

## BATTLEFIELD WALKAROUND:

### Pegasus Bridge 01/14/2013

The Pegasus Bridge map includes the bridge and surrounding towns of Benouville and Le Port depicting a vital bridge over the Caen Canal in Normandy.

#### 1.0 ELEVATIONS

Canal Level -10(BB19)  
Level -10(AA10)  
Level +0(AA7)  
Level +10(EA9)  
Level +20(PP1)

#### 2.0 TERRAIN FEATURES

Barbed Wire(LL15/LL16)  
Brush(PP25)  
Clear(M8)  
Cliff(O15/N15)  
Creek(Q17)  
Crops(RR3)  
Graveyard(HH13)  
Hedges(U9/U10)  
Hexside Road(K8/K9)  
Hillock(K5/J5)  
Masonry Building(I6)  
Orchard(KK8)  
Orchard Road(FF17)  
Path(F10)  
Paved Road(M9)  
Pond(Q24)  
Ravine(Q23)  
Steeple(II13)  
Swamp(Z10)  
Tower(Z13)  
unpaved Road(O8)  
Walls(FF2/FF3)  
Wood Building(O16)  
Woods(CC4)

**2.1 SPECIAL TERRAIN NOTES** - normal ATS rules except where modified below.

**2.11 Rooftops** – are in effect for building E15.

**2.12 Pegasus Bridge** - The bridge may not be destroyed by any means. Controlling Pegasus Bridge is defined as controlling the 8 non canal locations adjacent to Y19 and Y20.

**2.13 Canal de Caen** - treat as a deep river, may not be entered.

**2.14 Irrigation Ditch** - +1/1L terrain mod for Inf only and not cumulative with any other terrain mod. Inf COT to cross hex OR 1MP+COT to stop in hex and enjoy terrain mod benefit. Vehicle costs are for entering AND exiting a ditch. Fully Tracked 2 MP+COT, Half Tracked 3 MP+COT, Wheeled no entry. All vehicles IM roll (-1 drm) after entering. Glider +1 to crash d10 roll.

**2.15 Creeks** – The creeks are shallow, treat as ravines. Some of the ravine hexes (Q15) have sides that are extremely steep indicated by thick black lines running along the edge of the ravines. Units may not enter “up” positions along these ravine sides and their LOS only extends as far as an adjacent hex and vice versa.

**2.16 Soft Ground** – All IM rolls due to non building or barbed wire terrain suffer a +1 modifier to the roll, i.e. harder to pass.

**2.17 Hedges, Walls, Hillocks and Contours** - Any vehicle crossing a hedge (U9/U10) must make an IM roll. Only fully tracked vehicles may cross hedge/wall & hillock (BB13/CC14) or hedge/wall & contour hexsides (DD9/DD10). An IM roll is made before they cross and add +1 to the IM roll.

**2.18 Tower** - Hex C9 Large round brown, wood structure. Improved cover if IN the tower at Level +20 or by SSR. Treat as a tower with a Level +20 and is a Level +30 LOS obstacle. Same level LOS is possible through the base of the tower, but suffers Obscuring +1/1L mods. The Tower blocks any non ground level LOS that touches it's artwork.

**2.19 Barbed Wire** – Personnel Movement No Running. Vehicles no cross country. Non Fully tracked vehicles roll on IM table after crossing and No Towing.

**2.20 Combination Terrain (ditch/orchard, stream/orchard, building/orchard, hillock/orchard)** – All movement and LOS rules for any terrain present in a hex are applied normally and are cumulative. Hex terrain is determined by the center dot for combat fire effects.

#### 3.0 SPECIAL SCENARIO RULES

**3.1 Glider Landings** – apply an additional +1 d10 mod on the Glider Crash Table if a Glider lands in an Irrigation ditch.

**3.2 Fires** - Fires may only occur in Buildings or Rubble locations.

**3.3 Friendly Edge** - British between TT1 and TT17. German between A18 and NN1.

**3.4 German Schurzen** - All Pz IVH and Pz IVj are equipped with Schurzen, apply a +2 AF to all turret and hull flank aspect hits.

**3.4 Flares** - Flares are available normally in the Night scenarios.