

BRIDGE TABLES

Bridge Demolition Table (5.2.6.3)

Die-roll	Engineer within 2 hexes		Other Unit within 1 hex		Engineer within 4 hexes	
	Allied	German	Allied	German	Allied	German
≤ 1	B	B	B	B	B	NE
2	B	B	B	NE	NE	NE
3	B	NE	NE	NE	NE	NE
4	NE	NE	NE	NE	NE	NE
5	NE	NE	NE	NE	NE	NE
6	NE	NE	NE	NE	NE	NE
≥ 7	NE	NE	NE	NE	NE	NE

Modifications:

- +1** for a ZOC emanating from a non-crossing enemy unit
- +1** for a Lead Commando attached to crossing German unit (11.15.4)
- +1** for all Liège bridges (hexes 2602, 2702, 2703)
- 1** on all PM game turns
- 1** for American V/291 engineer battalion

Units in SM may not blow a bridge or modify a bridge blowing attempt.

B = Blown, **NE** = No Effect

Bridge Interdiction Fire (7.7.3)

Die-roll	
1-2	Bridge Destroyed
3-6	Bridge Intact but Interdicted

Ouren Bridge Uncertainty (10.5.2)

Die-roll	Ouren Bridge (4321-4421)
1-2	Intact Heavy Road Bridge
3-6	Intact Light Road Bridge

Bridge Discovery Table (11.12)*

Die-roll	
1	Bridge Intact
2-6	Bridge Blown

* All “?” bridges except the Ouren road bridge (4321-4421)



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THE LAST GAMBLE
The Ardennes Offensive, December 1944

Errata through 11-1-2026