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US Army Rangers

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US Army Rangers

 Fri Jun 27, 2025 12:46 am

Hey all! Just got my copy of CoC2 and was wondering if the Lardies or anyone has home brewed a platoon based around the US Army Rangers? From what I've read (at least according to government documentation) their platoons were structured a bit differently, and I would love to field my plastic soldiers as the 2nd or 5th.

**Magpie**

Re: US Army Rangers

 Fri Jun 27, 2025 2:39 am

They look very similar to the Airborne

<https://www.battleorder.org/us-rangers-1944>

**Len Tracey**

Re: US Army Rangers

 Fri Jun 27, 2025 3:23 am

Greetings,

Below is the Ranger list I've used for a number of games. It is based on several documents I could find referencing Ranger TOET as well as a number of photographs and operational reports. This is a COC version 1 list, so may need some adaption. Apologies for wall of text.

US Army Rangers were formed based on the British Commando model. They undertook similar types of training which emphasised toughness, fieldcraft and initiative. There was no established doctrine for these units, and they initially used the same small unit organisation as normal line Infantry. However, this was rapidly adapted to suit mission requirements and again emulated the stripped-down model of the Commandos.

With no standardised doctrine for their role, Rangers improvised and adapted to suit their missions. Weapons, equipment and organisation were all changed and reorganised to suit specific mission requirements. For example, an extra squad could be added to a platoon for a raid or special weapons such as Bangalore torpedos or flamethrowers could be included if required.

When deployed in combat, Rangers seem to have been used as either specialised shock troops or as elite light Infantry for patrolling difficult country. The attacks on Point Du Hoc and Hill 400 in the Hurtgen Forest are examples of the former. The extended skirmishes with the Herman Goering Division in Italy are an example of the latter.

The Cabanatuan rescue raid by the 6th Ranger battalion in the Philippines is an excellent example of a well planned and executed raid.

Chain of Command Adaption

Ranger Platoon: 32 personnel

Ratings: Regular +0, Command Dice 5 + Red Dice [Lost at FM 5]

PHQ (5): LT (SL) Carbine, SSGT (SL) SMG, Bazooka Team: Bazooka + 2 Crew, Sniper with M1903 Springfield

2 x Assault Section 1 (11): SGT (JL) SMG,

Assault Team: 5 personnel 1 x BAR, 4 x M1 Rifles

MG Team: 5 personnel 1 x M1919A4 LMG + 3 crew, 2 x M1 rifles

1 x Support Section (5): SGT (JL) SMG, 60mm Mortar + 4 crew (with M1 Carbines)

SPECIAL RULES: **Marching Fire, Scouts, Aggressive Troops**

Rangers Lead the Way: A Ranger unit may re-roll any results of "1" on its movement dice. Also, all Ranger Squads count as Wire Cutting Teams for the purpose of using that ability.

Suppressive Fire: A US leader may spend two command initiatives to direct Suppressive Fire by any Regular/Elite team or squad equipped with semi-automatic rifles and/or BAR in his command radius. This allows each semi-automatic rifle and BAR to count any shock it inflicts by shooting in that activation to count as 2 shock. Semi-automatic rifles and BAR may not re-roll hit results of 1 with this type of fire but it may be combined with Marching Fire.

US RANGER PLATOON SUPPORT LIST

LIST 1

Medical Orderly

Adjutant

Weapon Options [extra SMG, Shotgun, Carbines, BAR, Rifle Grenades]

Ranger Bazooka Team (Bazooka + 2 crew)

Pre-game Barrage

LIST 2

Ranger Senior NCO (SL with SMG or M1 Carbine)

Ranger Sniper Team

Ranger Flamethrower Team (Flamethrower + 3 crew)

Walkie Talkie [SL equipped can call off-board 60mm mortar fire]

LIST 3

Ranger MFC Team [FO with 81mm Mortar Platoon]

Ranger Demolitions Team (JL + 4 x M1 Rifles)

Ranger M1919A4 .30 Cal MG Team (LMG with 3 crew)

LIST 4

Ranger Captain (Ranking SL with pistol)

Ranger Assault Section (as per standard organisation)

LIST 5

M2 .50 Cal HMG Team (HMG + 5 crew)

NOTE: Any entry with the "Ranger" title counts as a Ranger unit and so benefits from all Ranger special rules.

M1919A4: Although often mounted on a small tripod, this weapon counts as a belt-fed LMG in all respects.

Weapon Options: This allows the player to substitute 3 weapons in any combination of SMG, Shotgun, M1 Carbine, Rifle Grenades, BAR.

Ranger Senior NCO: This represents an experienced senior NCO from CHQ moving up to assist the platoon in combat.

Walkie Talkie: This is an option for one SL to be equipped with a handheld radio. It allows him to call off-board 60mm Mortar strikes on a target in LOS of the figure. This requires two CI to activate. The strike counts as a team of 2 x 60mm mortar attacking the target at effective range.

Ranger Demolitions Team: This comprises of a JL and four other Riflemen, all trained in demolitions. They count as

a rifle team for combat but as a demolitions team for the purpose of using the demolition abilities.
Ranger Captain: This is the Company OC coming up to direct the platoon. He counts as the Ranking Senior Leader and can be armed with a SMG or M1 Carbine if the Weapons Option support choice is taken.

Hope this helps. If you like, send me a PM with an email and I can send you the original Word document.

Cheers



Re: US Army Rangers

 Fri Jun 27, 2025 9:05 pm

TY for the list.

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