



Pegasus Bridge 11/15/2001

Battlegroups (or Bn's) to activate ↓

a scenario for Great Battles of World War II/Drop Zone rulesets by Bruce McFarlane

Information for both sides

Distances on table depends on whether we're playing:
 □ CD3 ground scale (100m/inch & each campaign hex=1 km). With CD3, a special ruler with oversize inches (actually 1.45") will be used and most templates 2" in size.
 □ GBoWWII scale (225m/inch & each campaign hex=1 mile). With GBoWWII, normal inches will apply and most templates 1" in size.

Weather Roll 6/6/44 turns 1-3 Overcast, British roll each turn starting with 4:

Roll* (D10)	<u>0-3</u>	<u>4-9</u>	<u>10</u>	<u>11+</u>
Result	Clear	Overcast	Drizzle	Fog

Effect on:

Air Support	-	N/A	N/A	N/A
Go to Ground	-	-	+10%	+20%
Visibility	12"	12"	6"	3"
*Next Roll	-1	-	+1	+1

- = no effect N/A = not allowed

British Briefing



Supply- Superior if no German stands within 6" of C Ops, otherwise Inferior. If Germans occupy supply area, Poor.

Friendly Edge- none.

Activations- 15 cards to start; 5 cards drawn per day.

Artillery- average; 2 2" templates available noon & 10 rounds on 1st day; 3 2" templates & 24 rounds per day afterwards. Some units also have templates which can call 5 turns worth of fire from their assigned destroyers.

Morale Quality- most units Average (8) with some Experienced (9); see unit's index card.

Unit Types- British airborne are considered SMG bns.

Aircraft- British player has 2 Tactical Ground Support Spitfires and 1 Rocket Support Typhoon (each with 1 1" template; means Spitfires may only come once a turn for 2 turns). The first day they can only be On-Call after the weather changes from Overcast to Clear. Following days, before dawn turn they must be allotted as Pre-Planned, Pre-Registered or On-Call.

Commander- until turn 3 when divisional commander General Gale arrives in his glider, player of Howard (unit A) commands or delegates movement of unplayed battalions, then Gale player takes over.

Paradrop segment- should be completed by the time players arrive (at normal height). There will be daylight glider arrivals occurring on two turns mid-game. Flak is medium.

Scenario specific rules- we are substituting following for rule 5.2: direction=1D6 & distance 1D4 with heavy weapons at double distance & Howard's initial gliders -1.

We will not be rolling for morale until 1st ground combat casualties (i.e. not from flak or landing).

Losses from airborne segment return via replacements on 6/7/44 with an increased +1 to score needed (to simulate widely spread troops returning to original units on following days).

C Ops will arrive with Howard but FUP will be placed during night segment at end of June 6.

Reinforcements-

June 6, 1944

Turn/Time	Vis.	Reinf
1 0000	3"	Glider A +10% action point/Para B/C/E
2 0200	3"	Para H/I
3 0400	6"	F via Glider (turn starts overcast, start rolling next turn)
4 0600	12"*	
5 0800	12"*	
6 1000	12"*	
7 1200	12"*	D1-D3/G arrives on road into 1109 on a roll of 1-3 (if higher, +2 per turn cumulative)
8 1400	12"*	
9 1630	12"*	L from hex 1109
10 1900	12"*	J1-2 & K glider (night phase)

June 7, 1944

Turn/Time	Vis.	Reinf
1 0000	3"	(dawn phase)
2 0400	6"	
3 0600	12"*	
4 0800	12"*	
5 1000	12"*	
6 1200	12"*	
7 1400	12"*	M from hex 1109
8 1600	12"*	
9 1800	12"*	
10 2000	12"*	

*Roll for weather

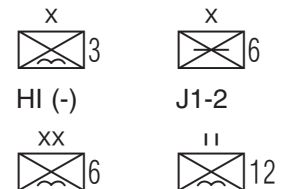
Movement off the game table

Keep the off-table areas straight, there are 3 areas:

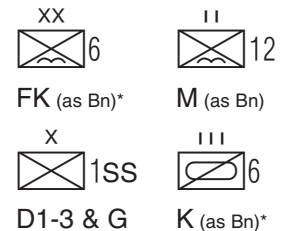
A) 46x70" game table has each big 20 cm. Klik Hex = kilometer.



B) Hidden Map of Table with big hex = 1 km... and each *small hex* = a "big inch" on the table.



C) Area Map n/a (is not used for British because your unit is either on the board or on hidden map B; only Germans use the Area Map to bring in reinforcements).



*Can be activated together as one battlegroup.

Mission

Tactical objective, take bridges and hold them. Strategic objective: clear the board of activated German formations .



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Weather Roll – = no effect N/A = not allowed

Turns 1-3 Overcast, British roll each turn starting with 4:

Roll* (D10)	0-3	4-9	10	11+
Result	Clear	Overcast	Drizzle	Fog

Effect on:

Air Support	–	N/A	N/A	N/A
Go to Ground	–	–	+10%	+20%
Visibility	12"	12"	6"	3"
*Next Roll	-1	–	+1	+1

German Briefing



Supply- average

Friendly edge- south & east edges.

Activations- 0 at start, draw 3 cards on starred turns.

Artillery- average, 0 templates (except for those possessed by individual units) on first day; then 3 2" templates with 9 rounds per day.

Morale Quality- mostly Average (needs roll of 8 or less) with a small mix of other ratings. See unit's index card.

Air Support- none

Flak- medium

Reinforcements- Released means once unit individually rolls a 1-3, it can move freely towards destination chosen on map (place destination counter at any hex adjacent to the S & E edges of table; destination cannot be changed). Released units must still be activated via Activation Points (either by regiment or individual battalions). If British move within 12" and LOS of T3, they are released. Until player arrives, Von Luck moves/delegates unplayed units.

Depending on weather roll by British player, move released off-board units on *area map* sum of 1 or 2 dice; any units not yet released may roll again next turn and are released on a roll of 1-3 and may move immediately.

Movement off the game table- Keep the off-table areas straight, there are 3 areas:

A) 46x70" game table has large 20 cm. Klik Hex = km.

B) Hidden Map of Table with big hex = 1 kilometer... and each *small hex* = a "big inch" on the table.

C) Area Map, hex = 4 kms.

Movement is unpredictable to simulate the disjointed

command structure of the Germans at this phase of the battle (& allied airpower once clear). For # of hexes may move, roll while:
 (average dice are 6 sided, 1=3 & 6=4)

OVERCAST (or worse): 2 average six-sided dice

CLEAR: 1 average six-sided die

Result of roll is the number of 4-km area hexes unit can move. Roll each turn for each unit.

Because of being strung out on "road", units *may not stack* with another unit. Roads are not shown on the area map since it's assumed there are enough to move any direction via a road. However, one may only cross a river at bridge (red circle).

June 6, 1944

Turn/Time	Vis.	Reinf
1 0000	3"	T1 released
2 0200	3"	T2 released, Q/R/S each released on rolls of 1-3
3 0400	6"	U/V/W4/X/Y/Z released on 1-3 (starts overcast)
4 0600	12"	**
5 0800	12"	**
6 1000	12"	**
7 1200	12"	** W**
8 1400	12"	**
9 1700	12"	**
10 2000	12"	** (night phase) **at 716 Div FUP

June 7, 1944

Turn/Time	Vis.	Reinf
1 0000	3"	(dawn phase)
2 0400	6"	
3 0600	12"	** P**
4 0800	12"	**
5 1000	12"	**
6 1200	12"	**
7 1400	12"	**
8 1600	12"	**
9 1800	12"	**
10 2000	12"	**

*Draw 2 cards; British rolls for weather at turn beginning

Before moving onto the table each *lettered* German unit that starts from off the table, must roll before moving on. Count the number of units (subunits T1, T2 etc. together count as 1 unit) that are released already, it must roll higher on D10 than the count already released. If roll successful, must move on table in road column (if road present) or in normal column. On turn of arrival may change formations if another desired (like assault or defensive line).

If roll not higher, then this new unit is instead redirected to another sector (not this table) after all and is not available for release/reinforcements this day. Battalion has been "re-routed" by your supreme commanders who know more than you do about the overall situation and you'd best get over it. This actually happened in "real life" and Von Luck was quite frustrated that some of his units could only start late, piecemeal or be re-directed at the last minute *after* having traveled almost to the battlefield and had to go back down around through Caen to another area altogether!

Mission- Retake the bridges and then send at least 2 companies of tanks & 4 companies of infantry off the edge hexes adjacent to hexes #1109/1110.



T (-) (as BN)



QRS



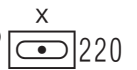
UOV



NX



Y (as BN)

















Z (as BN)



W (-) (as BN)




P (-) (as BN)
(736 part of 716 Div)

 736	 192			 6	 3		
T	NX		German Battlegroups or Battalions	J	HI (-)		British Battlegroups or Battalions
 22	 21			 12	 6		
QRS	Y (as Bn)		M (as Bn)	FK (as BG)			
 125	 220	 736	Lettered units must stay together	 5	 1SS	 185	Lettered units must stay together
UOV	Z (as Bn)	W (-) Reinf.		ABCE	DG	L	

A

Pegasus



6  2 Ox & Bucks (-)

9 - 2 Experienced


3 Stands: 1 HQ (Naval FO), 2 Inf
Commander: Major John Howard
(52 Oxford & Buckinghamshire)
Hex: 5E/1311
Mission: Capture Caen Canal &
Orne Bridges, clear demolition
charges; hold until relieved. Rest of
Bn comes later in day with 1st RUR

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

B

Pegasus



5  7 Light Inf

8 - 2 Average

4 Stands: 3 Inf, 1 Hvy Wpn (Naval
FO)
Commander: Lt Col R G Pine-Coffin
MC
Hex: 4F/1211
Mission: Consolidate defence of
Caen Canal Bridge & take nearby
villages Le Port/Benouville.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens



Pegasus



5 12 Yorkshire

8 - 2 Average

4 Stands: 3 Inf, 1 Hvy Wpn (Naval FO)

Commander: Lt Col A P Johnson

Hex: 8F/1414

Mission: Clear obstacles north of Ranville (contacting glider poles removes each of them) then assist in clearing Ranville & take up defense of Orne Bridge.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens



Pegasus



1 Special Service 3 SS

9 - 2 Experienced

5 Stands: 1 Brigade HQ (Naval FO), 3 Inf, 1 Hvy Wpn

Commander: Lord Lovett

Hex: 4G/1111

Mission: Relieve Airborne & defend bridges

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

D2

Pegasus



1 Special Service 4 SS

9 - 2 Experienced

4 Stands: 3 Inf, 1 Hvy Wpn

Commander: TBA

Hex: 4G/1111

Mission: Relieve Airborne & defend bridges

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

D3

Pegasus



1 Special Service 6 SS

9 - 2 Experienced

4 Stands: 3 Inf, 1 Hvy Wpn

Commander: TBA

Hex: 4G/1111

Mission: Relieve Airborne & defend bridges

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

D3

Pegasus



1 Special Service



45 SS RM

9 - 2

Experienced

4 Stands: 3 Inf, 1 Field Gun (1" template)**Commander:** TBA**Hex:** 4G/1111**Mission:** Relieve Airborne & defend bridges1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens**E**

Pegasus



5 Airborne



13 Lancashire

8 - 2

Average

4 Stands: 3 Inf, 1 Hvy Wpn (Naval FO)**Commander:** Lt Col Luard**Hex:** 7E/1413**Mission:** Capture and hold Ranville1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens**F**

Pegasus



6

6 Airborne
AT/Support/Div HQ

9 - 2

Experienced

5 Stands: 1 HQ (Naval FO) with Jeep, 1 Engr, 1 6 pdr Mdm AT Gun with Jeep, 1 17 pdr Hvy AT Gun with Lt Truck, 1 Glider Pilot Inf; not actual units: 1 FUP (misc vehicles), 1 C Ops (command car)**Commander:****Hex:** 7E/1413 or adjacent hex**Mission:** Reinforce airborne units; AT weapons can be moved independently and attached to other units1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens**G**

Pegasus



1 Special Service



123

9 - 4

Experienced

5 Stands: 1 Cromwell HQ Tank (non-firing), 1 M5 L-L-F, 1 Firefly H-M-M, 2 M4s M-M-M**Commander:****Hex:** 4G/1111**Mission:** Arrive with Lord Lovett & relieve airborne1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens



Pegasus



3 Airborne



8 Bn (-)

8 - 2

Average

3 Stands: 2 Inf, 1 Hvy Wpn

Commander:

Hex: 9E/1514

Mission: Block or at least harass enemy while awaiting return of Bn cmdr & engrs to blow a bridge at Troarn.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens



Pegasus



3 Airborne



3 (-)

8 - 2

Average

2 Stands: 2 Inf

Commander: Maj. Humphrey D'Mee

Hex: 3C/1409

Mission: Stragglers of 3rd Airborne Brigade that landed in 5th Brigade area now have a mission of blocking or delaying German counterattacks on the bridges.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

J1

Pegasus



6



1 Royal Ulster Rifles

8 - 2

Average

5 Stands: 3 Inf, 1 Hvy Wpn, 1

Field Gun

Commander: Lt Col Barr

Hex: glider

Mission:

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

J2

Pegasus



6



12 Devonshire (-)

8 - 2

Average

3 Stands: 2 Inf, 1 Hvy Wpn

Commander: Lt Col Tuttle

Hex: glider

Mission: Rest of reinf from over the landing beaches because not enough glider transport. Reinf plus remainder of 2 Ox & Bucks Bn (almost 2 companies arrived with Maj Howard at midnight)

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens



Pegasus



6 Airlanding



6 Airborne Recon

8 - 2

Average

3 Stands: 1 Tetrarch Lt Tank
L-L-M, 1 Inf in Jeep with MG, 1 6pdr
AT with jeep

Commander:

Hex: glider

Mission: Counterattack enemy.

*Naval Gun Fire FO in each of 2, 7,
12 & 13 Bn can call 5 turns each for
2" to anything within sight of Hvy
Wpns (or John Howard, Brigade
HQ).

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens



Pegasus



3rd British



185

9 - 2

Experienced

14 Stands: (4 stands for 1st Bn &
5 stands each for 2nd & 3rd Bn)

1st Bn: 3 Inf, 1 Hvy Wpn;

2nd Bn: 1 Brigade HQ, 3 Inf, 1 Hvy
Wpn;

3rd Bn: 3 Inf, 1 Hvy Wpn, 1 M4 Tank
M-M-M

Commander: TBA

Hex: 4G/1111

Mission: Relieve Airborne & defend
bridges

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens



Pegasus



12
Devonshire



3 D

8 - 2

Average

1 Stands: 1 Inf

Commander: Lt Col Tuttle

Hex: 1111

Mission: Reinf from over the
landing beaches because not
enough glider transport to arrive
that way.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens



Pegasus



21



II Bn (-), 192

8 - 2

Average









3 Stands: 2 mtr Inf, 1 mtr Hvy
Wpn












Commander: Maj F Langen

Hex: See area map.


Mission: Retake Benouville, Le Port
& Bridges.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

<p style="text-align: center;">C Pegasus </p> <p style="text-align: center;">125  I Bn, 125</p> <p style="text-align: center;">8 - 2 Average</p> <p>4 Stands: 3 Inf in SdKfz 251/1 I-L-H (actually SPW107 Unic Halftrack), 1 Hvy Wpn in medium truck Commander: Major Liehr Hex: See area map. Mission: Assist in retaking bridges and move off N or W table edge to attack invasion force.</p> <p style="font-size: small;">1st combat factor is rally # (roll this o 2nd combat factor is slowest unit's defens</p>	<p style="text-align: center;">T Pegasus </p> <p style="text-align: center;">716 Static Div  III/736</p> <p style="text-align: center;">7 - 2 Inferior</p> <p>2 Stands: 3 Inf, 1 Hvy Wpn Commander: Maj F Valkirie Hex: Reinf Mission:</p> <p style="font-size: small;">1st combat factor is rally # (roll this o 2nd combat factor is slowest unit's defens</p>
<p style="text-align: center;">Q Pegasus </p> <p style="text-align: center;">22  I</p> <p style="text-align: center;">8 - 2 Average</p> <p>4 Stands: 4 PzKw IVH H-M-M Commander: Hauptmann von Gottberg Hex: See area map. Mission: Assist in retaking bridges and move off N or W table edge to attack invasion force.</p> <p style="font-size: small;">1st combat factor is rally # (roll this o 2nd combat factor is slowest unit's defens</p>	<p style="text-align: center;">R Pegasus </p> <p style="text-align: center;">22  II</p> <p style="text-align: center;">8 - 4 Average</p> <p>4 Stands: 1 PzKw IVH H-M-M, 2 Somuas M-M-M, 1 PzKw IVF2 H-M-M Commander: Major Vierzig Hex: See area map. Mission: Assist in retaking bridges and move off N or W table edge to attack invasion force.</p> <p style="font-size: small;">1st combat factor is rally # (roll this o 2nd combat factor is slowest unit's defens</p>

<p>U Pegasus </p> <p>  22</p> <p>8 - 3 Average</p> <p>2 Stands: 1 HQ Pz IVH H-M-M, 1 Flakpanzer 38 L-L-S Commander: Oberst von Oppeln-Bronikowski Hex: See area map. Mission: Assist in retaking bridges and move off N or W table edge to attack invasion force.</p> <p><small>1st combat factor is rally # (roll this on 1d6) 2nd combat factor is slowest unit's defense (roll this on 1d6)</small></p>	<p>I I-3 Pegasus </p> <p>716 Static Div  I/736</p> <p>7 - 2 Inferior</p> <p>3 Stands: Set up by bridge: 1 HQ in VW, 1 Inf, 1 Gunboat L-L-S (arrives turn 2, 6" above north of bridges); T2 & T3 may be set up at 2 different villages; (not actual units, for 716 Static Division: 1 FUP, 1 C Ops) Commander: Leutnant Gebhart Hex: On table Mission: Defend bridges & if inf platoon still adjacent to either bridge on 2nd turn may detonate them on a roll of 3 or less (HQ on roll of 1).</p> <p><small>1st combat factor is rally # (roll this on 1d6) 2nd combat factor is slowest unit's defense (roll this on 1d6)</small></p>
<p>T4 Pegasus </p> <p>  305 Flak</p> <p>8 - 4 Average</p> <p>1 Stands: 1 88mm Flak (Hvy AT) with soft halftrack carrier 0-0-H; (not actual units, for 21st Division: 1 FUP, 1 C Ops) Commander: Hex: 1708 Mission: Shoot down enemy aircraft only (unless British come within 12") & may not move to support division elements (or attack enemy ground troops beyond 12") until released.</p> <p><small>1st combat factor is rally # (roll this on 1d6) 2nd combat factor is slowest unit's defense (roll this on 1d6)</small></p>	<p>U Pegasus </p> <p>  125 HQ</p> <p>8 - 3 Average</p> <p>4 Stands: 1 HQ in Sdkfz 251/1; 1 Engineer in 1 Sdkfz251/16 Flam, 1 75mm Pak 40 w Truck H-0-W, 1 150mm SP Gun (Gesch Pz sFH 13 Lorraine) H-L-S 1"; 1 SP Reihenwerfer Somua (20-barrelled tiered mortar launcher on Somua MCG or MCL half-track) , 2" blast, 20" range; Commander: Oberstleutnant Freiherr Hans von Luck Hex: See area map. Mission: Assist in retaking bridges and move off N or W table edge to</p> <p><small>1st combat factor is rally # (roll this on 1d6) 2nd combat factor is slowest unit's defense (roll this on 1d6)</small></p>

V Pegasus 

125  II Bn (-), 125

8 - 2 Average

3 Stands: 2 mtr Inf, 1 mtr Hvy
Wpn
Commander: Captain Kurzon
Hex: See area map.
Mission: Mission: retake bridges & hold.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

V 4 Pegasus 

125/II Bn/125
(detachment)  5/II/125 (det.)

8 - 2 Average

1 Stands: 1 Mtr Inf
Commander:
Hex: See area map.
Mission: Mission: retake bridges & hold.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

W Pegasus 

716 Static Div
 II/736

7 - 2 Inferior

2 Stands: 3 Inf
Commander: Maj F Grindel
Hex: Reinf
Mission:

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

X Pegasus 

192  I Bn, 192


8 - 2 Average

4 Stands: 3 Mtr Inf, 1 mtr Hvy
Wpn
Commander:
Hex: See area map.
Mission: Mission: retake bridges & hold.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

Y

Pegasus

2  21

9 - 2 Experienced


7 Stands: 1 HQ in Sdkfz250, 1 Sdkfz 234/3 M-L-W, 1 Sdkfz 222 L-L-W, 2 Inf in Sdkfz 250, 1 in Sdkfz 251, 1 Hvy AT with Sdkfz 251 - all halftracks I-L-H

Commander:**Hex:** See area map.**Mission:** Assist in retaking bridges and move off N or W table edge to attack invasion force.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens

L

Pegasus

2  220

8 - 4 Average

3 Stands: 2 Stg III H,M,M, 1 Marder IIIh H-L-M

Commander:**Hex:** See area map.**Mission:** Assist in retaking bridges and move off N or W table edge to attack invasion force.

1st combat factor is rally # (roll this o
2nd combat factor is slowest unit's defens