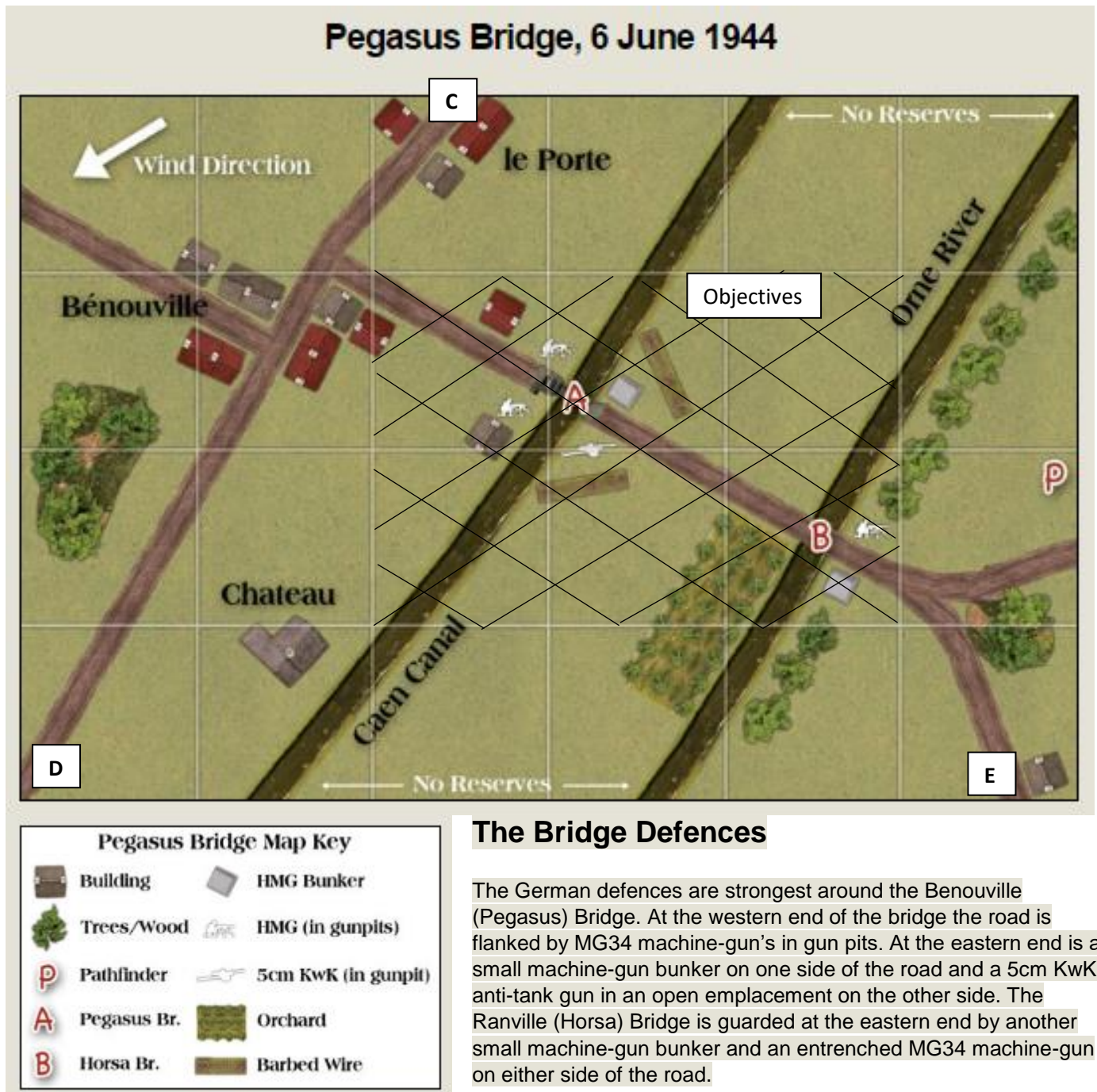## Between Two Bridges

The Caen Canal and Orne River are both too wide and deep to be fordable hence the importance of the two bridges. The narrow strip of land between them is just wide enough to permit gliders to land but otherwise, unless a force possesses boats there is no way to land troops there.

The Caen Canal and Orne River are impassable, no platoons may move onto the table via the strip of land between them.

Pegasus Bridge, 6 June 1944

Pegasus Bridge Map Key

Building		HMG Bunker	
Trees/Wood		HMG (in gunpits)	
P	Pathfinder		5cm KwK (in gunpit)
A	Pegasus Br.		Orchard
B	Horsa Br.		Barbed Wire

The Bridge Defences

The German defences are strongest around the Benouville (Pegasus) Bridge. At the western end of the bridge the road is flanked by MG34 machine-gun's in gun pits. At the eastern end is a small machine-gun bunker on one side of the road and a 5cm KwK anti-tank gun in an open emplacement on the other side. The Ranville (Horsa) Bridge is guarded at the eastern end by another small machine-gun bunker and an entrenched MG34 machine-gun on either side of the road.

Game: *Bridge Garrison*

At A:
Grenadier Company HQ,
Grenadier Platoon (Osttruppen) at full strength with: 2 Machine-Gun Sections attached (disposition shown on Map)

Reserves

Sniper team (deployed at beginning of game in le Port).
Armoured Pioneer Platoon (at full strength)

Tank Hunter Platoon (Marder I) (at full strength)
Armoured Heavy Platoon (No Machine-gun Sections with one section containing single SdKfz 10/5 (2cm) and another containing single Marder IIIM.)

Artillery Battery (15cm (sf) Lorraine Schlepper) (at full strength)
Mortar Platoon (at full strength)

The bridge garrison consisted of the ill-prepared ostruppen of 642. Ost Batallion. Once the bridges fell, several counterattacks were launched to regain them using whatever forces were at hand: pioneers from 220. Panzerpioneer Batallion, antiquated Marder I's from the tank-hunter company of 716. Grenadierregiment, and an odd-assortment of converted French armoured vehicles from 192. Panzergrenadierregiment.

BRITISH 6th AIRBORNE DIVISION

Actual	**Game**
Coup-de-main force	*Coup-de-main force*
Reinforced D Company, 2nd Battalion Oxfordshire and Buckinghamshire Light Infantry	Airlanding Company HQ
No. 1 Platoon	Airlanding Platoon
No. 2 Platoon	
No. 3 Platoon	Airlanding Platoon
No. 4 Platoon	
No. 5 Platoon	
No. 6 Platoon	
Consolidation force	*Consolidation force*
	Pathfinder marker
Pathfinders of 22 Independent Parachute Company	
	Warrior: Lieutenant-Colonel Pine-Coffin
A Company, 7th (Light Infantry) Parachute Battalion	Parachute Platoon
B Company, 7th (Light Infantry) Parachute Battalion	Parachute Platoon
C Company, 7th (Light Infantry) Parachute Battalion	Parachute Platoon

Major Howard's coup-de-main force that led the attack on the bridges consisted of D Company, 2nd Ox and Bucks Light Infantry reinforced for the dangerous mission by two further platoons from B Company, 2nd Ox and Bucks Light Infantry and 30 sappers from 249. Field Company, Royal Engineers.

The consolidation force (guided to their drop zone by pathfinders from 22. Independent Parachute Company) was Lieutenant-Colonel Pine-Coffin's 7th (Light Infantry) Parachute Battalion.

AIRBORNE ASSAULT SUMMARY

STEP ONE:
ROLL FOR WIND DIRECTION

- Choose a table edge, roll a die, and consult Wind Direction Diagram.

STEP TWO:
DROP PATHFINDER

- Place Pathfinder marker on any table edge or corner. When rolling for Scattered Reserves a roll of 2 or 5 will result in a platoon arriving at this table edge or corner.

DURING THE GAME:

- Roll for reserves to bring any Parachute, Glider or Airlanding platoons that are in reserve onto the table.

- At the start of the first Movement Step conduct any Coup-de-main glider landings.

- In the first Movement Step move that portion of your force that is not in reserve, onto the table.

- All platoons arrive on table from Scattered Reserve.

GLIDER LANDINGS

FOR EACH GLIDER:

1. ROLL TO FIND LANDING ZONE

- Roll 2+ to find Landing Zone, otherwise lands off-table, platoon is in Reserve.

2. MAKE GLIDER LANDING RUN

- Place Glider and roll for landing run distance.

- Glider crash lands on a roll of 1 or if contacts Rough Terrain, Gun team, vehicle or glider.

- Roll 5+ save for teams (except Command teams) in crashed glider.

3. DISMOUNT GLIDER

- All teams immediately dismount adjacent to the glider.

- In the first turn Coup-de-main platoons may move in their Movement Step or launch an assault in their Assault Step, not both.

- Coup-de-main platoons may not shoot in their first Shooting Step.

Special Rules: Airborne Assault rules

3 OBJs: The three Objectives are placed before "battle planning!"

The British Parachute Platoon, Airlanding Platoon, may ignore the usual rules regarding movement at night and may instead move normally.

Surprise: to simulate the time taken to get the defending force fully ready to fight, all defending platoons on the table start the game Pinned Down and all defending armoured vehicles on the table start the game Bailed Out. Defending teams may not start the game mounted in their transport vehicles or on tanks, and as normal, may not mount Bailed Out transport vehicles or tanks until the crew have remounted.

Airborne Reserves: an airborne commander can't afford to wait around until all of their company have gathered at the rendezvous point. As soon as they have enough troops to begin their mission they head for their objective. The rest will have to follow as soon as they have formed up. In the Seize and Hold mission both players hold half their platoons in Reserve (see page 268 of the rulebook) (the Attacker ignores any platoons conducting a Coup-de-main). Place these platoons to one side at the start of the game.

At the start of your first turn roll a die. On a roll of 5+ your first reserve platoon arrives. It may be any platoon of your choice, subject to the Unload the Gliders special rule. At the start of each subsequent turn roll again adding one more die than the previous turn. Each roll of 5+ results in another platoon arriving from your reserves. If you roll three or more dice to get Airborne Reserves in a turn, but fail to score any roll of 5+, you automatically receive a single platoon from Airborne Reserve anyway. When a reserve platoon arrives place its Platoon Command team at your edge of the table to remind you of its arrival. During your Movement Step move the newly-arrived platoon on from the table edge marked point P on the map.

Glider passes through barbed wire: If a glider passes through a barbed wire section, the entanglement is removed

Night Rules: It is night until turn 5.

AT Gun Position – Unmanned to start the game. Any British or German "team" unit can occupy and use the position (medium at gun, 360° LOS).

Preparing for Battle

The player with the Allied airborne force is always the attacker. If both players have Allied airborne forces, both players roll a die. The highest scoring player is the attacker. The defender places one objective anywhere on the table at least 16"/40cm from the table edges. The attacking player places two objectives anywhere on the table at least 16"/40cm from the table edges. The defender must hold at least half of their platoons in reserve at the start of the game. The remaining platoons deploy anywhere on the table. The attacker must hold at least half of their platoons in reserve, ignoring any that are to be used in a Coup de-main. The remaining platoons are not deployed on table at the start of the game and will instead move onto the table in the attacker's first Movement Step using the Airborne Scattered Reserves rule. The attacking player now removes one of the objective markers that they placed (not the objective that the defender placed).

Beginning the Battle.

Neither player may make any Reconnaissance Deployment moves. The attacking player has the first turn. Remember to roll for Reserves in the Starting step. The Defender starts the game in Prepared Positions, all their platoons may begin the game Dug In. At the start of their first Movement Step the attacker lands any Coup-de-main gliders. In their first Movement Step the attacker moves that portion of their force that is not in reserve onto the table as if arriving as Airborne Scattered Reserves. All reserves arrive on the table as Airborne Scattered Reserves.

Ending the Battle The battle ends when either: the attacker starts any turn from turn 6 holding any objective, or the defender starts any turn after turn 6 with no attacking teams within 16"/40cm of either objective.

VICTORY POINTS AWARDED:

 3 Points for British holding the Bridge OBJ

 1 Point for holding the second objective

 1 Point for each German Platoon eliminated

 -1 Points for Germans holding Bridge OBJ

 -1 Point for each British Platoon eliminated

 -2 Points if German Aircraft destroy the bridge

If the Victory Points are a "positive" numbers it is a British Victory, if "negative" number then it

is a German Victory, if it equals a 0 then continue playing.