



Pegasus Bridge



The Battle of Pegasus Bridge took place on June 6, 1944, during the D-Day invasion of Normandy. Just after midnight, British airborne troops from the 6th Airborne Division, led by Major John Howard, carried out a daring glider assault to capture two critical bridges over the Caen Canal and the Orne River, later known as Pegasus Bridge and Horsa Bridge.

General Howitzer:

Now listen up! The mission was crystal clear: secure those bridges, and do it without hesitation. Why? So no German panzers dare roll onto our beaches and stomp the Allied advance inland. You **shall not** let them through!

*Despite stiff resistance, the British airborne forces struck swiftly and clean—bridges seized, German counterattacks cut off, and few casualties to count. That's the hallmark of **precision, restraint, and utter battlefield dominance.***



Capturing **Pegasus Bridge** wasn't a side theater—it was the backbone of D-Day success. Once secured, reinforcements poured inland and German armored units were effectively nailed down before they ever saw the fight. This operation wasn't coincidence—it was craftsmanship.

Let me be blunt: this was **one of the most precise airborne operations in history**—pure planning, unshakeable bravery, executed in lockstep with strategic vision. That's how wars are won—not by waiting for luck, but by **making it happen**.

4 VP's



Card Balance:

Allies - 6

Axis - 2, 3, 4

Complexity:

1

Conditions:

Countryside





Location:

Normandy

Year:

1944

Theater:

Western Front

Campaign

Codename

Briefing:

This intro scenario to M44 has only infantry, so managing their movements and ability to attack will determine victory and success. It is heavily favored for the Allies, to represent history, so the Axis need to have a great combination of card management, lucky dice and good strategy to win.

Objectives:

Four VP's, and two bridge Objective Medals.

Battlefield:

Countryside, slashed by two rivers – the Orne and the Caen Canal, whose bridges are the focus of the Objective Medals.

Troops:

Allies – 9 Infantry

Axis – 6 Infantry



□ **Winning as Allies:**

1. The Allies are faced with the need to literally 'divide and conquer' on two fronts. One strategy to address this is to focus your energies first on your right flank and take out the units defending the bridge. Once they are gone, and the bridge is gained you will already have three of your needed four points. You will of course have to manage your forces on your left flank so that the enemy is not picking them off one by one from across the sandbags and from across the river.
2. The other attack option is to encircle the enemy by going around the lake with your excess Infantry forces. The Allies have more Infantry than can effectively attack in the narrow range between the river and the lake. So you can send some around the lake on a long-range mission to attack the enemy from the other side as well.





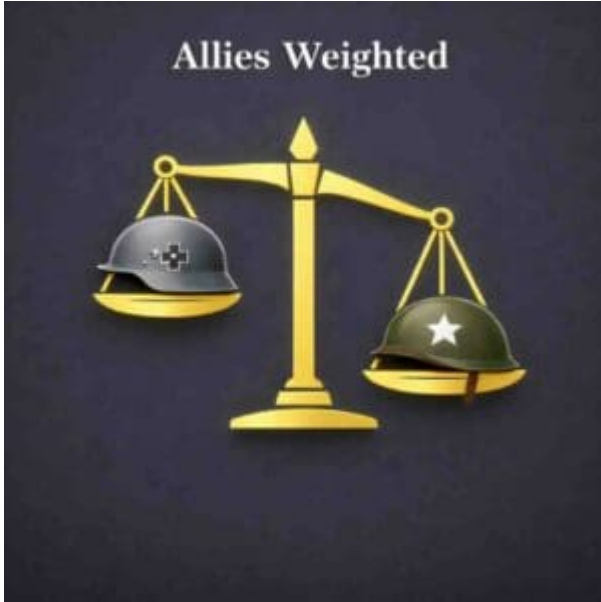
□ **Winning as Axis:**

1. Because Allies are heavily favored with a 9-6 infantry count, and a 69% success rate, the Axis must get all of their infantry into the fight as soon as possible. Early moves to activate the infantry in the corner of the right flank should be implemented. They can bring a good flanking maneuver to slow down the Allied attack on their sandbagged comrades by firing across the Benouville river.
2. An alternative attack strategy, if you have the movement cards for it is to get at least one of your infantry units across the bridge and into the fight in the center section.
3. Although the Objective Medal of Orne Bridge is within easy reach of the Allies, there is no need to sit on it and wait to be attacked out in the open (As a bridge provides no defensive value). A better strategy would be to have the two infantry units on the left flank to secure protection in the grove of trees above and below near the bridge. Each unit would be within two hexes of the bridge and able to send a withering attack against any Allied units who prematurely try to grab the bridge without first clearing the Axis defenders.

DoW Battle Reports

(percentage of Allied victories):

69%



34

BR - Pegasus



Allies Won



Axis Won

See Results

Vote

Author:

Days of Wonder

[Link](#)