

# PEGASUS BRIDGES

By Ron Howard

## Background:

On the early morning of June 6th, 1944, the platoons of the 2nd Oxfordshire and the Buckinghamshire Light Infantry landed a few hundred meters from their targets; the bridge over the Caen Canal and the bridge over the Orne River. The defenders, the 736 Grenadierregiment were taken completely by surprise. Major John Howard's men quickly overtook their targets while British sappers cleared the bridges of explosives. The expected German counterattacks came at dawn with the arrival of panzer units and the Panzergrenadiers. Finally at 1300, Lord Lovitt's Commando's arrived to relieve the exhausted glider troopers.

## Objective:

The British must take and hold the two bridges. They must use their engineers to remove the charge markers and they must keep the Germans from using the bridges to reinforce their Normandy beach defenders. If the British hold just one bridge at the command phase of turn 5, it is a partial British victory. If the Germans hold both bridges at the command phase of turn 5, it is a major German victory. If the British fail to remove the charge markers, the bridges explode at the command phase of the fifth round.

Rounds 5  
Starting Initiative: British

Expansions Needed:  
N

## Quote:

"John, today history is being made!", Lord Lovett to John Howard

## Reinforcements:

In the status phase of turn three the Germans receive the following: 1 Panzer IV, 1 Stug III, and 2 squad bases with six regular infantry and a mortar in the gray reinforcement hexes. In the same phase the British receive three squad bases with six standard infantry, four elite infantry, two officers, with two Anti-Tank one engineer speciality in the red R hex.

## Special Rules:

One or both players may use the Leadership Decks from Normandy. The British get the Montgomery card, and the Germans get the Model card. Follow the rules for the leadership decks. Both bridges have demolitions markers on them. If they are not removed by the command phase of turn five, the bridges will explode. The engineer squads can remove demolitions from the bridges by moving onto the bridge and then in the next round, fatigue the unit and remove the demolition marker. Cut out the glider hexes and place them in the deployment hexes. They block line of sight and give one cover to the units in their hexes. If by the command phase of any round, both demolition markers have been removed and both bridges are under British control, the British win. If these conditions are not met by the command phase of round five, the Germans win.

Terrain:	#		#
Entrenchment	1	Two Hex Building	1
Pillbox	2	Bridge	1
Barbed Wire	3	River is Deep	
Glider Hexes (cut out)	5		
Single Building	2		

## British

Division 1	Dk Tan
Squad Bases	5
Infantry	10
Elite Inf	4
Officer	2
Hvy Mg	2
Specialties:	
Flamethrower	1
Engineer	1
Anti-Tank	1

Actions per Turn: 3  
Starting Strategy Cards; 2  
  
Strategy Decks:  
Command Deck 1  
Morale Deck 1  
  
Operations Cards:  
Double Time

Division 2	Lt Tan
Squad Bases	3
Infantry	9
Elite Inf	2
Officer	1
Specialties:	
Engineer	1
Flamethrower	1
Anti-Tank	1

Deployment
Deploy Division one on glider hexes (dark yellow) on maps 6A and 4A. Deploy Division two on glider hexes (bright yellow) on map 5A.

## German

Division 1	Dk Gray
Squad Bases	3
Infantry	5
Elite Inf	2
Officer	1
Hvy Mg	2
Flak 36 88mm Gun	1
Specialties:	
Engineer	1

Actions per Turn: 2  
Starting Strategy Cards; 2  
  
Strategy Decks:  
Artillery Deck 1  
German Reinforce 1  
  
Operations Cards:  
No Surrender  
Lay Smoke

Division 2	Lt Gray
Squad Bases	2
Infantry	5
Elite Inf	1
Hvy Mg	1
Specialties:	
Engineer	1

Deployment
Deploy Division one to black hexes on map 4A. Deploy Division two to light gray hexes on map 5A. The German anti-tank gun goes into the blue hex.

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