

PB Micro-CAMPAIGN GAME III: SEIZING THE BRIDGE

CG LENGTH: A CG scenario is played for two CG Dates in this CG (Night I & Night II)

CG PLAY AREA: Only the area inside (inclusive) the area U11 -DD11 - DD24 - U24 is in play.

CG VICTORY CONDITIONS: The Germans win at any CG Scenario End if they Control Pegasus Bridge (SSR PB4), *or* if they have a Good Order German MMC ≤ 3 hexes from the bridge at CG End.

INITIAL-SCENARIO SETUP SEQUENCE: German sets up first; British moves first.

INITIAL GERMAN OB:

Elements of Grenadier Regiment 736, Infanterie Division 716 [ELR: See SSR PB12] setup within 4 hexes of Y19 (see SSR I-2): {SAN:2}

RG: Garrison Pltn (Full)	50L AT	1+3+5 Pillbox
RG: Garrison Pltn (Depleted)	1-2-7	Trench (x3)
Wire (x3)		

Elements of the Fallschirmjäger Regiment 6 (Ind.) [ELR: 4] enter Uncloaked on Turn 3 with all Personnel as Passengers, on hex DD12, having expended 18 MP (see SSR I-6):

2-3-8, 8-1 Kfz 1 (no AAMG)

GERMAN REINFORCEMENTS FOR NIGHT II

Elements of PanzerPionier Kompanie 1 enter within 3 hexes of DD14:

RG: PzPionier Coy (Full)

RG: Lt Tank Pltn II (Roll as per Q9.6181)

INITIAL BRITISH OB:

Elements of Companies B and D, 2nd Oxfordshire and Buckinghamshire Light Infantry [ELR: See SSR PB12] enter by Glider (E9) on Turn I (see SSR I-3 and I-4): {SAN: 2}

6-4-8 (x3) 4-5-8 (x3) 2-4-8 (x3)

9-2 8-1 8-0 (x2)

LMG (x2) PIAT (x3)

51 MTR (airborne) Glider (x3)

BRITISH REINFORCEMENTS FOR NIGHT II: May set up in any non-Isolated British Setup Area. If the British are unable to set up on-map (due to no eligible non-Isolated Setup Areas), hex Y24 becomes an Eligible Entry Hex.

6-4-8, 4-5-8, 2-4-8, 7-0, LMG, 10 FPP

These units are elements of the Ox and Bucks (see PB SSR 14).

SCENARIO SPECIAL RULES:

The following SSR apply during the Initial Scenario

I-1) There is no Wind Change DR made during the first RPh. Night Rules are in effect (CG SSR4). See PB SSR.

I-2) All German Infantry units must set up in building/Gun/Fortification Locations with ≤ 1 MMC per Location. The pillbox must be set up in Z21 (CA: Y22/Z22); no Wire counters may be set up in a paved-road/bridge hex. No Fortification/Gun may set up HIP. The 50L AT and 1-2-7 crew must set up in hex X20, the Gun is Emplaced but is unpossessed at start.

I-3) All initial ILH (E8.2) must be east of the canal, ≤ 2 hexes from at least one other initial ILH.

I-4) Each glider must contain one 2-4-8.

I-5) During the British Player Turn 1, the German player may conduct only TPBF attacks. Only German leaders may fire starshells; the hex containing a leader that is attempting starshell placement need not be disclosed unless that attempt is successful.

I-6) When there are no Passengers in the Kfz 1, it is marked with an Abandoned counter; when so marked it may neither move nor change CA.

The following SSR apply during the Night II Scenario

II-1) If any German tank is destroyed, the German player must take a Task Check based upon the highest remaining AFV crew morale. If the TC is failed, the remaining mobile German tanks are Recalled.