

Allied Squad 1

It is 0025 Zulu on June 6, 1944.

Your mission is to capture the river bridge at Pont Le Canard, a secondary target on the border of the American and British/Commonwealth areas just inland from the landing beaches.

Currently, your squad is sitting in a Horsa glider that's just been cast off from its Halifax bomber tug, and is gliding down on silent wings to a landing zone hopefully just a few yards from the western end of the bridge. There is a wood on the eastern side which makes glider landing risky.

It's believed the likely German defences consist of a single squad of infantry, well dug in - reconnaissance photos show slit trenches at both ends of the bridge. According to French Resistance sources, the squad is using the café about 100 yards south of the bridge as a temporary barracks. It is possible the bridge is rigged with demolition charges: it is essential you do not allow this to happen.

Special Rules

Your glider is approaching from the north after being released over the coast. Roll 2d6 and multiply by 10 cm - this is the distance from the NE corner of the board your glider will cross the N edge of the table. Roll a second set of 2d6, multiply by 10cm, and measure that distance from there towards your target landing point X. That's where the nose of your glider will end up.

If it looks likely you will overshoot or hit something potentially damaging, you may choose to have the pilot deploy the Horsa's tail chute, which will knock 1d6 x 5 cm off your distance, but will make the landing rougher.

On landing, each member of your squad must dice against the normal wound table for the damage suffered on landing:

Open ground	2d6
Rough terrain	3d6
Woods, river	4d6
Chute deployed	+1d6

You may then choose which door of the Horsa they emerge from.

It is **dark**. In the absence of anyone firing off a flare (your Leaders have flare pistols), *any* targets at more than 20cm range require a Spot roll. Flares will last for 2 rounds.

German Squad 1

It is just after midnight on a clear night in early June 1944. Your squad has been assigned to the dull and boring duty of the defence of a minor river bridge at Pont Le Canard near the Normandy coast.

Your squad is using the Café Bleu, C, some 100 m south of the bridge on the road inland from the coast, as a barracks. Half your squad will be sleeping (or possibly trying to get the owner's two daughters into bed - the owner's daughters and the contents of his wine cellar are pretty much the high point of this assignment) - the remainder are expected to be patrolling the bridge. Your nearest reinforcements are a squad of Panzergrenadiers garrisoning the nearby village of Varelles, to the east, and a larger contingent including a couple of tanks is stationed on the coast to the north in the town of Le Charette.

There are two slit trenches, one either end of the bridge, for cover.

Special Rules

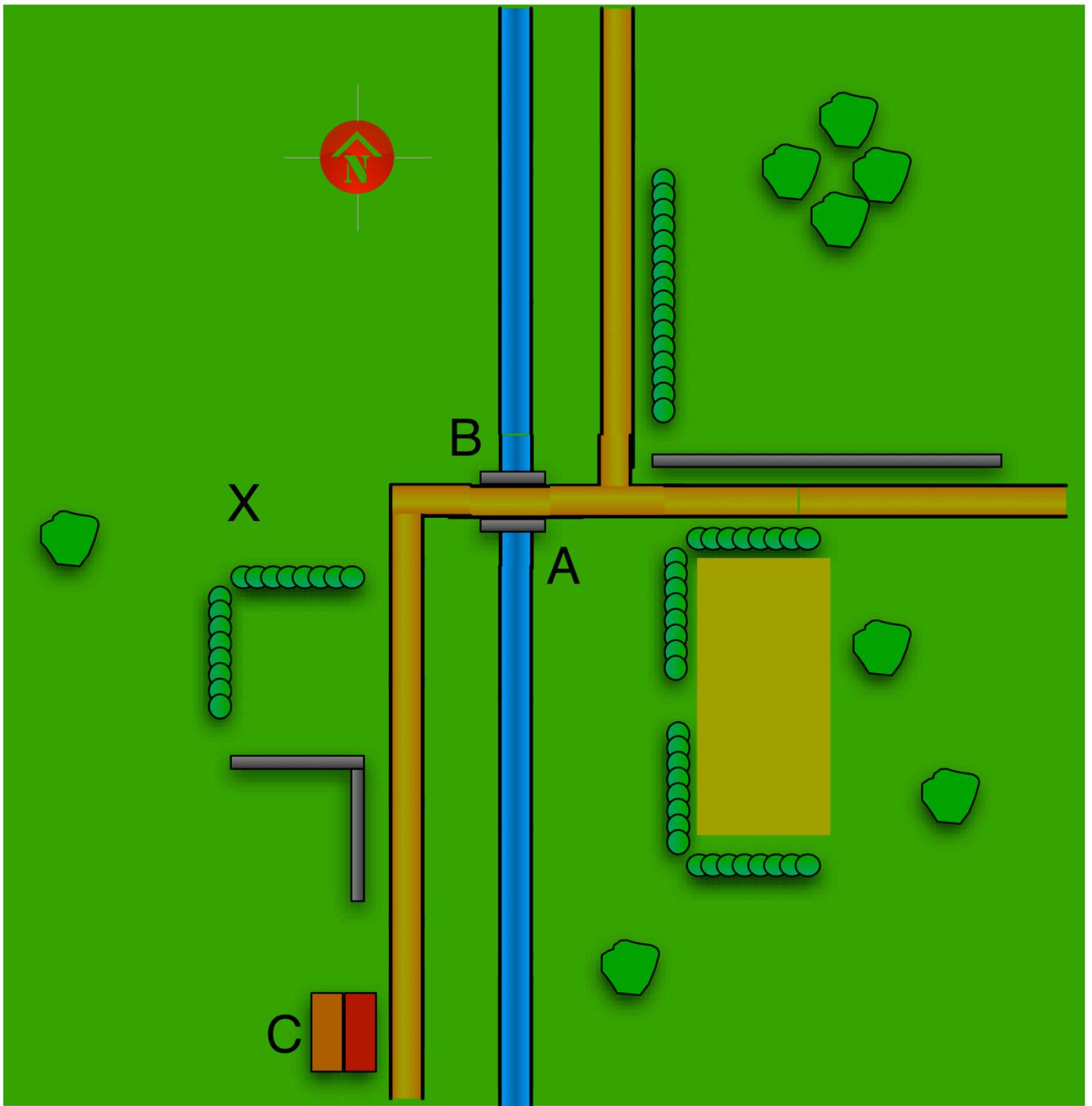
You should deploy up to half your squad, including one of the two leaders, within 20 cm of the bridge - there are defensive slit trenches at A and B.

In the event of something untoward happening, your squad will initially need to roll 12+ to notice - remember, it is **dark**, and periodically things of no direct concern to you do happen (like Allied bombing raids, etc).

Base roll	2d6+VT
Loud noises within 40cm	+1d6
Someone else within 20cm has noticed	+1d6
Gunfire/grenades within 60cm	+1d6
Asleep or otherwise occupied	-1d6
Other modifiers	Umpire's discretion

In the absence of anyone firing off a flare (your Leaders have flare pistols), *any* targets at more than 20cm range require a Spot roll. Flares will last for 2 rounds.

The bridge is wired for demolition, but the charges are not in place, being stored in the eastern slit trench. A member of your squad will need to spend an action to pick them up, then two actions *under* the bridge at the eastern end to set them (performing no other action), and then someone in the eastern slit trench can set them off using an action. Roll 2d6 - on a 7+ they explode and destroy the bridge, on less, things weren't hooked up properly in the haste and dark, and someone can spend another action under the bridge fixing the charges for another go.



Additional notes

A downloadable 28mm Horsa glider is available as a card kit from Fiddlers Green (<http://www.fiddlersgreen.net/>) for a very reasonable \$5.95. It takes a bit of assembly, but its definitely worth it for the look of the thing!