SAVING PRIVATE RYAN
- RAMELLE

Historical Background

A small task force consisting Ranger Units from the 2nd Ranger Batallion have to save a young private because all of his brothers in the army have died. Therefore he is included in the Sole Survivor Policy which means he can go home. However, he has been misdropped and now the Rangers have to get him from behind enemy lines.

The young private would not go away and stayed to defend the bridge, his original mission. Sqauds and platoons of the feared 2nd SS Panzer Division are escaping toward Paris and they need to cross this vital bridge. The 101st Airborne paratroopers stand between the SS and the bridge. The captain of the Rangers, leading officer, designed a plan to defend the bridge and to wait for more reinforcements. These come in the form of Air Support and the support of more units from the 101st and 4th Infantry division.

Briefing

The Allied player lays out the minefield.

Important locations of control are the bridge, the church and the junction before the bridge

Conditions of Victory

6 Medals

An Axis unit that captures the bridge hex, the church hex(also Allied) and the junction hex each counts as one victory medal. Place an objective medal on each of the hexes. As long as the Axis/Allied unit remains on the bridge hex, it continues to count toward the Axis/Allied victory. If the unit moves off or is eliminated, it no longer counts.

Minefields only detonate once, when the Axis unit enters the hex. The Allied player can move freely through it with no movement penalty. The minefield cannot be removed by the German player but must be detonated before removed (include at least 1 '4' minefield in the row).

Special Rules

The Ranger in the church is a sniper. See Eastern Front rules for detailed info about the sniper. The sniper (Pvt. Jackson) is in the church tower and hit any infantry unit even if it is in a village hex but has a range of only 3 hexes. When eliminated it does not count as a medal.
The Sandbags are permanently improved sandbags only usable by the Allied Player. (The Axis player can cross them, but treat the hex as a normal countryside hex with nothing in it then)