

Special Forces: US Rangers

SF1.0 RANGERS

SF1.01 Rangers use the 6-6-8 MMC from "Forgotten War", and are considered Commandos (H1.22) and have a ELR of 5 [EXC: Italy]. Rangers receive a -1 DRM for Heat of Battle and Leader Generation. Rangers will not Surrender via the RtPh method (A20.21) but will always risk Interdiction (not Low Crawl) in order to Rout. [EXC: If its only Rout path is ADJACENT to a Known Good Order armed enemy Infantry/Cavalry units it Surrenders].

SF1.02 Straying: Rangers and any OoB assigned units/vehicles stacked with a Ranger unit Stray as Elite.

SF1.1 Ranger SMC: While using Armored Assault with a tank that has a MA \geq 75mm, a Ranger Leaders act as an Armor Leader (D3.4) for fire direction purposes only.

SF1.2 Ranger MMC: Ranger squads qualify for Assault Fire Bonus (A7.36) and Spraying Fire (A9.5).

SF1.21 HS Smoke: Ranger HS have an Infantry Smoke exponent of 1.

SF1.3 Bayonet Charge: A Bayonet Charge (BCh) represents the infantry movement that was used to assault an enemy position. In terms of rules it is a quite similar to a Human wave that is resumed hereafter.

SF1.31 BCh Conditions: At least one unit in the BCh must have a LOS to an enemy unit within the eight hexes the chain will move towards during that MPh OR at least one of the units must have a LOS to an enemy trench. The units participating in the BCh are named BCh Units; they lose any concealment and are exempt of Heat of Battle, PAATC and any Pin results [EXC: as per A25.23]. While they are part of the BCh; for the remainder of that player turn they have their moral level increased by one [EXC: if broken] and are Lax. All the other rules of the Human Wave (A25.231 A25.235) apply for a BCh.

SF1.32 ATTACKER: The ATTACKER may declare a BCh during his MPh by selecting any Good Order infantry unit (even a single SMC, but not Crews), even if ADJACENT to an enemy unit; however, there must be an average of at least two participating MMC per hex in three contiguous adjacent hexes. Different units wishing to participate in the same BCh must still be ADJACENT to \geq one other such unit in order to be part of a contiguous chain of units. There must be at least one leader in each BCh containing one or more MMC.

SF1.4 SW/Guns:

SF1.41 Captured SW: Rangers use captured SW without penalty.

SF1.42 AT Guns: Rangers can use any Anti-tank Gun < 75mm without penalty. Rangers are considered Elite for Ammo Depletion (C8.9) purposes.

SF1.5 Theater Characteristics

SF1.51 North Africa: Rangers operated in North Africa from November 1942 through May 1943. Rangers do not Cower (A7.9) in North Africa, and their Morale Level is underlined.

SF1.511 Desert Concealment/HIP: Rangers can apply their Stealth -1 drm (Commando; H1.22) when attempting to grow concealment.

SF1.512 Sighting TC: In any scenario set in North Africa, Sicily and Italy, any Aerial Sighting TC versus any Ranger unit receives their -1 CC Stealth benefit as an Aerial Sighting TC modifier.

SF1.52 Sicily: Rangers operated in Sicily from July 1943 through August 1943.

SF1.53 Italy: Rangers in Italy are represented by the standard US 6-6-8/3-4-8 Elite MMC. Ranger Morale is not underlined in Italy and suffers ELR reduction normally.

SF1.54 Northwest Europe (NWE): Rangers operated in NWE from June 1944 through May 1945. Ranger Morale is not underlined in NW E and suffers ELR reduction normally.

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SF1.55 Philippine Theater: 6th Battalion Rangers operated only in the Philippines from September 1944 through August 1945. Ranger Morale Level is underlined. 6th Battalion Rangers have an inherent 5 MF when moving solely in Jungle hexes.

SF1.551 Jungle Movement: When moving through Light Jungle/Kuni Rangers pay 1.5 MF per hex entered.

SF1.6 Design Your Own

SF1.61 BPV:

6-6-8 MMC	16
3-4-8 HS	8

SF1.62 Operational Areas/Dates: The Rangers operated in:

North Africa	11/42 - 5/43
Sicily	7/43 - 8/43
Italy	5/44 - 5/45
NW Europe	6/44 - 5/45
Philippines	9/44 - 8/45

SF1.63 SW: One BAZ of the proper year for every 6 Ranger squad MMC in a Ranger OB.

SF1.64 Mortars: For each 60mm Mortar assigned to a Ranger OB, increase the OB by one Ranger HS.