## **Too Fat Lardies**



## **US Rangers Army List**

■ Wed Jan 05, 2022 7:29 am

Hey there fellas!

First time poster and all that stuff yadda yadda.

Decided to whip out an army list for United States Ranger Platoons. Tell me what you think!

## United States Ranger Platoon

The all-volunteer Rangers were formed after the example of the British Commandos. Originally meant as raiding forces the Ranger Platoons were lean, full of initiative, and heavily armed.

## Platoon force rating:

Regular: -2 Command dice: 5

Platoon HQ	
Lieutenant, Senior Leader with SMG	
Platoon Sergeant, Senior Leader with SMG	
Sniper team, 2 Crew	
Bazooka team, 2 Crew	

Assault Section	ns One and Two	
Sergeant, Junior Leader with SMG		
Rifle Team	LMG Team	
IFIVE Dangers with M1 Garands	M1919 LMG with three crew Two Rangers with M1 Garands	

Special Weapons Section
60mm Mortar with Four Crew

**Special rule:** After the patrol phase has concluded, but before the first turn, the Ranger Platoons commander can choose to replace one of the Platoons M1919 LMG's and crew with a BAR gunner and two Rangers with M1's. The Rangers are **Aggressive** troops

This organisation is rating the Rangers as regulars due to losses suffered in Italy. If you wish to play the Rangers as Elite troops use the following stats:

Force rating: +2 Command dice: 6

I'll explain some of my choices here:

The Rangers were one of the few US organisations with an official sniper billet inside the Platoon HQ. I decided to combine the Platoon Messenger with the sniper to form a Sniper team, leaving the Lieutenant and Platoon Sergeant as senior leaders alone.

The Rifle squad probably needs no explanation.

With the LMG squad (which is a team in CoC terms, I might change the terminology in the graph), I decided to follow the general US theme of having an M1919(A4) LMG with 3 crew. These are meant to be the Squad leader, gunner and assistant gunner, while the two ammunition carriers are represented by Riflemen.

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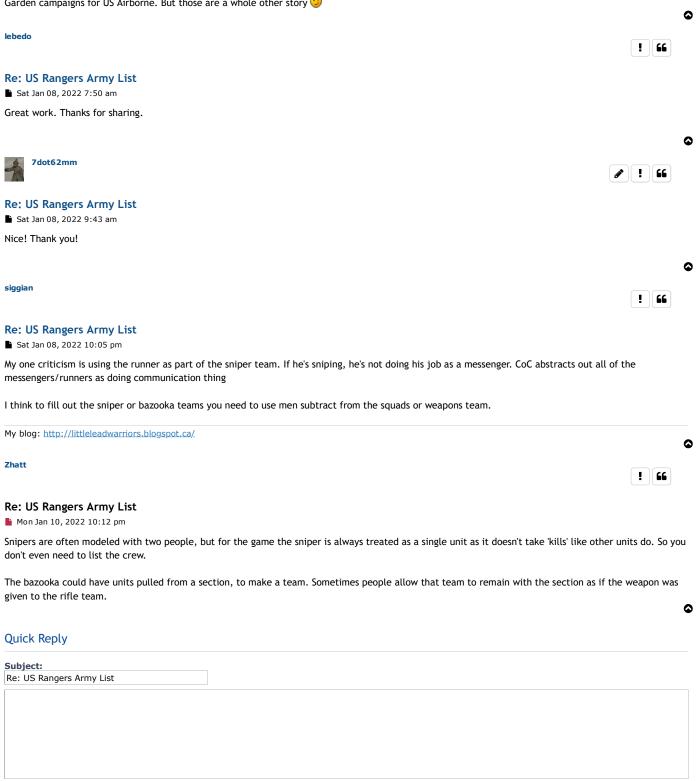
The Special Weapons section consisted of 6 men, with the Assistant Section leader carrying either a Boys AT rifle or a Bazooka and the 60mm Mortar a part of the section it seemed weird in CoC terms to make this into an actual section. Thus I have separated the Section Leader and his assistant into the Bazooka team and left the 60mm mortar with 4 crew.

Officially the Ranger NCO's would have M1 rifles, but I surmised that being an all-volunteer elite force, they would probably have more SMG's than officially allotted. Thus all Junior and Senior leaders have been granted SMG's. This also lets the Rangers make better use of their aggressive rating.

As said before, the Rangers were a flexible elite force and the LMG squad sometimes substituted their M1919A4 with the BAR. I wanted to represent the flexibility of the Ranger force by letting them make a choice between one of the M1919's and the BAR's before the shooting starts. I toyed around with the idea of giving the possibility of exchanging both M1919's with BAR's, but doing that would've changed the force rating of the Platoon (one less for both regulars and elites) so I decided not to do it.

One thing I did think about was giving the Rangers an extra "red dice" when regulars, for a +1 to the force rating, but I haven't done that in this organisation.

To further fortify the "scrounging" nature of these elite forces, I think that you could give the Rangers **Support list one** option of either exchanging two riflemen for SMG's, as is done in Rendezvous with Destiny and All American, or one rifleman for a BAR gunner, something that I've done with my WiP Market Garden campaigns for US Airborne. But those are a whole other story



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