

# SCENARIO: THE ALAMO

## US Rangers vs Waffen-SS



# THE ALAMO

Things have not gone Miller's way. Despite careful preparation, his makeshift defences have crumbled following repeated assaults by fanatical Waffen-SS veterans.

What began as a carefully orchestrated delaying action devolved into a series of brutal hand-to-hand brawls, while artillery fire neutralised his machine gun nests and wiped out several of his best soldiers in one fell swoop.

Miller's men are in full retreat, dashing back through the ruins of Ramelle to their final fallback position - the Alamo.

Behind the Alamo's earthen revetments is a detonator for the Comp-B wired to the bridge supports. If all is lost, someone will have to blow the bridge to prevent the German crossing.

The last stand has begun!

## The Forces:

### US Rangers

- » Cpt Miller (Veteran 2nd Lt. w/ Pistol)
- » Sgt. Horvarth (Veteran NCO w/ Bazooka)
- » Pvt. Reiben (Veteran Soldier w/ BAR)
- » Pvt. Ryan (Regular Soldier w/ Rifle)
- » Pvt. Rice (Veteran Soldier w/ Rifle)

### Waffen-SS

- » Veteran Tiger I (See special rules)
- » Steamboat Willie (Veteran NCO w/ Rifle)
- » 4x Veteran Soldiers w/ Rifles

## Special Rules:

**Firefight!:** This scenario uses the unofficial Firefight! rules for Bolt Action which can be found at the front of this publication.

**Saving Private Ryan:** During this scenario, Captain Miller and Private Ryan form a single unit - they are both activated with the same Order Dice and must maintain a coherency of 1" at all times.

**Final Assault:** The Waffen-SS have overrun Ramelle, funnelling battle-hardened veterans towards the one remaining crossing over the Merderet.

Miller's luck has run out, and his small force has little chance of turning the tide.

Each time the German player takes a casualty roll 1d6. On a 3+, that unit may re-enter the battlefield from the designated table edge, as if it had been held in reserve.

**The Tank:** After grinding over the wreckage of Miller's haphazard defensive positions, a second Tiger tank is bearing down on the bridge!

The Tiger I is held in reserve, and may attempt to enter the battlefield from Turn 2 onwards!

Place three order dice in the bag representing the driver, radio operator and gunner. You must assign three dice to the tank during the turn.

If an order dice is issued to the driver, the tank must use an Advance order to move. The tank may not fire any weapons after making this move.

If an order dice is issued to the radio operator, the tank must use a Fire order to use the hull-mounted MMG.

If an order dice is issued to the gunner, the tank must use a Fire order to use the coaxial MMG or main gun.

In all other respects, the tank behaves like a normal unit.

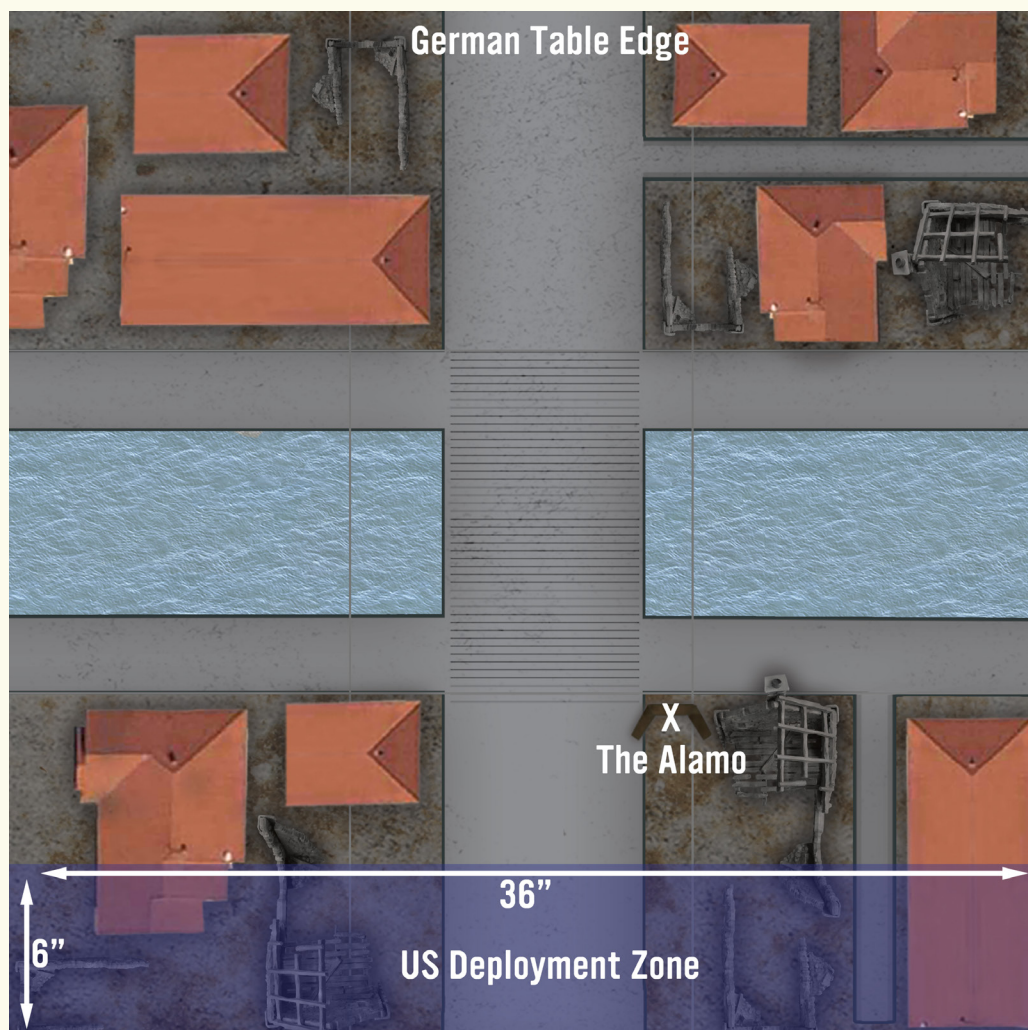
**Blow the Bridge!:** A whole engineering detachment's worth of Composition-B plastic explosive is wired to the underside of the bridge.

Any unit within 1" of the Alamo revetment can attempt to blow the bridge by being issued with a Down order. They must pass an Order Test to press the plunger. If the plunger is pressed, roll 1d6 on the table below.

Roll	Result
1	<b>Disconnected Wire:</b> No effect this turn. Unit may make another attempt next turn.
2-3	<b>Partial Detonation:</b> Resolve a Medium Howitzer hit against all units on the bridge. Unit may make another attempt next turn.
4-6	<b>Kaboom!:</b> Resolve a Heavy Howitzer hit against all units on the bridge. The bridge is now impassable.



# The Scenario



## Set-up:

Deploy the US force anywhere within the marked area.

The German first wave (consisting of all the infantry) moves onto the battlefield from the marked table edge on Turn 1.

The German tank is held in reserve and may attempt to enter the battlefield from Turn 2 onwards.

## Objectives:

The US player must defend the Alamo at all costs - by destroying the bridge and killing as many Germans as possible.

The German player must sweep aside the pathetic remnants of the American defence and cross the Merderet.

## First Turn:

The battle begins! The German first wave moves onto the table. Units do not need to pass an Order Test to make this move.

## Game Duration:

The game lasts until the Tiger tank has crossed the bridge!

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows. The US Player gains 3 Victory Points for destroying the bridge and 1 Victory Point for every other casualty caused.

The German player gains 2 Victory Points for every unit on the other side of the bridge at the end of the game.

*We've reached the end of our story. The last stand at the Alamo claimed the life of the heroic Captain Miller, but he has completed his mission and Private Ryan went on to live a long and happy life.*

