

PEGASUS BRIDGE

S&T122 (Nov-Dec 1988)

Scale:

- 1 Turn = 15mins.

- Map areas are 50-200m apart.

- Counters = 1 leader, c.8 sappers or c.20 infantry, 1 vehicle or 1 unmanned weapon.

Abbreviations:

FCRT = Fire Combat Results Table

GAT = Grenade Attack Table

H2HCRT = Hand-to-hand Combat Results Table

LCT = Leader Casualty Table

MP = Movement points

OF = Opportunity Fire

SP = (combat) Strength points

TEC = Terrain Effects Chart

Unit types:

- Leaders

- Combat units (infantry, sappers, HQ)

- Vehicles (tank, Mercedes Benz, glider)

- Weapons (MG, AT, Piat, Gammon)

- Markers (bunker, POW, numerical (SP loss), dummy unit, prepared position, bridge wired, bridge damaged/destroyed, German set-up chit, gameturn)

Notes:

- Leaders and combat units have active and suppressed sides.

- Vehicles and weapons have active and wrecked/destroyed/out-of-ammo sides.

- Weapons must be stacked with a suitable unit to be used (fired or moved).

- Vehicles have an inherent crew to drive/fly them and (for tanks) to fire their intrinsic MG/cannon.

Turn sequence

1. Glider Phase (Turn 1 Only)

2. Suppression Marker Removal Phase

3. British Movement Phase

- Turn 6: roll for British reinforcements.

- Turns 7, 8 or 9: British reinforcements enter.

- British units move, make grenade attacks, clear bunkers, use gammon bombs, prepare positions.

- Germans conduct Opportunity Fire (Turns 1-4: only if activated).

4. German Movement Phase

- Turns 1-4: German garrison units may not move unless activated.

- Turn 4: roll for German Reinforcements.

- Turns 6, 7 or 8: Germans reinforcements enter.

- Germans may attempt bridge demolition.

- German units move.

- British conduct Opportunity Fire.

5. British Fire Phase

- Unsuppressed British units conduct smallarms, Piat & AT fire.

6. German Fire Phase

- Turns 1-4: German garrison units may not fire unless activated.

- Unsuppressed German units conduct smallarms, AT & tank fire.

7. Hand-To-Hand Combat Phase

- British & German units in the same area resolve hand-to-hand combat.

8. Prepared position phase

- Flip prepared position markers from 'under construction' to 'complete'.

9. Bridge disarming/repair phase

- British sappers may attempt to remove bridge demolitions from, or repair damage to, Pegasus Bridge.

Set-up:

- Choose historical or variable set-up.

- Place Gameturn marker on Turn 1.

British:

- Place gliders #1-3 on north edge of map.

- Place gliders #4-6 on south edge of map.

- Historical: Place units in glider holding boxes as follows:

- Glider 1: Mjr Howard, Capt Neilson, Lt Brotheridge & his 8-4 platoon & 1 sapper unit.

- Glider 2: Lt Wood & his 8-4 platoon & 1 sapper unit.

- Glider 3: Lt Smith & his 8-4 platoon, #1 Piat & 1 sapper unit.

- Glider 4: Capt Priday, Lt Hooper & his 8-4 platoon & 1 sapper unit.

- Glider 5: Lt Sweeney & his 8-4 platoon & 1 HQ unit.

- Glider 6: Lt Fox & his 8-4 platoon & 1 HQ unit.

- *Historically, Glider 4 was lost, so for complete historical simulation, do not use Glider #4, nor roll for Glider losses in Glider Landing Phase of Turn 1.*

- Historical reinforcement force B.

- Variable: Assign ≤12SP to each glider (leaders, HQ, sappers = 1SP each; squad = 4SP, platoon = 8SP; Piat = OSP).

Germans (set up in areas with red outlines):

- Place the AT gun and 4 MGs in the 5 labeled set-up areas (AT gun in 'AT gun' area, 1 MG in 'pillbox', 3 others in 3 'MG' areas).
- Place bunker markers in all 9 bunker areas. All German units/weapons in these areas start in the bunkers (beneath the markers).
- Historical: Use German chit B; reinforcement force 3; Difficulty level = Easy.
- Variable: Choose difficulty level, and randomly select one German set-up chit from those listed:
 - Easy: chits A-C
 - Medium: chits A-F
 - Hard: chits D-H
- The chosen chit determines German starting forces.
- Of the 8 dummy & garrison units listed, randomly place these *face-down*, 1 each on the 8 set up areas.
- Place other units as listed in German set-up table.
- If Schmidt enters at Ranville, stack him there with the Mercedes Benz, otherwise the Mercedes is not used.
- If instructed to draw for wired bridge, place the specified Wired & Blank markers in a cup, randomly draw 1 & place it *face-down* in 'Demo Bridge' box on map.

Glider Landing Phase:

- 1) Gliders 1-3, enter on the north map edge in a line of 3 (unless their formation breaks), one behind the other; Gliders 4-6, enter likewise, but on the south map edge.
- For each line of gliders, roll 1d6 for lost gliders:
 - 1-5 = No effect.
 - 6 = 1 glider lost; roll 1d6: 1-2 = Glider #1 or #4; 3-4 = Glider #2 or #5; 5-6 = Glider #3 or #6.
- 2) General rule: After the loss rolls, for each line of gliders, line them up one behind the other, as if they occupied three (or, if one was lost, two) off-map areas connected in a chain, one glider per area. The lead glider then enters the map first (rolling 1d6 for one of the two possible entry areas), and the trailing glider(s) follow, each moving up one area into the area just vacated by the one in front. After all the gliders in the line have moved up one area, each one *on the map* rolls 1d6 to determine if it lands in that area. Any that land are flipped to their 'landed' side and move no further. This process [i.e. a) lead unlanded glider rolls 1d6 for direction of movement and moves 1 area in that direction; b) trailing gliders move 1 area in turn, following the path of the leader; c) each *on-map* unlanded glider rolls 1d6 to determine if it lands in its new area] continues until all gliders have landed.

Specifics for moving:

- For its first move, the lead glider in each line rolls 1d6 to determine which of the two labeled map-edge areas between the Caen Canal and Orne River it enters (1-3 = westernmost area; 4-6 = easternmost area).
- After entering the map, if it did not land in the map-edge area, the lead glider rolls 1d6 to determine which coloured arrow it follows (1-3 = blue arrow ; 4-6 = red arrow) for its next move.

- If still not landed when the coloured arrows end, make an objective decision as to which of the connecting lines from that area are forward facing, assign each an equal probability, and roll 1d6 to determine which the leading glider will follow. Ignore the dashed connecting lines over the Canal.
- Only one *unlanded* glider can be in an area at a time.
- Any number of gliders may *land* in the same area.

Specifics for landing:

- A glider lands if it rolls any of the landing numbers for the shape of area that it has entered (triangle, double-circle, hexagon, circle, square) given in the TEC.
- The landing number for circle areas depends on how many such areas the glider has already entered.
- The *first* time a glider in each of two glider lines rolls a 6 when for its landing roll in a *triangle* area, that line of gliders breaks formation. The glider does not land in that area but will continue moving; but instead of the glider line following the lead glider, each glider now rolls individually for its own direction of movement.
- It is possible to land in the pillbox or bunker areas. Beyond the fact that the landing numbers of such areas will cause any glider entering them to automatically land, these terrain features, and any enemy units in these areas, do not affect and are not affected by glider landing/crashing.
- 3) Once all gliders have landed, each rolls 1d6 for whether it crashed. (DRM: +1 for every glider after the first that landed in that area).
 - 1-5 = Did not crash.
 - 6 = Crashed: roll again on crash table for #SP lost. If any SP are lost, also roll on the Leader Casualty Table for each leader in that glider.
- 4) Place units from Glider holding boxes on top of their landed or crashed gliders on the map proper.

- Note: An area containing a glider (landed or crashed) is automatically an obstructed area for fire combat/line of sight/German movement purposes.

Suppression Removal Phase:

- Suppression occurs via the results of fire and hand-to-hand combat.
- Suppressed units are flipped to their rear sides.
- Only units/leaders are suppressed, not vehicles or weapons.
- Suppressed units/leaders may not move, or conduct opportunity fire or fire combat, and suffer a DRM penalty in hand-to-hand combat.
- In the Suppression Removal Phase, roll 1d6 for *each* suppressed unit/leader. (DRM: -1 if stacked with an 'appropriate' leader).
 - An 'appropriate' leader is a direct commanding officer: The Col./Lt. of the same name as a British platoon/squad; Neilson for any British *sapper* unit; Howard for *any* British unit/leader; Hickman for any German *garrison* unit; Schmidt for *any* German unit/leader.
 - No leader gives a suppression-removal DRM to himself.

<u>Unit type</u>	<u>Roll needed to un-suppress</u>
All British units/leaders	1-4
German leaders/non-garrison infantry	1-3
German garrisons	1-2

- Unsuppressed units are flipped back to their front sides.
- There is no further penalty for failing to unsuppress.
- Units may attempt to unsuppress once each Turn until they succeed.

Movement Phases:

Stacking:

- Unlimited (combat units, leaders, weapons & vehicles) except: max. 1 tank per area (active or wrecked), and if area contains a tank, it may only contain 1 German infantry (but may still have Mercedes, & unlimited leaders & weapons).

Moving:

- All British units have 4MP (2MP if escorting POWs)
- All German units/vehicles have 3MP (Mercedes Benz has 3, 5 or 7MP).
- Wounded leaders have 2MP.
- MGs may be moved by any infantry, sapper or HQ unit (max. one MG per unit) but that unit loses 1MP when carrying the MG (i.e. British units moving an MG only have 3MP for the turn, Germans only 2MP).
- AT gun may not be moved.
- Units move between areas via the connecting *solid* black communication lines.
- *Dashed* communication lines (across canal) are for fire combat only. Units cannot move along them.
- The triangle, double-circle and hexagon areas, and the red & blue arrows are ignored after the Glider Landing Phase of Turn 1. Land units may not move along these arrows or into these areas [Exception: a) either ignore the black communication line running SE from the N-most bunker to the NW-most hexagon; or b) add a communication line from this hexagon to the circle to its SE, and allow movement to/from this one hexagon only].
- Units expend MP based on the type of communication line (single or double), and enemy-occupation status of area entered.
- Units may enter/exit enemy-occupied areas for no extra penalty than normal MP costs.
- Units moving adjacent or into enemy-occupied areas may be targeted by opportunity fire.
- Bunkers are a sub-area within a circle area. Stack units inside a bunker under the bunker marker, & units outside bunker atop or next to bunker marker.
- Units pay 1MP to enter a bunker from its parent area, but units in a bunker may exit the bunker into the parent area for 0MP (but +1 if parent area enemy-occupied)
- Enemy units in a bunker still cause friendly units entering the parent area to pay +1 MP for entering an enemy-occupied area.

- Units may only enter a bunker that is friendly-occupied or vacant. Units cannot enter an enemy-occupied bunker (its occupants must be killed by grenades/fire combat first).
- Because German units move directly towards British units, and units can only enter vacant/friendly-controlled bunkers, therefore German units never move into bunkers.
- British *infantry* units (only) may also spend MP to make grenade attacks.
- British units (not leaders) may also spend MP to place gammon bombs, clear bunkers, or prepare positions.

Grenade attacks

- Cost 1MP
- British *infantry* units only.
- Made against all German units in same or adjacent area, or in bunker in same area.
- Each platoon has 4 grenades per game (2 per squad). If breaking down platoons into 2 squads, distribute remaining grenades as evenly as possible.
- To make grenade attack: roll 1d6 on Grenade Attack Table, using column appropriate to the area attacked. (DRM: +1 if 'appropriate' leader stacked with attacker).
 - = no effect
 - S = Place suppressed marker on targeted German units. 1, 2 or 3 = #SP lost by German infantry/MG/AT. Losses are taken by 1 randomly selected German unit until eliminated, then by another randomly selected unit until eliminated, etc. Consider MG and AT to have 1SP each. Check LCT if leader present.
 - (H) = Wrecks Mercedes Benz if present. If no Mercedes or German *infantry*, wrecks tank if present (i.e. British have lobbed grenade into open tank hatch).

Gammon bombs (sticky hand-thrown/placed explosive)

- Cost 1MP
- Each gammon may be used 3 times and is then removed from play.
- May be moved by any unit (not leaders; 1 Gammon/unit).
- May be fired by any British combat unit (not leaders alone).
- Must be used in same area as user.
- Only used against tank or Mercedes Benz.
- Roll 1d6 on first column of Fire Combat Table.
 - = no effect
 - S, S(H) or 1(H) = Wrecks Mercedes Benz
 - S(H) or 1(H) = Wrecks tank.

Clearing bunkers

- British gain VP for clearing bunkers
- Cost 2MP
- British combat unit only (not leaders alone).
- Unit must be in bunker (recall: units can only enter vacant or friendly-occupied bunkers)
- Roll 1d6:
 - 1 = Flip 'bunker' marker to 'bunker cleared'; place 1 'POW' marker on unit.
 - 2-5 = Flip 'bunker' marker to 'bunker cleared'.
 - 6 = Flip 'bunker' marker to 'bunker cleared'; British unit loses 1SP. Check LCT if leader present.

Prepared positions:

- British combat unit only (not leaders alone).
- 4 MP cost (thus unit cannot move).
- Place 'Prepared position' marker on unit, 'Under construction' side up.
- 'Under construction' marker is removed if unit conducts or receives any fire attack, or engages in hand-to-hand combat that turn.
- If unit did not conduct or receive any fire attack, or engage in hand-to-hand combat that turn, flip marker to 'Completed' side in Prepared Position Phase.
- Once constructed, prepared positions are (almost) indestructible, and may be used by whichever side next occupies the area.
- Tanks passing through a British-occupied prepared position in a road area can destroy the position (see Tank movement rules).
- Tank cannon/AT fire into the area can destroy the position (see Tank/AT fire rules).
- Only one Prepared position per area, but there is no limit on how many may be built during a game.

POWs:

- British may capture POWs when clearing bunkers, & may possibly make Mjr Schmidt a POW (see Mjr Schmidt rules).
- British gain VP for controlling POWs at game-end.
- POWs move in British Movement Phase, & only if accompanied by British combat units (not leaders alone).
- POW & escort move together, as a single unit with 2MP.
- A British combat unit may escort any number of POWs.
- POWs may be transferred between British combat units, but may never move more than 2MP per turn.
- POWs in an area without an escorting British *combat unit* are removed from map (escaped).
- There is no penalty if POWs escaping.

German Movement Phase

- German combat units/leaders move their full movement allowance towards nearest (in terms of MPs) British-occupied area (combat units &/or leaders) as at start of German Movement Phase.
- German combat unit/leaders use all their MP unless this means ending in a non-British-occupied open area; instead they will cease moving in a non-British-occupied obstructed area if possible (i.e. maximize use of cover, while trying to move as directly as possible for nearest British-occupied area).
- Preferences for each area moved:
 - 1) British-occupied obstructed area
 - 2) British-occupied open area
 - 3) Non-British-occupied obstructed area
 - 4) Non-British-occupied open area (will not end move here if any *reasonable* (non-retreating) alternative exists)
- Obstructed areas include open areas containing a vehicle of any sort.
- There is some subjectivity in German movement. Make each move in the best German interest.

German Tanks & infantry reinforcements

- One tank per area (active or wrecked) at all times.
- Only 1 German infantry may stack with a tank (but any number of leaders, weapons or British units).
- Tanks must remain on road areas.
- Tanks pay +1MP to enter an area containing a wrecked Mercedes or landed/crashed glider.
- Enter map in column: 1 tank + 1 infantry per area (rest of infantry in a single stack following final tank/infantry stack). First stack pays 0MP to enter entry area, 2nd pays 1MP, third 2MP etc.
- Head directly from entry area, via road areas, to exit map at Ranville entry area.
- Cannot enter destroyed bridge areas, so would halt as close to bridge as possible.
- Once any reinforcement unit has been fired on or engaged in hand-to-hand combat, tanks and infantry move towards nearest British-occupied areas (but tanks still move only on roads).
- Tanks starting a turn in a British-occupied prepared position road area roll 1d6 (DRM: +1 if tank is stacked with German infantry):
 - 1-2 = Tank may not leave the area this turn.
 - 3-6 = Tank moves to next road area; remove prepared position marker; British are displaced to any adjacent non-road area (player choice; but they do not suffer Opportunity Fire by this).
- An area containing a tank (active or wrecked) is automatically an obstructed area for fire combat/line of sight/German movement purposes.
- If lead German tank is destroyed by the British in the *first AT/Piat fire* of the game, roll 1d6:
 - 1-3 = All German tanks use full MP each turn to retreat along roads to exit map at nearest entry area.
 - 4 = The second tank in line retreats as above if possible. If it cannot retreat on road (blocked by other tanks), it moves into adjacent off-road area & rolls 1d6:
 - 1-3 = Stuck: roll 1d6:
 - 1-4 = Moves no further this turn; next turn continues to retreat, using offroad or road areas.
 - 5-6 = Crew panics; flip tank to wrecked side.
 - 4-6 = Continues to retreat, using offroad or road areas.
 - 5-6 = No effect.

Mjr Schmidt & his Mercedes Benz.

- German set-up options C-H have Mjr Schmidt as a regular leader in the pillbox; the Mercedes Benz is not used.
- German set-up options A & B have Mjr Schmidt begin the game at the Ranville entry area in his Mercedes on Turn 3.
- In Turn 3 German Movement Phase, roll 1d6 for Mercedes speed for rest of game:
 - 1-3 = 3MP.
 - 4-6 = 5MP.
- If fired upon, Mercedes moves at 7MP for rest of game.
- Mercedes & Schmidt move directly via roads to exit the map at Le Port entry area.

- British earn VP for destroying Mercedes & killing/capturing Schmidt.
- If Mercedes receives any SP loss on FCRT, or successful result in grenade/gammon bomb attack, it is wrecked; roll for Schmidt on LCT. If not killed, he moves to join the nearest German unit, or if none, to exit map at Le Port entry area, as directly as possible. He is captured by any British unit (inc. leader) entering an area occupied by solely by Schmidt, or by Schmidt + wrecked Mercedes. If captured, replace him with POW marker.
- An area containing the Mercedes (active or wrecked) is automatically an obstructed area for fire combat/line of sight/German movement purposes.

Fire combat:

- During the Fire Combat Phases, unsuppressed phasing infantry, HQ and sapper units may conduct smallarms/MG fire against enemy units in the same or an adjacent area.
- Each unit fires at a *single* enemy unit.
- British units choose the targets they will fire at.
- German units individually select targets based on priorities:
 - a) British unit in same area
 - b) British unit in adjacent area
 - c) British unit in open area
 - d) British unit with most SP
 - e) Random die roll.
- All units selecting the same target combine their fire into a single attack.
- Total the SP of firing units; roll 1d6 on Smallarms/MG line of FCRT.

DRMs (cumulative):

 - 1 Target in adjacent area.
 - 1 Target in obstructed area.
 - 1 Target in bunker.
 - 1 Target in prepared position.
 - 1 Opportunity Fire in enemy Movement Phase.
 - 1 Appropriate German leader in firing stack.
 - +1 Appropriate British leader in firing stack.
 - +1 Target in open area.
 - +1 ≥ 1 firing unit is British *infantry* (not sapper or HQ).

Result:

- = no effect

S = Unit suppressed. Flip to suppressed side.

= Target unit loses # SP. Excess losses each affect randomly chosen other enemy units in stack. If leader n stack, check Leader Casualty Table.

(H) = Ignore (used only for Piat/Tank/Gammon/AT fire)

- Use number chits atop units to record their SP losses (or, for British, use roster sheets).

MG fire

- Any infantry/sapper/HQ unit stacked with a MG may fire it as smallarms fire.
- MG fire with a strength of 4SP.
- A unit firing a MG may also use its own smallarms, with -1SP penalty.

- MG affect all enemy units in the target area.
- When combined with smallarms, use MG+smallarms SP against the unit targeted by the smallarms, & use MG SP alone against all other enemy units in the area. Use same die roll when determining the MG fire combat results in the area.

Opportunity fire

- During Movement Phases, a unit that moves into an area is immediately subject to Opportunity Fire (OF) from all unsuppressed enemy combat units in that same or an adjacent area.
- Resolve as for normal smallarms/MG fire, but with -1 DRM.
- Units surviving OF may continue to move, and may trigger further OF in each new area entered.
- Each moving unit is subject to only one combined OF for each area it enters.
- Each enemy unit may conduct any number of OFs.
- OF is always resolved before the moving unit makes any grenade attacks.
- Units not moving do *not* trigger OF (this includes British units landing by glider atop or adjacent to German units in bunkers/pillboxes).

Piat fire (British only)

- May be moved by any unit (not leaders; 1 Piat per unit).
- May be fired by any British combat unit (not leaders alone).
- Piat target a tank in the same or an adjacent area.
- Piat #1 may fire 2 shots, Piat #2 & #3 fire 3 shots each, and are then removed from play.
- If several Piat fire at the same target, resolve each separately.
- Use same DRMs as for smallarms fire.
- Roll 1d6 on FCRT, using Smallarms/MG line.
 - = no effect
 - S = no effect
 - S (H) = Roll 1d6. 1-2 = flip tank to 'wrecked' side. 3-6 = tank may no longer move, but may still fire.
 - #(H) = Flip tank to 'wrecked' side.

Tank/AT fire

- Each tank has two guns: smallarms fire with a MG (4SP), and tank fire with its cannon (1SP).
- Tank MG and cannons fire independently in any direction
 - Tank MG fire is resolved as for normal smallarms/MG fire, using the Smallarms/MG line of the FCRT.
- AT & Tank cannon fire is targeted at a single enemy unit/weapon/vehicle.
- AT & Tank cannon fire is resolved using the Tank/AT line of the FCRT.
- Tank cannons, & the AT, count as 1SP each, and may be combined against a single unit target.
- Any infantry/sapper/HQ unit stacked with the AT gun may fire it.
- A unit firing the AT gun may also (separately) use smallarms fire, but with a -3SP modifier.

- Tank cannons/AT may fire at 'suitable targets' in line of sight, up to 5 areas away (via communication lines). A 'suitable target is:
 - a) Any unit in the same or adjacent areas (such units are always in line of sight)
 - b) Any unit 2-5 areas away if:
 - i) it fired *at the tank or AT gun now targeting it in the current or immediately preceding Turn, or*
 - ii) it fired *at all in the current turn.*
- A unit 2-5 areas away is in line of sight if a straight line between the centres of the firing and target areas does *not* pass through an obstructed area (including any area with a vehicle)
- Total the number of eligible tanks & AT guns firing on the target unit for which the target is suitable and in line of sight. Roll 1d6 on FCRT using Tank/AT line.
 - = no effect
 - S = no effect
 - S(H) = Remove any prepared position marker. Any targeted tank/Mercedes in the area is wrecked. Any targeted MG or AT in the area is destroyed (remove from map).
 - 1(H) = As S(H) but any combat units in area lose 1SP total.
 - 2(H) = As S(H) but any combat units in area lose 2SP total.
- Use number chits atop units to record their SP losses (or, for British, use roster sheets).

Hand-to-hand Combat Phase:

- All combat units/leaders in the same area as enemy combat units/leaders must engage in hand-to-hand combat.
- Leaders count as 1SP.
- Find ratio of total British SP to total German SP, rounding in German's favour. Roll 1d6. DRM:
 - 1 area contains active tank.
 - 1 any British units in area are suppressed
 - +1 any German units in area are suppressed
 - 1 appropriate German leader involved
 - +1 appropriate British leader involved
 - 1 area is obstructed/has prepared position, & British were the last to enter.
 - +1 area is obstructed/has prepared position, & Germans were the last to enter.
 - +1 No British sappers/HQ involved.
 - +1 all German units in area are Garrison infantry.
- Results: (British:German)
 - = No effect
 - Eng = Engaged. Neither side's units may leave the area next turn (but other units of either side may enter)
 - E = all the side's units are eliminated.
 - ½E = 50% (round up) of the side's SP are eliminated.
- Use number chits atop units to record their SP losses (or, for British, use roster sheets).
- If after non-ENG result, both sides have units remaining in the area, then the side which lost most SP retreats to any adjacent area *not* containing enemy units; if tied for SP lost, the side entering the area last must retreat. If the retreating side cannot retreat, it is suppressed instead.

Bridge demolition:

- German set-ups C-H may have Pegasus Bridge wired for demolition, & if not disarmed by British sappers, it may be destroyed before the British seize it.
- There is only 1 demolition attempt per game.
- Demolition attempt is made:
 - a) During first German Movement Phase after the British have attacked a German unit in any way (not simply drawn German Opportunity Fire).
 - b) There must be German unit(s), and no British units, in the pillbox area.
 - c) There must be ≥1 British unit on the bridge, or in any area adjacent to bridge or pillbox.
- If all 3 conditions are met, flip marker in 'Demo bridge' box: If 'blank', remove it. If 'wired', roll 1d6 (DRM: -1 if Mjr Schmidt in pillbox):
 - 1-3 = Place 'bridge destroyed' marker in bridge area. Eliminate any units on bridge. No unit may enter this area (except sappers, who then can only exit on the same bank from which they entered)
 - 4 = Place 'bridge damaged' marker in bridge area. Each time a tank enters the bridge area, roll 1d6:
 - 1-4 = no effect ;
 - 5-6 = Tank wrecked; place 'bridge destroyed' marker in bridge area; no unit may enter this area)
 - 5-6 = Demolition malfunction. Bridge remains intact. British sappers must still disarm bridge.

Other units:

Sappers

- Sappers are British infantry with no grenade capacity.
- Sappers have 3 special abilities.
 - 1) A sapper moving into the Pegasus Bridge area and surviving there until the end of the Turn can remove the marker in the 'Demo bridge' box from play.
 - 2) Each sapper moving into the Pegasus Bridge area when it contains a 'Bridge damaged' marker, and surviving there until the end of the *following* Turn can attempt to repair the bridge. Roll 1d6 for each such unit. If roll is ≤ # full turns the unit has stayed in the bridge, remove the 'Bridge damaged' marker.
 - 3) If a sapper enters (at the cost of all its remaining MP) and remains on Pegasus bridge when it is damaged or destroyed, from the *following* turn on, any unit (British or German) can enter the bridge area for 2MP while any sapper is also in the area.

HQ

- HQ are British infantry with no grenade capacity.
- If *both* HQ units are killed, then to simulate loss of coordination, at the start of each British Movement & Fire Combat Phase, all British movement/actions during that phase must be declared, including the units to be targeted. All declared actions must then be implemented (in any order) and no action not declared may be implemented, whatever the results of actions already completed. E.g. a grenade attack by one unit may be wasted because another unit had already eliminated the German target.

Leaders

- Leaders (and number) *alone* are treated as 1SP units for fire and hand-to-hand combat.
- Leaders stacked with friendly units give a DRM to smallarms/MG & Piat fire combat (but not tank/AT or Piat fire combat), and hand-to-hand combat if 'appropriate' for the units they are stacked with (1 DRM per attack/defence, not per leader).
- Leaders give a -1DRM to suppression removal if 'appropriate' for the units they are stacked with (1 DRM per attempt, not per leader).
- An 'appropriate' leader for a unit is any of its direct commanding officers: The Col./Lt. of the same name as a British platoon/squad; Neilson for any British *sapper* unit; Howard for *any* British unit/leader; Hickman for any German *garrison* unit; Schmidt for *any* German unit/leader.
- Each time a unit in an area takes any SP loss, any leader in the area is checked on the Leader Casualty Table.
- A wounded leader has only 2MP.
- A wounded leader wounded again is killed.

British unit breakdown

- At the beginning of any British Movement Phase, any British 8-4 platoons may break down into two 4-4 squads. Any SP losses and grenades remaining must be divided as equally as possible among the two squads. Replace the platoon counter with the two squad counters.
- At the beginning of any British Movement Phase, two squads with the same Lt's name in the same area may recombine into a platoon, pooling their SP losses and remaining grenades.
- The advantage of breaking down is to create two independent units; and that smallarms fire combat targets individual units, not entire stacks. The disadvantage is the smaller SP each squad has compared to the single platoon.

German garrison restrictions:

- On Turns 1-4 German garrison units may not move or conduct fire combat until activated.
- A German unit is activated when a British unit/leader moves into an adjacent area.
- Once activated, flip unit to front side. Remove from map if dummy.
- If not a dummy, roll 1d6:
 - 1-3 = Garrison may move and fire normally, but may not use Opportunity Fire this Turn.
 - 4-6 = Garrison may move and fire normally.
- All remaining Garrison units are automatically activated at the beginning of Turn 5.

Notes:

- *These rules attempt to complete the original rules of Pegasus Bridge, which were variously incomplete, ambiguous and contradictory. I have incorporated all official errata, except the map errata:*
 - *There should be a blue arrow connecting the second triangle to first double circle, immediately south of the compass rose.*
 - *29 communication lines were omitted from the printed map, look online for scans of the original errata showing these.*

Reinforcements:

German:

- On Turn 4, roll 1d6 on German Reinforcement Table, using line corresponding to initial set-up chit. Result is reinforcement force 1, 2 or 3, which enter on Turns 5, 6 or 7 respectively. On Turn of entry, roll 1d6 for entry area:
 - 1-4 = Le Port.
 - 5-6 = Benouville.
- *Historical reinforcements were force 3.*
- German reinforcements cannot fire until they are fired upon, enter a British-occupied area, spot an adjacent British unit/leader, or until Turn 10 [*Turn 12 if playing historical scenario*].
- For *each* German unit with British units in an adjacent area, roll 1d6 per adjacent British unit/leader: Tanks spot the British on 5-6; Infantry do so on 4-6.

British:

- On Turn 6, roll 1d6 on British Reinforcement Table using column for the German Reinforcements rolled on Turn 4. Result is British force A, B or C, which enters at Ranville on Turns 6, 7 or 8 respectively.
- *Historical reinforcements were force B.*
- British reinforcements enter in column, 2 units per stack. 1st stack pays OMP for Ranville entry area then moves normally; 2nd stack pays 1MP for Ranville; 3rd stack pays 2MP, etc.
- Col. Coffin enters with the first stack.
- Gammon bombs & Piats are stacked with the units carrying them (one weapon per unit).
- The British Reinforcement Table helps balance the game. For more challenge, use the Optional British Reinforcement Table instead.

Victory:

- At end of Turn 16, count VP (use VP chart)
- Determine victory level:

Difficulty level

<u>Easy</u>	<u>Medium</u>	<u>Hard</u>	<u>Victory level</u>
≤56	≤46	≤41	German victory
57-59	47-58	42-53	British marginal victory
60-65	59-65	54-65	British substantial victory
≥66	≥66	≥66	British overwhelming victory

Glider Crash Table:

Die roll	Result
1	–
2	3 SP
3	4 SP
4	5 SP
5	7 SP
6	All killed

Leader Casualty Table:

Die roll	Result
1	–
2	–
3	–
4	W
5	W
6	K

K = killed. Remove from map
 W = wounded (if already wounded = killed).
 Reduced to 2MP.
 -1 modifier in hand-to-hand combat.

Terrain Effects Chart:

Glider landing:	
Area shape	Landing Number
Triangle	1
Double circle	1-2
Hexagon	1-3
Circle 1st entered:	1-3
2nd entered:	1-4
3rd entered:	1-5
4th entered:	1-6
Land Movement:	
Area shape	Area type
Circle	open
Oval (<i>reinforcement entry area</i>)	open
Square	obstructed
Triangle	<i>prohibited</i>
Double circle	<i>prohibited</i>
Hexagon	<i>prohibited</i>

Movement costs:

Dashed communication line	<i>prohibited</i>
Single communication line	1
Double communication line	2
Enter friendly-occupied or vacant area	0
Enter enemy-occupied area	+1 (<i>inc. if enemy is inside bunker in area</i>)
Enter bunker subarea	1 (<i>only if friendly-occ. or vacant</i>)
Exit bunker subarea	0 (+1 <i>if friendly-occ. or vacant</i>)
Make grenade attack	1 (<i>British only</i>)
Place gammon bomb	1 (<i>British only</i>)
Clear bunker	2 (<i>British only</i>)
Prepare position	4 (<i>British only</i>)
Tank entering area w/ wrecked vehicle	+1

Grenade Attack Table:

Die roll	Area type				
	Adjacent		Same		
	Open	Obstructed	Open	Obstructed	Bunker
1	–	–	–	–	–
2	–	–	–	S	S
3	–	–	S	S	S
4	–	S	S	1	2
5	S	S	1	1	2
6	S	1	1	2	3
7	S	1	1(H)	2(H)	3

Fire combat Results Table:

Piat	1	–	–	–	–	–
Tank/AT	–	1-2	3-4	≥5	–	–
Smallarms/MG	1-4	5-8	9-10	11-14	15-20	≥21
Die	≤0	–	–	–	–	–
Roll	1	–	–	S	S	S
	2	–	–	S	S	1
	3	–	S	S	1	1
	4	S	S	1(H)	1	2
	5	S(H)	1(H)	1(H)	2	2
	6	1(H)	1(H)	2(H)	2	3
	≥7	1(H)	2(H)	2(H)	3	4

Hand-to-Hand Combat Results Table:

Die roll	British : German odds ratio					
	≤1:2	1:1	3:2	2:1	3:1	≥4:1
≤1	E : –	½E : –	½E : ½E	½E : ½E	– : ½E	½E : E
2	½E : –	ENG	ENG	ENG	ENG	– : E
3	ENG	ENG	ENG	½E : ½E	½E : E	– : E
4	ENG	½E : ½E	– : ½E	½E : E	– : E	– : E
5	½E : ½E	½E : E	½E : E	– : E	– : E	– : E
≥6	– : ½E	– : E	– : E	– : E	– : E	– : E

German Set-up Chits:

	A	B	C	D	E	F	G	H
Garrison squads	3	4	5					
Dummies	5	4	3					
Mjr Schmidt	+ M/Benz @ Ranville Turn 3		@ pillbox					
Lt Hickman	---	@ Le Port	@ Benouville	+ 1 infantry @ Benouville	+ 1 infantry @ Le Port	+ 2 infantry @ Le Port		
Bridge wiring	---		3 blanks, 1 wired			2 blanks, 1 wired	1 blank, 1 wired	
Extra infantry	---			1 infantry @ Le Port	1 infantry @ Benouville	2 infantry @ Benouville	2 infantry @ Benouville ; 2 infantry @ Ranville	
Tanks	---						2. Roll 1d6 for each: 1-2= Ranville Turn 2; 3-4 = Benouville Turn 3; 5-6 = Le Port Turn 4	

German Reinforcement Table

Set-up	German Reinforcement Force		
Chit	<u>1</u>	<u>2</u>	<u>3</u>
A	1-4	5	6
B	1-3	4-5	6
C, D	1-2	3-4	5-6
E	1	2-3	4-6
F	1	2	3-6
G	-	1-2	3-6
H	-	1	2-6

1 = 2 tanks, 4 infantry, Turn 5

2 = 4 tanks, 6 infantry, Turn 6

3 = All remaining tanks & infantry, Turn 7.

British Reinforcement Table

Die	German Reinforcement Force		
roll	<u>1</u>	<u>2</u>	<u>3</u>
1	A	A	A
2	A	B	B
3	A	B	B
4	A	B	C
5	B	B	C
6	C	C	C

A = Col Coffin, 3 infantry, 1 piat, 1 gammon, Turn 7

B = Col Coffin, 4 infantry, 2 piats, 1 gammon, Turn 8

C = Col Coffin, 6 infantry, 2 piats, 2 gammons, Turn 9

Optional British Reinforcement Table

Die roll	British Force
1-2	A
3-4	B
5-6	C

Victory Point Chart:

Control (British last to occupy) of:	
Pegasus Bridge (intact)	+15
Pegasus Bridge (damaged)	+5
Pegasus Bridge (destroyed)	+0
Ranville Bridge	+8
Pill box	+5
Each of the 10 bunkers cleared & controlled	+2
Each of 4 MGs controlled or destroyed	+3
AT gun controlled or destroyed	+5
Each tank destroyed	+5
Each escorted POW unit (except Schmidt)	+1
Mjr Schmidt killed or captured	+1
Each British leader killed	-1
Each British platoon (or 2 squads) killed	-5

British Unit Roster:

ID#	Unit	Initial SP	Current SP	Grenade attacks	Notes
1	Mjr Howard	1		--	C in C
2	Capt Neilson	1		--	Sapper CO
3	Capt Priday	1		--	Howard's 2iC
4	HQ sec.	1		--	Coordination Loss if both killed
5	HQ sec.	1		--	
6	Lt Brotheridge	1		--	
7	<i>Brother. pltn</i>	8		1 2 3 4	
8	Brother. sqd. A	4		1 2	
9	Brother. sqd. B	4		1 2	
10	Lt Fox	1		--	
11	<i>Fox pltn</i>	8		1 2 3 4	
12	Fox sqd. A	4		1 2	
13	Fox sqd. B	4		1 2	
14	Lt Hooper	1		--	
15	<i>Hooper pltn</i>	8		1 2 3 4	
16	Hooper sqd. A	4		1 2	
17	Hooper sqd. B	4		1 2	
18	Lt Smith	1		--	
19	<i>Smith pltn</i>	8		1 2 3 4	
20	Smith sqd. A	4		1 2	
21	Smith sqd. B	4		1 2	

22	Lt Sweeney	1		--
23	<i>Sweeney pltn</i>	8		1 2 3 4
24	Sweeney sqd. A	4		1 2
25	Sweeney sqd. B	4		1 2
26	Lt Wood	1		--
27	<i>Wood pltn</i>	8		1 2 3 4
28	Wood sqd. A	4		1 2
29	Wood sqd. B	4		1 2
30	Sapper	1		--
31	Sapper	1		--
32	Sapper	1		--
33	Sapper	1		--
34	Col Pine Coffin	1		--
35	Coffin pltn	7		1 2 3 4
36	Coffin pltn	7		1 2 3 4
37	Coffin pltn	7		1 2 3 4
38	Coffin pltn	7		1 2 3 4
39	Coffin pltn	7		1 2 3 4
40	Coffin pltn	7		1 2 3 4

Weapon	Charges
Gammon #1	1 2
Gammon #2	1 2

Piat #1	1 2
Piat #2	1 2 3
Piat #3	1 2 3