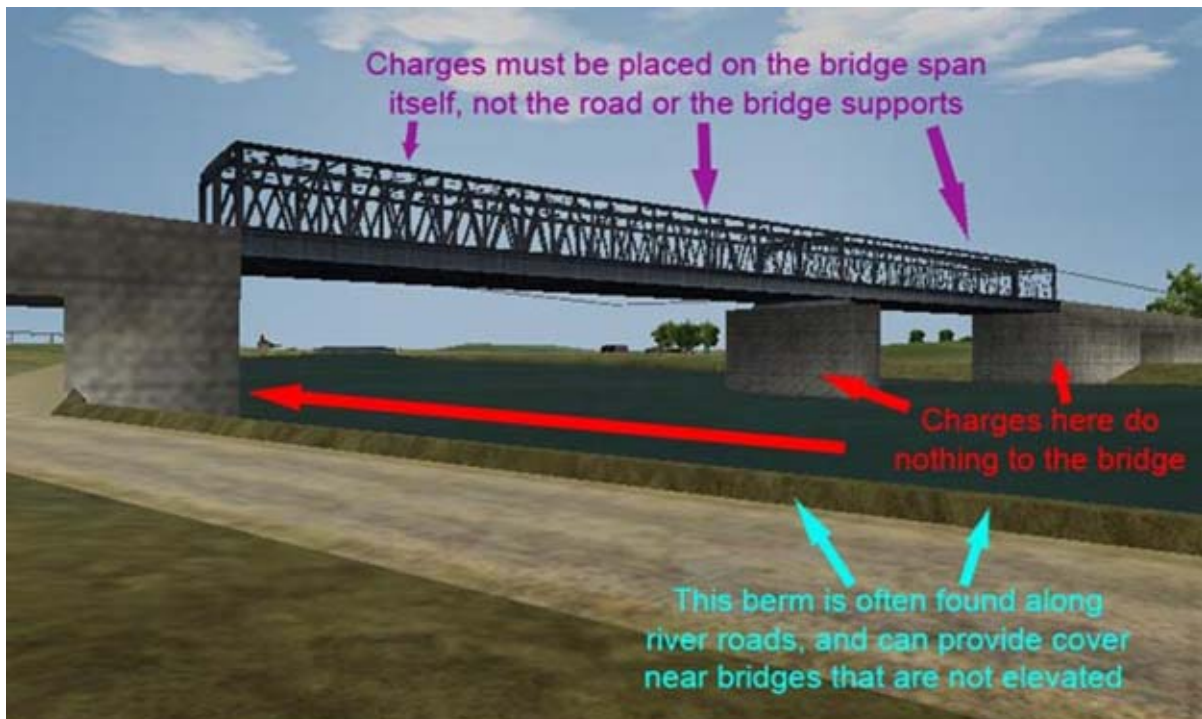


Figure.1 - Bridge, Supports, and Berm

There are several methods to placing charges, depending on the enemy threat in the area. If no enemy threat exists, the fastest method is the running line. Jog across the bridge to the end farthest from your truck or MSP, turn around and face back across the bridge. Using your mouse, look down at the ground in front of you, not quite straight at your feet, lining up so you can run back across the bridge. Select your satchel charge by pressing the number 2 key on your keyboard. Hit the 'G' key to activate your auto-run (without using sprint), and as you move back across the bridge left click to drop the charges on the bridge as you cross it. If you are lined up correctly, you will run across the bridge, placing all four of your charges on it and moving out of range of each before they explode.



Figure.2 - Charge Locations

If there is an enemy threat, approach the bridge using a covered or concealed route. Many bridges have a berm or low wall that lines the road leading up to the bridge. Stay prone and out of sight, approaching one end of the bridge under cover. Place one or two charges only, then immediately move back around the berm or wall, placing it between you and the charges. The barrier will prevent the charges from killing you (though they may stun you, if you are too close). Repeat until all charges are placed. When repairing a bridge, you can lay prone at the end of the road where the bridge has collapsed, and place your kits down onto the steeply sloping bridge pieces. Be careful not to walk over the edge and onto the bridge, or you will not be able to get back up onto the road. Walking or falling off the damaged bridge into the water may injure or kill you, and getting out of the river back onto the road may be difficult (or impossible under the guns of the enemy).