



RANGER'S REVENGE

ORDERS

Date: 27th November, 1943

Location: Small coastal village on the East Coast of England.

Background: Colonel Pitt's attack failed and the remnants of his command are pinned down. Your Rangers are now in position to properly attack the Church and overwhelm the enemy paratroopers.

Orders: Gain control of the Church and kill or capture all paratroopers.

Game Length: 8 Turns



Elements of the Ranger Company

One Veteran US Platoon Command	
1 Platoon Leader with M-1 Carbine SLR	ML 15-2
1 Asst. Platoon Leader with M-1 Carbine SLR	ML 12
1 Radio Operator with walkie-talkie and .45 pistol	ML 12
2 Runners each with M-1 Garand SLR	ML 12
Three Regular US Rifle Squads	
1 Squad Leader with Thompson SMG	ML 12-1
1 Asst. Squad Leader with Thompson SMG	ML 10
1 Gunner with BAR LMG	ML 10
1 Asst. Gunner with Extra Ammo and M-1 Garand SLR	ML 10
6 Riflemen each with M-1 Garand SLR	ML 10
All are armed with two Mark IIAI Hand Grenades	
One M-13 Motor Gun Carriage Half-track with twin .50 Cal LCMGs	
4 Crew each with M-1 Carbine SLR	ML 10

Special Rules

1. Each Jeep must start the game in the following locations:

One Squad	Location 2
One Squad	Location 3
M-13	Location 4

Rangers are represented by Rifle squads in all respects.

SCENARIO ALTERNATE: First play Pitt's Attack. Any surviving Rangers start this scenario where they ended Turn 10. All troops listed above enter on Turn 1 through Location(s) 1, 2 or 3.



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Location: Small coastal village on the East Coast of England.

Background: Your Fallschirmjäger squad has successfully repulsed Col. Pitt's attack and regrouped at the Church. Oberst Steiner and the Civilian may still be able to fulfill the mission objectives if they can escape undetected through the hidden passageway. They will take the wounded Squad Leader with them. The Rangers will be back soon with reinforcements, and they won't repeat Pitt's mistake.

Orders: To cover their escape, you must successfully repulse the Ranger's attacks, maintaining control of the Church sanctuary for 5 game turns after Steiner enters the tunnel exit.

Game Length: 8 Turns



Remnants of the 12th Parachute Detachment

One Elite Fallschirmjäger Hero – Oberst Kurt Steiner (See Hero Special Rules)	ML18-3
One Civilian Operative / Marsh Warden (Liam Devlin)	ML 14
One Elite Fallschirmjäger Command Section	ML 14
Two Elite Fallschirmjäger Assault Sections	ML 14

Special Rules

1. The Fallschirmjäger must deploy as follows:
 - Tavern – 2 Troopers
 - Church Tower – 2 Troopers
 - Church Rear – 2 Troopers
 - Old Mill – 3 Troopers
 - Church Sanctuary – 3 Troopers + 1 Trooper w/Lt. Wound and 1 Trooper w/Heavy Wound At tunnel entrance in Sanctuary – Oberst Steiner, Squad Leader and Civilian Operative

SCENARIO ALTERNATE: First play Pitt's Attack. Any surviving Fallschirmjäger start this scenario where they ended Turn 10.