

# THE BRIDGE AT RAMELLE



## ASL SCENARIO MD1

Scenario Design: Mark C. Drake



### BOARD CONFIGURATION:

### BALANCE



only hexrows U-FF are in play



### VICTORY CONDITIONS:

German wins by controlling bridge hex 23BB5 at Game End.

☆ US sets up first

German moves first

1

2

3

4

5

END



### Elements of 101<sup>st</sup> Airborne C Co., 2<sup>nd</sup> Rangers [ELR:5] {SAN: 6}

Setup HIP anywhere south of the canal, on/north of hexrow 7, in Building/Rubble/Shellholes [EXC ne HS/SMC but no SW counters, may setup in hex AA8]; No US unit may setup on the bridge.



(optional: exchange  
1x 1-4-9 with  
BAR Gunner SMC)

### Elements of 2<sup>nd</sup> SS Panzer Div. [ELR:5] {SAN: 3}

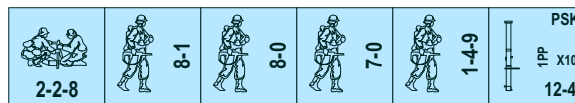
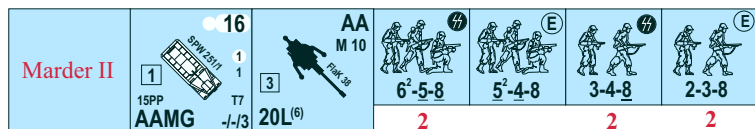
#### GROUP 1:

Setup in hexes BB8-BB9:



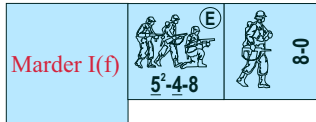
#### GROUP 2:

Setup between hexrows V and Z with coordinates >= 9:



#### GROUP 3:

Enter on Turn 2, On/East of Hex BB10:



#### GROUP 4:

Enter on Turn 4, On/East of Hex BB10:



### SPECIAL RULES:

1. EC are Moderate. Weather is Clear, with no wind at start. Kindling is NA. The canal (Merderet River) is deep with moderate flow to east.
2. The bridge in 23X3, as well as all walls/hedges, do not exist. All Woods are Stone Rubble; all Orchards are Shellholes.
3. Setup overlays as follows: OG4 on 23X7-X6; X22 on 23Z7; X8 on 23AA8
4. All buildings are Guttled (EXC: Z6, Z7, AA8); buildings Z6 and AA8 are Stone Two-Story Houses; Z7 is Stone with Ground level and Level 3 Steeple only. Cellars do not exist.
5. Place Sangar in BB4; place Wooden rubble in W6, V6, EE7, AA10; Place Stone rubble in CC7, DD7, Y8, oY7, X5; place Shellholes in BB6 and BB7.
6. Bridge in BB5 is Two-Lane Stone. It is wired for demolition; can only be demolished from Sangar in BB4 by any US unit as per normal bridge demolition rules (A23.7.71).
7. German units are SS; do not have Panzerfaust; AFV crews may not voluntarily abandon AFV. Halftrack may be unloaded, or Towing/carrying Passengers (German player's choice.) 2-2-8 crew must setup/possess psk and Flak 38 at start; Flak 38 sets up Limbered (whether towed or not).

8. US units have following: ATMM, Ammo Shortage, Mol (ONCE, and only vs. Vehicle), 1 Set DC in ANY hex (designate hex/detonating unit before setup represents Hawkins mines), 9-2 leader may make/direct PBF as TPBF ONCE, as long as 9-2 occupies OG/shellhole/rubble (this represents 60mm mortar rounds as grenades.) One mmg sets up possessed by 2-2-7 crew, other sets up possessed by 1-4-9 and 7-0. No restriction on who gets Bazookas.
9. No Quarter and Hand-To-Hand is in effect for both sides.
10. Game starts with US Defensive First Fire phase, with German units having expended all MF/MP in movement.
11. For expanded game, add following: 2 6-5-8 squads with Group 4.  
German reinforcements: enter turn 5 on South edge: 1 6-5-8, 5-4-8, 3-4-8, 7-0  
US reinforcements: enter turn 5 on North edge: 3 6-6-6 2 3-4-6 1 jeep, 8-0, mmg, M4A3 (75w)  
If using this option, then number of Game turns is increased to 6, and US will get one '44 FB, with bombs, arriving on turn 5 during German Mph/US DFFph.  
Players must decide before commencing play if option is to be used.