



SCENARIO: RAMELLE

US Rangers vs Waffen-SS



RAMELLE

Captain Miller has recovered the unfortunate Private Ryan, but his Rangers have jumped out of the frying pan and into the fire.

German reinforcements are ploughing across the countryside towards the town of Ramelle - home to a vital bridge across the Merderet river. Private Ryan's unit were tasked with capturing or destroying the bridge to frustrate German movements towards the invasion beaches.

Unwilling to abandon his mission, or comrades in arms, Ryan has refused to accompany Miller back to friendly territory, and his men have joined the Airborne in the defence of Ramelle.

Miller and his team have improvised some anti-tank weapons and constructed rudimentary fortifications to improve their odds.

Will they be able to stop the Germans in their tracks?

The Forces:

US Rangers

- » Cpt Miller (Veteran 2nd Lt. w/ SMG)
- » Sgt Horvarth (Veteran NCO w/ Rifle)
- » Cpl. Henderson (Veteran NCO w/ SMG)
- » Pvt. Ryan (Regular Soldier w/ Rifle)
- » Pvt. Mellish (Veteran Soldier w/ Rifle)
- » Pvt. Parker (Veteran Soldier w/ SMG)
- » Pvt. Jackson (Veteran Sniper)
- » Pvt. Upham (Inexperienced Soldier w/ Rifle)

Waffen-SS

- » Veteran Tiger I (See special rules)
- » Veteran 20mm FlaK 38
- » Steamboat Willie (Veteran NCO w/ Rifle)
- » 2x Veteran Soldiers w/ SMGs
- » 2x 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.

Sticky Bombs: Made from Comp-B, GI socks and axle grease, these improvised explosives are all Captain Miller's ad-hoc force has for anti-tank weapons.

Any of the American units may be issued with an Advance or Run order to place a bomb on the tank, providing it is within range. They must pass an order test, regardless of pin markers. If a FUBAR result is rolled, that unit is immediately removed from play as the bomb has exploded prematurely. If the test is failed, they may not move.

If the unit passes their order test, it may move into base contact with the tank and plant a sticky bomb. At the start of the following turn, the bomb detonates and the tank is immediately immobilised. If a second bomb is planted and explodes, the crew immediately bails out.

The Tank: Rumbling down the rubble-choked streets of Ramelle, the Tiger represents the biggest threat to Miller's impromptu defence of the town.

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 a Run order to 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.

If the tank is knocked out by sticky bombs, place three Veteran crew armed with pistols adjacent to the wreck.

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

Weapon Positions: Miller has established two machine gun nests in the ruins of Ramelle.

While any American unit is within 1" of these positions, they count as being armed with a light machine gun. Another model must be within 1" for the firing unit to gain the benefit of a loader.



The Scenario



Set-up:

Deploy Jackson and Henderson within 1" of the first MG nest. Deploy Mellish and Parker within 1" of the second MG nest. Deploy the remainder of the American force within the marked area.

The German first wave (consisting of the tank and all the infantry) moves onto the table from the marked table edge. The 20mm cannon may move onto the table using the marked entry point from turn 3 onwards.

Objectives:

The US player must neutralise the tank and accompanying infantry before they overrun the town.

The Germans must break through the American ambush and advance on the bridge.

First Turn:

The battle begins! The German player moves his first wave onto the table. They do not need to pass an order test to make this move.

Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

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 knocking out the tank, and 1 Victory Point for every other casualty.

At the end of the game, check the position of every surviving German unit in relation to the map. Units in Zone 1 gain 1 Victory Point, Units in Zone 2 gain 2 Victory Points and Units in Zone 3 gain 3 Victory Points. Double these values for the tank!

The battle for Ramelle has begun! With any luck, you'll have a full complement of Rangers to help beat back the Germans and stop them from crossing the Merderet. Check back for the explosive climax at Miller's fallback position - the Alamo!