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NOTE: *To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.*

These rules use the following color system: **Red for critical points** such as errata and exceptions, **Blue for examples of play**. Check for e-rules updates to this game @ ***strategyandtacticsmagazine.com/site/e-rules***

1.0 INTRODUCTION

Tuesday, June 6, 1944, off the northern coast of France: H-Hour was scheduled for 0630 at Pointe du Hoc but the 2nd Ranger Battalion, Force A, was off course and approaching the Pointe et Raz de la Percée, three miles east of its objective. The flotilla of ten landing craft and four amphibious trucks (DUKW) turned to head west, but not before losing an LCA to flooding, another to flooding on the new heading, and a DUKW to German 20mm cannon fire. The Rangers arrived at their landing point 35 minutes late and this allowed the German defenders time to recover from the naval and air bombardment, climb out of their dugouts, and man their positions. The Rangers found themselves on the eastern side of the Pointe only when the plan called for an assault from east and west. They would have to climb the 85 to 100-foot cliffs in the face of defenders attacking them from above. Despite bad luck leading them astray and landing late only to find their main targets (six 155mm guns) moved, the Rangers had succeeded through desperate bravery and courage. The cost was high. By the time relief arrived two days later, of the more than 200 Rangers that landed, only 50 were still capable of combat.

Rangers: Lead The Way is a solitaire simulation of the US Army Ranger assault on the Pointe du Hoc on D-Day that challenges the player to do better than the actual Ranger attack up the cliffs that historic morning and additionally allows the player to fight the battle using the planned, rather than the actual, forces and landing beaches. The scenarios cover action through 0300 June 7, a span of 24 hours.

2.0 COMPONENTS

The components to a complete game of **Rangers Lead the Way** includes 280 ½ inch game pieces (counters), one 22×34-inch map, and these rules. Players must provide three six-sided dice (each should be a different color).

2.1 Map

The game map has four land zones (1, 2, 3, and 4). In addition, there are three off map holding areas (5, 6, and 7) used for the purpose of German unit activation.

- Units in these off-map holding areas may conduct fire combat into and may move into connected areas. German units will follow the German movement guidelines (11.2) to determine whether to move or fire and which of multiple eligible targets to select.
- Conversely, units may fire into a holding area and Ranger units may move into one in pursuit of victory points (VP) (5.0).

Map Errata: In the subtitle of the game, **Pointe Du Hoc** is missing the "**e**".

2.1.1 Land Areas

Superimposed over each land zone is a pattern of circular, square, triangular, or hexagonal shapes called "areas" that are connected by lines of different types. It is over these connected areas that the ground units of each side will move and fire. There are six different types of areas:

Circles: Circular areas represent beaches (landing areas) and open ground devoid of good defensive terrain.

Landing Areas: Any open ground (circular) area along the coastline.

Double Circles: Double circular areas represent cratered ground offering good defensive terrain.

Squares: Square areas represent woods, orchards, and hedgerows offering good defensive terrain.

Double Squares: Double square areas represent buildings offering good defensive terrain.

Diamonds: Diamond areas represent open cliff top terrain. If a Ranger unit attempts to enter a German-occupied diamond from a beach circle, the Ranger unit has a +2 DR modifier (DRM) added to its climb DR if there is a single German unit in the diamond, and a +4 DRM added to its climb DR if there are two or more German units in the diamond.

Hexagons: Hexagonal areas represent the heavy fortifications of the Pointe, which offer good defensive terrain and special rules for the activation and movement of German units (10.0 & 11.2).

2.1.2 Area Information

Areas may contain the following information:

Identification Number: Each area contains a three-digit number unique to that area which is used to identify that point on the map.

Important: Area numbers are not sequential (e.g., 119 may not be near 118 or 121). They are randomized in each area to facilitate fire locations and German placement.

Example: Area 411 is the historical site where the 155mm guns were located.

- The first digit is the zone number.
- The second and third digits constitute the activation number used to determine the activation of German units in that area (10.1).

Example: The 155mm gun emplacement in area 162 has an activation number of 62.

- Some areas contain two three-digit identification numbers because they are more likely sources to activate German forces.

Important: Only those on-map areas whose identification numbers are printed in red can be used to place active German units. German units may be placed in off-map holding areas 5 through 7.

- Any area containing a demolition target worth VPs will contain a yellow circle around a red number, which is the number of VPs awarded for the destruction of that target.

Example: Destruction of 155mm gun emplacement 167 with a 155mm gun in place is worth 4 VPs.

Important: Points for 155mm guns are only awarded for areas in which a 155mm gun is destroyed, not simply for demolishing that area.

2.1.3 Connecting Lines

There are four types of lines connecting the various areas:

Single Lines: Single lines allow movement between connected areas at a cost of one movement factor (MF) per area entered and they allow fire combat between those connected areas.

Double Lines: Double lines allow movement between connected areas at a cost of two MF per area entered and allow fire combat between those connected areas.

Triple Lines: Triple lines allow movement between a connected beach circle to cliff top triangle areas and between off map holding areas to on map areas at a cost of three MF per area. They also allow fire combat between those connected areas.

Dashed Lines: Dashed lines allow fire combat only (not movement) between connected areas.

Sea Zones: There are five sea zones in the game (1, 2, 3, 4, and 5).

- All boats start play in sea zone 1 (historical) or sea zones 1 and 3 (alternate).
- Boats are limited to movement among these five sea zones.
- No other units may enter sea zones except as inherent boat passengers.

Important: Boats may be withdrawn off map at the player's discretion but may not again re-enter play.

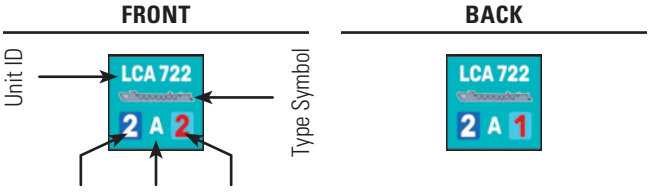
2.2 Playing Pieces

There are two types of playing pieces (counters) in the game, referred to as units and markers.

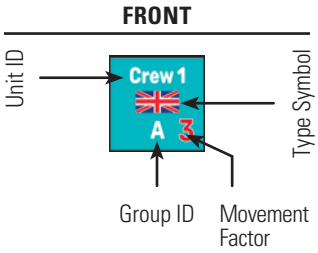
2.2.1 Units

The following pieces (known as units) represent the various forces involved in the battle.

Boats and Crews: The blue units represent the British Royal Navy landing craft that carried the Rangers to their assault landings and a limited number of landing craft crew units that function as ground troops. Landing craft are referred to as boats.



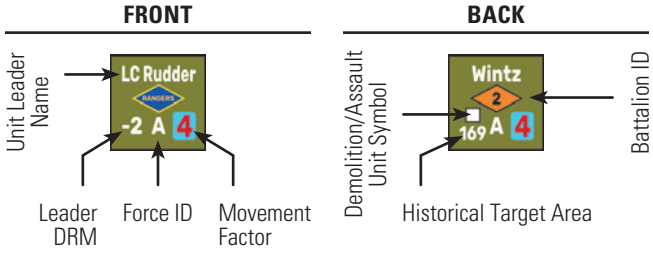
The reverse side of each boat shows it after it has sustained enough damage to reduce its MF. These units are moved among the five sea zones and may also enter landing areas



Note: *Naval support are ships that are not represented by counters.*

Rangers: The olive drab units represent groupings of Rangers. The Rangers and the few non-Ranger units on the Allied side are collectively referred to as Ranger units.

Important: A pair of 101st Airborne, 506th Parachute Infantry Regiment paratroopers (one counter) who were dropped fortuitously at Pointe du Hoc a few hours before the landings are also an olive drab unit (4.2). They do not count as one of the six Ranger units for scaling purposes (14.2).

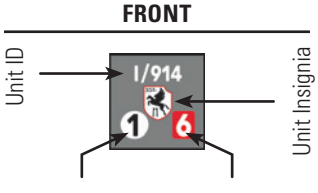


Each unit's front lists the Ranger unit's leader name, its force identification (A or C), its movement factor (MF), and its historical battalion identification. Demolition teams are printed with a demolition symbol (white square) and the area ID of its historical primary target. Ranger units are kept off-map until landed by their respective transport; their status is recorded on the Game Log.

Germans: The gray units represent German troops of the:

352nd Division: 914th and 916th Grenadier Regiments
716th Division: 726th Grenadier Regiment
2/HKAA 1260: 2nd Battalion of the1260th Coast Artillery Regiment and elements of the 32nd Luftwaffe FLAK Battalion.

- All the above units defended the Pointe or were part of the counterattack later in the day and evening of June 6th.



- Each German unit shows its strength at the bottom right in a red square and a group number in the lower left inside a white circle. The reverse side of each unit shows the same unit at reduced strength. Before the start of play these units should be sorted into six separate groups according to their group number (1, 2, 3, 4, 5, and 6).

Important: All units of each group are separate units. They are not step reductions.

Remnants: German units printed without a group number (number in white circle) are remnants. They enter play as replacements for German units or as change for units that have suffered partial losses (11.2.5 & 12.10). The reverse side of each remnant shows a reduced strength iteration of the same remnant.

Guns: Each light gray unit (includes MG42) bearing a gun silhouette represents a manned gun that starts play in the area listed for it under 4.3.1. Each gun unit contains information regarding its caliber and designation (for historical interest) and the unit's land combat strength. The reverse side functions as a marker that is used whenever the gun uses defensive fire during a turn. Gun units are immobile and cannot be removed until destroyed.

Exception: The US player may relocate captured MG units (12.12).

155mm Guns: Each light gray unit bearing a 155mm gun silhouette represents one of the six primary gun targets of the Rangers that start play on the map (4.3.1). Each 155mm gun unit contains information about caliber and designation (for historical interest), a 2 for combat strength, and an S for special placement (11.2.3). The reverse side shows the 155mm gun in a damaged condition, to be used when the unit has suffered a loss of crew or damage to itself. This side also has a DRM applied for restoration to service. 155mm guns are immobile and cannot be moved/removed unless destroyed.

2.2.2 Markers

The following pieces (known as markers) are informational only and are used to represent the status of other units.

GT Marker: The GT marker is placed in the 0700 box of the Turn Record Track (TRT) at the start of play to indicate the current GT. During the Movement and Combat Phases of each GT the player should flip the GT marker to its respective nationality symbol-side as a reminder of which side is currently firing or moving.

German Move: The German move marker is placed on the Shots Taken/German Movement Track to record the German movement DR result, which indicates the German movement capabilities for that turn (11.2.1).

Shots Taken: A shots taken marker is placed on the Shots Taken/German Movement Track and moved along the numbered spaces to keep track of the number of shots during each Artillery Defense Fire and Cliffside Defensive Fire. Players should utilize any unused counter as the Shots Taken Marker.

Out of Action/Disrupted: These markers are placed on Gun/155mm gun units to reflect damage/intimidation caused by Ranger fire.

Turn Away/Evade: These markers are placed on boats to reflect MF loss due to successful fire on the Artillery Fire Table. Once a boat has accumulated enough MF loss markers to reduce its MF for that GT to zero "0", no additional MF loss markers are placed on that boat. Two evade results are the equivalent of one turn away result; if a boat already marked with an evade marker suffers another evade result, flip the current evade marker to its "turn away" side.

On Fire/Dead in Water: These markers are placed on boats to show their status because of successful attacks resolved on the Artillery Fire Table.

Cliffside Firing: These markers are placed in those sea zones containing boats and Ranger units that are being attacked by defending fire factors during the Cliffside Defensive Fire Phase

as a reminder of the base to hit number for that sea zone during that phase. Each marker indicates the number of defending fire factors firing into that specific sea zone during Cliffside Defensive Fire (up to a maximum of five).

Sinking: These markers are temporarily used on sinking boats until removed at the end of the Naval Movement Phase.

Destroyed/Damaged: These markers are used to show the status of VP target areas because of Ranger demolition attacks. Such areas can still be entered normally.

Prepared Charges: A prepared charges marker is placed on any VP target after a demolition unit has passed its placement DR.

2.3 Game Log

One Game Log sheet, or set of sheets, depending upon play options chosen, is filled out before game start to record the designated landing area for each Ranger unit and primary target of each Ranger demolition unit.

- Any area containing a red VP number can be selected as the primary target of a demolition unit, but no area can be the primary target of more than one demolition unit.
- Blocks are provided for each boat to check off crew casualties as they are sustained, Passengers as they are taken aboard, and gun strength as it is lost.
- To the right of each boat section, boxes are provided to check off casualties for any Ranger unit on that boat and the amount of ammo it has in addition to the number of grenade/mortar/demolition attacks it has remaining.
- The player should keep a running total of VPs earned and the current strength of available naval support on a separate piece of paper.
- The historic landing area and primary targets of the Rangers are printed in the "Ld Zone" and "Target" columns. These assignments can be changed during preparation for play; they are provided for convenience and historical reference only.

3.0 DEFINITIONS

The player should read and understand all the terms noted below before trying to play the game.

Adjacent: Directly connected to an area by a common fire/movement line.
1D6: (die roll). A roll of one die.
2D6: (dice roll). A roll of two dice.
DR: Die Roll
DRM: (die roll modifier). An addition to or a subtraction from a DR result as rolled caused by an applicable rule or condition; e.g., a 1D6 roll of 2 and a +1 DRM equals a final 1D6 roll of 3.
GT: Game Turn
Sequential 2D6: A roll of two dice with the result being a two-digit number, reading the colored die first, so that you have a tens result of 1–6 and a separate ones result of 1–6.

Example: A colored 6 DR and a white 2 DR is a selection 2D6 of 62.

Total 2D6: A roll of two dice with the result being the total of the result from both dice.

Example: The player rolls two dice with one die result a 4, and the other a 3, a total 2D6 would be read as 7.

MF (Movement Factor): The maximum number of points a unit may spend moving from one area on the map to another area in a single turn.

4.0 PREPARE FOR PLAY

4.1 Game Log

Players should read through the scenario rules (14.0) to familiarize themselves with the full victory conditions and the sequence of the given scenarios.

- The transport of all Ranger units has been pre-determined; the player only needs to list the designated primary target for demolition teams (13.0) and each boat's landing sea zone (9.0) in the respective columns. The historical primary targets/landing areas are noted on the Game Log and may be used unless changed by the player during set up.

Important: Ranger units listed on the Game Log that do not have an ID# or Craft identification are assigned to the craft listed immediately above their row on the sheet.

4.2 Ranger Set Up

If starting the scenario on the 0700 turn, all 16 boats of Force A are placed in sea zone 1. If starting on the 0620 turn, LCA-668, LCA-858, and LCA-860 are placed in sea zone 3 and the rest in sea zone 1.

Important: In both above starting times, the Goodgall unit begins in area 117.

- The player may use the historical landing sea zones and primary targets for demolition teams or may assign landing zones and primary targets as he wishes. This decision is made prior to the start of the game and once assigned cannot be changed during the game.
- The boats do not move in the Naval Movement Phase of the first turn of the scenario.
- The Ranger units do not need to be stacked with their boats. They are assumed inherently present in their assigned transport until landed (9.0), although players may find it convenient to stack the Ranger units under their transporting boat.
- Any Ranger casualties occurring while being transported are recorded on the Game Log, the same as they are throughout the game, by marking (with a check, or an 'x' or coloring in the whole box) the proper number of boxes for that Ranger from left to right.

4.3 German Setup

4.3.1 German Guns

All German gun units are placed in their specified areas:

37mm Gun: 121
20mm Guns: 113 and 115
MG42s: 111, 123, 125, 134, 144, and 154.

- **For the historical set up:** Place all six 155mm guns in area 411. These guns cannot be fired on until a Ranger unit enters the area.
- **For random placement:** The start of the game the player does not know where the 155mm guns are located. The first time a Ranger unit enters any of areas 165, 166, 167, 168, 169, 170, or 411, roll 1D6. Place the guns based on the result as follows:

  6: Place one 155mm gun in each 155mm gun emplacement in areas 165 through 170.
  1–5: Place all six 155mm guns in area 411 (the orchard).

Important: If the 155mm guns are placed in area 411, they are unmanned. Ignore all mention of 155mm gun firings throughout the rules until they are manned.

Designer's Note: *This should give the historical result most frequently; the player may choose to make this a 50-50 chance or simply place them in the areas listed above.*

Important: VPs for 155mm guns are only awarded if they are in a demolished area, i.e., demolishing an empty 155mm gun emplacement earns no points.

- During the ensuing Covering Fire and Cliffside Defensive Fire steps of the German Artillery Attack Phase all guns capable of cliffside defensive fire against sea zones 1 and/or 3 (maximum of five) can fire on those sea zones.

4.3.2 German Forces

The German units are sorted into six groups based on their group number printed on the counter (ignore remnant units for this purpose).

- All the Group 1 German units are placed in an opaque random draw container (a cup or mug will suffice) to be randomly drawn during the German Activation Phase.
- The other groups are kept separate until they appear per the reinforcement schedule (10.1) whereupon they are also placed in their own random draw container. All Group 1 units are removed from play after the 0930 turn (Group 1 units on the map remain there until eliminated). See 12.10 for disposition of eliminated units for Groups 2–6.

5.0 HOW TO WIN

The game ends when the last Ranger unit is eliminated, or the end of the scenario timeframe has been reached. Any victory points (VPs) for damage or demolished results are tallied. See the scenario rules (14.0) for specific victory point totals required.

Designer's Note: *Historically, the Rangers earned 92 VPs.*

5.1 Victory Points

At the end of the game, the player is awarded VPs as follows:
Damaged: ½ of a VP for each VP area containing a damaged marker.
Demolished: Each VP area with a demolished marker awards the number of VP equal to the red number printed in a yellow circle beside an area.
Destroyed: 1 VP for each destroyed 155mm gun.
Captured Areas: 1 VP for each VP area on the map not occupied by a German unit.
Survivors: 1 VP at the end of the game for each surviving Ranger strength point (including the Goodgall unit).
Omaha and Utah Beach Hits: Subtract 1 VP for each hit on Omaha and Utah Beach (11.2.3).

6.0 SEQUENCE OF PLAY

Each GT is divided into a series of phases. During a GT, play proceeds in the following order:

I. Gun Restoration Phase (7.0)

II. German Artillery Attack Phase (8.0)

1) Germans attack Allied boat units (8.1).

2) Boats and naval support attack using the Covering Fire Table (8.3).

3) Germans attack using Cliffside Defensive Fire in each landing area containing boats and Rangers covered by functioning guns (8.6).

III. Naval Movement Phase (9.0)

All boats capable of movement may move. Boats may load/unload Rangers. After all boats have moved, remove "sinking boats" and "turn away" and "evade" markers.

IV. German Activation Phase (10.0)

Make a 2D6 (total) roll on the German Activation Table to determine the number of German units to be activated. Then follow the procedures in 10.1 to determine the zone and area where each unit will be activated.

V. Land Movement Phase (11.0)

1) Ranger units may move (11.1).

2) Make the German movement DR, roll 1D6 and mark the result on the German Movement Track. Eligible German units must move (11.2).

VI. Land Combat Phase (12.0)

1) Rangers may fire.

2) Eligible assault units may attempt long range fire (12.7).

3) German units must fire (12.3).

4) Eligible guns/155mm guns may engage in long range fire (12.6).

VII. Demolition Phase (13.0)

1) German units discover/remove charges.

2) Demolition units resolve demolition attacks.

3) Demolition units attempt to prepare charges against VP targets.

VIII. End of Turn Phase

Consolidate German units (11.2.5). Advance the GT marker one space on the TRT and return to Phase I.

7.0 GUN RESTORATION PHASE

A 2D6 roll must be made for each non-functioning gun marked with an out of action or disrupted marker.

a) If the gun is marked with an out of action marker:

2 or 3: Removes an out of action marker.

4–7: Flips an out of action marker to its disrupted side.

b) If the gun is marked with a disrupted marker:

2–7: Removes a disrupted marker.

c) In both above cases, a roll of 8 or greater means no restoration.

Once out of action and disrupted markers are removed from a gun unit, that unit is again considered functional.

8.0 GERMAN ARTILLERY ATTACK PHASE

Gun attacks represent the cumulative effect of all German off-map and on-map guns in the Pointe du Hoc area and may affect any boat(s) in any sea zone.

- Boats in landing areas, including forced landings, are still considered to be in their respective sea zones and must be attacked by artillery fire and cliffside defensive fire (8.6).
- Germans must attack boats until all boats have landed their occupants, been sunk, or been withdrawn. Then, and only then, can German artillery attack Ranger units that are in land areas on the map.

8.1 German Attacks on Allied Boats

During each German Artillery Attack Phase, the Germans must fire off map artillery at boats. This fire represents off map guns.

- The condition of on-map guns does not affect this fire.
- Germans must conduct six fires plus one fire at each burning boat.

Example: If there are two burning boats, the Germans must fire at the two burning boats and then conduct the six fires outlined in Step Two. Burning boats must be fired at in Step One and could be the target of fire during Step Two.

Step One: Burning Boats: Each burning boat in each sea zone is subject to one designated shot.

a) Designate one burning boat. Roll 1D6 and if the result is a 5 or 6, the shot misses. No further shots may be taken against that boat. If the result is a 1 through 4, proceed to b).

b) Consult the Artillery Fire Table and roll 2D6 (total). Modify the result as listed in Step Two, c). Cross reference the modified DR with the Result vs. Boat column and apply the result.

c) Once all burning boats have been fired on, proceed to Step Two.

Step Two: Artillery Fire: The Germans must conduct six off map artillery fires at boats. Each fire, whether a miss or hit, is counted as one of the six shots allowed.

a) Roll 1D6 for each of the six allowed shots. The result is the sea zone in which the artillery fire was directed.

- A result of 1 or 6 indicates the fire was directed at sea zone 1. If at least one boat is in the determined sea zone, proceed to b).

Exception: GT 1 and 2: If the result of the above DR is 1 through 5, the shot can hit a boat in both sea zone 1 and 3. Proceed to b). If the result is 6, the shot is a miss and no further artillery attacks may be conducted.

- If there are no boats in the determined sea zone, it is an automatic miss. That shot is complete.

b) Roll 2D6 (sequential). The result is a boat identification number (The ID# shown on the Game Log). If the boat with the matching ID is not in the designated sea zone, the shot will be fired at the boat with the next higher ID number that is in the zone. If a boat with a higher ID number is not present in the zone, that shot is a miss and is complete; otherwise, proceed to c).

c) Consult the Artillery Fire Table and roll 2D6 (total). Modify the result by (modifiers are cumulative):

–1: If the identified boat is already burning.

–1: If the identified boat is dead in the water.

Cross reference the DR with the Result vs. Boat column and apply the result.

8.1.1 Artillery Fire vs. Boat Results

Apply the following when indicated as a result against a boat on the Artillery Fire Table:

No Effect: Near miss, no effect to boat or passenger.

Sinking: Mark the boat with a sunk marker.

- Half (round down) of all remaining crew/Rangers/passengers are lost.
- All remaining crew/Rangers/passengers of that boat are considered in the water and if not picked up during the current GT, they are eliminated.
- Subtract all remaining gun factors of that boat from the Game Log.
- A sinking boat may not move in the ensuing Naval Movement Phase but can still be the target of additional fire during that turn and any burning markers remain in place.
- Remove the boat at the end of the Naval Movement Phase.

Fire: The target boat is on fire.

- Mark the boat with an "on fire" marker and flip the boat to its reverse side.
- Remaining gun factors are lost.
- All subsequent shots against it receive a –1 DRM on the Artillery Fire Table.
- Any subsequent fire result against the same boat will cause that burning boat to explode with no survivors. A boat that explodes is immediately removed and cannot be a target of subsequent fire. All crew, Rangers and passengers are eliminated.

MC: Multiple casualties have been inflicted.

1) Roll a 1D6 and mark off the resulting number of crew and Ranger/passenger boxes. Mark a Ranger box first, then a crew box. Alternate between the two until all casualties have been taken. If Rangers or passengers are not on board, the crew suffers half the total result of casualties (round down).

2) Roll a second 1D6, and if the result is a 6 the boat has suffered a loss of speed. Flip the boat so that the back of the counter is now showing.

- If a boat suffers a second speed result in that turn, the boat is dead in the water. Loss of speed due to an MC result is permanent and follow the procedure in 1) to determine personnel losses.

KO: One gun on the boat is knocked out.

- Mark off a crew and a gun box on the boat and a gun box on the Game Log.
- If no gun box remains on the boat, check off one remaining crew box (if there are any).

C: Mark off one crew or Ranger box on the boat (player's choice). If no Rangers are on board, mark off one crew box.

Turn Away: The boat is forced to change course and turn away from the beach.

- The boat loses two movement factors in the upcoming Movement Phase. Place a turn away marker on the boat.
- If the boat is in a landing area it automatically moves into the adjacent sea zone in the upcoming Naval Movement Phase.

Evade: The boat is forced to change course to evade enemy fire.

- The boat loses one MF in the upcoming Naval Movement Phase. Place an evade marker on the boat.
- If the boat is in a landing area it automatically moves into the adjacent sea zone in the upcoming Naval Movement Phase.
- If another evade result is scored on this boat, flip the evade marker to its turn away side.
- Evade and turn away effects are cumulative until they equal or exceed a boat's total MF capability for that GT.
- All evade and turn away markers are removed at the end of the Naval Movement Phase regardless of how many MF the boat lost during that turn.

8.1.2 Casualty Consequences

Crew losses cause the following effects:

Sunk: Any boat that has lost all its crew boxes due to attacks (8.1.1) is sinking. Mark the boat with a sunk marker and eliminate the boat at the end of the Naval Movement Phase. Rangers and/or passengers are considered to be in the water.

Passengers: Passengers are crews and Rangers from other boats that were in the water (8.1.1).

- Whenever a boat suffers losses to its assigned Rangers (by a C or MC result) any passengers on board suffer losses equal to those that should have been inflicted on the Rangers.
- Once a boat picks up crew/Rangers, those crew can man the boats that pick them up, and Ranger/demolition units can be landed to continue the fight.
- Each boat is limited to 12 passenger boxes (minus any un-landed Ranger boxes still present).

Example: Using the procedures in 8.1 Step Two, LCA-888 has been hit. A 2D6 (total) of 5 on the Artillery Defense Fire Table results in a "Turn Away, MC" result.

1) A turn away marker is placed on the boat, costing it two MF in the ensuing Naval Movement Phase.

2) The first MC 1D6 roll results in a "3". Two of Col. Rudder's Ranger boxes are checked off, and one crew box is checked off.

3) The second MC 1D6 roll results in a "6". The boat is flipped to its "1 MF" side due to the speed loss.

4) If the boat had been carrying any passengers. two boxes of them would have been eliminated whether Rudder's Rangers were aboard or not.

5) If the boat was carrying neither Rudder's Rangers nor any passengers, the casualties would have been limited to two crew boxes.

8.2 Artillery vs. Rangers

Once all boats have landed, all Rangers and passengers, been sunk, or been withdrawn, German artillery then must attack Ranger units that are in land areas on the map.

- If any of the above conditions occur after some but not all six artillery fires have occurred, the remaining shots must be fired against Rangers in land areas.
- If, at the start of the German Artillery Attack Phase, all the conditions above are met, all six shots must be taken against Rangers in land areas.
- Resolve artillery fire against Rangers as follows:

Step 1: Roll 1D6. If the result is:

1–4: That numbered land zone is hit.

- If there are no Rangers/crew or German units in the zone, it is a miss and that shot is complete.
- If there are Rangers/crews or Germans in the zone, proceed to Step Two.

5–6: A miss, that shot is complete.

Step Two: Roll 2D6 (sequential). The result is the area within the designated zone that is hit.

- If that area is occupied by a Ranger/crew or German unit, consult the Artillery Fire Table and roll 2D6 (total) and implement the result.
- If that area is not occupied by a Ranger/crew or German unit, the shot may hit an adjacent area if:

a) The adjacent area's number must be shown in black type.

b) A Ranger/crew or German unit occupies the adjacent area. If only one adjacent area with black type is occupied, that area is hit. If more than one adjacent area is occupied, randomly select the area that is hit.

8.2.1 Artillery Fire vs. Rangers Results

Apply the following when indicated as a result against a Rangers/crews or Germans on the Artillery Fire Table.

No Effect: No effect on target.

One Unit Eliminated: One Ranger/crew or German unit in the area is eliminated. If more than one Ranger/crew or German unit occupies the area, randomly pick the unit to be eliminated.

C: Casualty inflicted, mark off one strength box on any one unit in the area. If both a Ranger and a crew unit are in the area, a Ranger unit must take the loss (player's choice). Reduce the strongest German unit by one.

MC: Multiple casualties inflicted. Roll 1D6 and halve the result (round up). Mark off that number of strength boxes on units in the area. In this case, no unit can be assigned a hit, unless all units in the area have already taken the same number of hits.

Example: There are three Ranger units in an area that suffered an MC hit. The player rolls 1D6 with a result of 6, the result is halved to a 3. In this case each Ranger unit would suffer 1 strength hit. If there were 2 Rangers in the area, each would suffer 1 hit and then the player would be free to assign the third hit to either of the units.

8.3 Covering Fire

Boats may fire against on-map guns. The player may designate any gun on the map as a target if:

- The boat has a functioning gun and is in a sea zone that could be affected by the targeted gun. Guns can affect a sea zone if:

a) 155mm guns can affect any sea zone if placed in land zone 1.

Important: If the 155mm guns are in land zone 4, they cannot be designated as a target, unless they have been manned and are firing. At that time, they can only be designated as a target using naval and air support.

b) All other guns (including MG) can only affect a sea zone if the gun has a blue connector to a landing area within that sea zone.

8.3.1 Procedure

Each boat that meets the above requirements may target one gun.

Important: Naval Support (8.4) and Air Support (8.5) (if available) may also fire covering fire using the procedures outlined below. The player is free to choose the order of covering fire (e.g., he could choose to conduct naval support fire, then boat fire, then air support). Once the order has been chosen, he must complete each type of fire before moving to the next type.

- Each eligible boat may fire at one eligible target. Consult the Covering Fire Table and roll 2D6 (total).

a) If the result is a hit, consult the Hit Effects Table, and roll 1D6 and implement the result.

b) If the result is a miss, there is no effect and the player may continue to fire.

c) If the result is End of Phase, that shot is a miss and no further covering fire shots may be taken by that particular type of covering fire.

- If the target is a 155mm gun, a target destroyed result is converted to a target out of action result for the gun.
- If there is German infantry in the area with the gun, apply the Effect on Infantry result in addition to the Effect on Gun/155 Gun column.

8.3.2 Covering Fire Effects

The Hit Effects Table has two results for each hit: Effect on Gun/155mm Gun and Effect on Infantry.

Effect on Guns:

Target Destroyed: Gun is destroyed and removed from the map. If the target is a 155mm gun, the gun is out of action.

Target out of Action: Mark the gun as out of action.

Target Disrupted: Mark the gun disrupted.

Effect on Infantry: If an infantry unit occupies the target area, apply the following results:

One Infantry Unit Destroyed: Eliminate one German infantry unit. If more than one infantry unit occupies the area, randomly pick the unit to be eliminated.

MC: Multiple Casualties Inflicted: Roll 1D6 and halve the result (round up). Reduce German units by that number of strength losses. In this case, no unit can be assigned a hit, unless all units in the area have already taken the same number of hits.

No Effect: The shot had no appreciable effect.

8.4 Naval Support Availability

The destroyers USS *Barton*, *Satterlee*, *Thompson*, and HMS. *Talybont* provided fire support to the Ranger assault at critical times. The battleship USS *Texas*, which had helped turn the Pointe into a moonscape of shell craters, also provided additional fire support after the Ranger landings. The number of support ships available each turn is determined in the following manner:

- Any one destroyer is always available (player's choice).
- To determine the number of additional ships available, consult the Naval Support Availability Table and roll 2D6. The result is the number and type of naval support units available this GT.

8.4.1 Naval Support Covering Fire

Available naval support units provide covering fire in the same manner as boats.

Exception: Naval support units may target any area containing any German unit.

- For each available BB/DD, the player selects any German occupied area on the map and conducts covering fire using the procedure outlined in 8.3.
- Apply the following modifiers when determining hit effects.
  –1: If a destroyer is firing.
  –2: If the *Texas* is firing.
- Apply hit effects as outlined in 8.3.2.

Important: The Germans can target naval support units using long range fire (12.6).

8.5 Air Support

American P-47 fighter-bombers are available some turns to assist in a manner like naval support.

- Beginning on GT 1 and continuing each GT until the end of the 1800 GT, the player may roll for air support. Roll 2D6 (total). If the result is a "2" or 12" three air support covering fire attacks are available. Otherwise no air support is available.
- Air support is conducted in the same manner as naval support 8.4.1.

Exception: Air support attacks suffer the successive shots DRM, however air support attacks do not increase the number of shots taken (increase the DRM), and if an End of Phase result is obtained, that result only ends any further air support attacks that turn. Naval support and boat covering fire attacks may be taken after an air support result of End of Phase.

8.6 Cliffside Defensive Fire

After all other fire has been completed in the German Artillery Attack Phase, any still functioning German guns must fire against boats in sea zone 2, 4, and 5 (including those boats in landing areas).

- Determine the number of still functioning guns that can fire into each sea zone as follows:
  1) Guns stacked with or adjacent to Rangers are not available to fire cliffside defense fire.
  2) For each functioning 155mm gun in land zone 1 that is not affected by the above, roll 1D6 to randomly determine the sea zone that the gun will fire into. If the result is:
    1 or 2: The gun fires into sea zone 2.
    3–4: The gun fires into sea zone 4.
    5–6: The gun fires into sea zone 5.

  If the result indicates a sea zone without boats, that gun's fire will be directed into the sea zone with the highest number of boats.
  3) All other functioning guns (including MG) that are not affected by 1) are counted as firing into each sea zone that the gun has a blue connector to a landing area within that sea zone.

Important: Area 113/114 is the only area that can fire into more than one sea zone.

  4) No matter the actual number of guns that are firing into a sea zone, the maximum number that can be counted is five.
  5) In each sea zone place a 1D6 in the zone with the die showing the number of guns that are firing into that sea zone (max of five).
  6) The number of guns in each sea zone, is the "to hit" number for that sea zone.

8.6.1 Procedure

- Resolve cliffside defensive fire in each sea zone. Roll 1D6 if the result is:
  1) Less than or equal to the to hit number, a boat may have been hit. Roll 2D6 (sequential). The result is the ID number of a boat. Follow the below procedure:
    a) If the boat with the matching ID is not in the designated sea zone, the shot will hit the boat with the next higher ID number that is in the sea zone. If a boat with a higher ID number is not present in the sea zone, that shot is a miss. In this case, the miss does not end the fire in the sea zone.
    b) If a boat is hit, consult the Artillery Fire Table and roll 2D6 (total). Modify the DR for boats that are burning and dead in the water and apply the results in 8.1.2.
    c) If the boat that is hit is in a landing area, Rangers/crew in that landing area (not in any boat) are also affected. Apply the results as outlined in 8.2.1.
  2) Greater than the to hit number means it is a miss and no further fires can be conducted against boats in that sea zone.
- Continue the above process until all eligible fire in each sea zone is complete.

9.0 NAVAL MOVEMENT

Each boat unit has a printed movement factor (MF) that is the maximum number of points it can spend each GT to move. There is no limit to the number of boats that may be in a sea zone and/or landing area.

Important: A landing area is any open ground area along the coastline.

Exception: Boats cannot move on the first GT. On GT 2, all boats have 1 MF.

- A landing is when Rangers/crew debark from a boat in a landing area.
- A pickup is made when a boat is in a landing area with a Ranger unit or crew that is not on a boat, and who the player desires to move from one beach landing area to another.
- The MF of a boat can be reduced temporarily by enemy fire (turn away/evade markers), or permanently by damage (8.1.2). Each of the below cost one MF and are cumulative.
  a) Enter an adjacent sea zone or to withdraw.
  b) Enter or leave a designated landing area.
  c) Land or pick up units in a designated landing area.
  d) Each time a boat stops to pick up/transfer survivors.

9.1 Landing Areas

There is no limit to the number of boats that can occupy a landing area. Although the boats are placed in that landing area, they are still considered to be in the connected sea zone, and therefore are subject to artillery fire/cliffside defensive fire.

9.2 Withdrawal

A boat may be withdrawn off the map at any time. Withdrawn boats (and any Rangers/crew or supplies on board) are removed from the map and may not return. Boats can only be withdrawn from the map when in sea zone 1 or 3.

9.3 Forced Landings

Rangers can be landed/picked up in any landing area whose circular beach depiction touches the sea zone containing the transporting boat. However, if the landing area is not in that boat's designated sea zone, the boat must attempt a forced landing/pickup.

- A boat may not attempt a forced landing at other than its designated sea zone prior to the 0720 turn.
- A boat attempting a forced landing or beach pick up must begin the Naval Movement Phase in that landing area.
- A forced landing expends all of the boat's MF.
- Roll 1D6 for each boat attempting a forced landing/pickup. The attempt is successful if the DR is a "1" or "2".
- A failed forced landing/pick up attempt still costs all the boat's naval MF even though no one is landed/boarded.

9.4 DUKWs

The four DUKW units were equipped with fire department-style folding extension ladders. The plan was to have them land, drive to the base of the cliffs, and extend the ladders to facilitate getting Rangers to the top. In addition, each was fitted with twin Lewis machineguns at the ladder top to provide fire support at the top of the cliff. In the actual assault, the bombardment disrupted the terrain so much that the DUKWs could not get into position to use their ladders.

- When a DUKW enters a landing area, immediately roll 2D6 and apply the following results:

  4 through 10: Its ladder is unusable (cross it off the Game Log). This DUKW may not make another attempt.

  2, 3, 11 or 12: The DUKW/ladder combo functions adequately and Ranger units may scale the cliffs by entering the DUKW's landing area and then move to the adjacent cliffside area (paying the normal MF cost). No success DR is required.

  Optional: The player may want to make all ladders functioning without a DR to see how things might have gone according to plan.

10.0 GERMAN ACTIVATION

Although the battery defenses are manned and alert at the start of the game, the need to organize the German infantry to repel the Rangers' landing prevents the Germans from using all their available forces immediately. Only as the game progresses does the German infantry become a serious threat to the Rangers.

- The TRT contains an activation DRM for each turn of the game.
- During the German Activation Phase consult the German Activation Table and roll 2D6 (total). Modify the result by the appropriate GT modifier and cross reference the modified result with the number of German units to be activated that GT.

Example: On the 0700 turn the original activation 2D6 is an 8 which is modified by the –4 activation DRM for that turn resulting in a final activation number of 4. This yields the possible activation of 4 German infantry units.

10.1 Reinforcement Groups & Placement

At the beginning of the game, create one reinforcement pool by placing the German units marked as Group 1 into a wide mouth container (cup or bowl). There are six German activation groups. Each group is added to the container as it activates. When a unit from a group is picked, follow the activation zone procedure for that unit's group. Then roll 2D6 (sequential) to determine the area within that land zone where the unit is placed.

Important: German units can only be placed in land areas that have their area ID printed in red type.

Group 1: Is activated on the first GT that any Ranger unit has been landed or on GT 1 if (11.2.3) applies. For each unit picked, roll a 1D6, on a:

1–3: The unit appears in land zone 1.
4–5: The unit appears in land zone 2.
6: The unit appears in land zone 3.

Eliminated units of Group 1 are returned to the pool until the end of the 0930 GT. At the end of the 0930 GT, remove any unpicked Group 1 units from the pool. Group 1 units that are on the map remain in play until eliminated.

Group 2: Is activated at 0800. For each unit picked, roll a 1D6:

1–3: The unit appears in land zone 3.
4–6: The unit appears in holding area 6.

Group 3: Is activated at 0900. For each unit picked, roll 1D6, the units appear in the same land zone or holding area as Group 2.

Group 4: Is activated at 1500. For each unit picked, roll a 1D6:

1–3: The unit appears in land zone 2.
4–6: The unit appears in holding area 5.

Group 5: Is activated at 1600. For each unit picked, roll a 1D6:

1–3: The unit appears in land zone 4.
4–6: The unit appears in holding area 7.

Group 6: Is activated at 0100. For each unit picked, roll 1D6, and each picked unit appears in the same zone/ holding area as Group 5.

Important: Eliminated units of Group 2 through Group 6 are removed from play. See (12.10) for additional instructions when reducing units.

10.2 Placement Restrictions

- If the area selected already contains a Ranger unit, that German unit is not received and is returned to the pool, although it still counts against the total number of German units to be activated that GT.
- If the area selected contains an out of action/disrupted gun, the strength of that German infantry unit is reduced by one (flipped over) and the gun is automatically restored by removing the marker.

10.3 Inherent Bunker Defense

The first time a Ranger unit moves adjacent to a hexagonal area, that hexagonal area immediately receives one random German infantry unit from the activation draw cup. This is true even if another German infantry unit has previously entered that area. This can happen only once per game.

11.0 LAND MOVEMENT

11.1 Ranger Movement

The Rangers rehearsed their assault under arduous conditions and memorized a scale model of the site. Consequently, they were as familiar with the terrain as the defending Germans and yet the bombardment

had so altered the landscape that each side had difficulty orienting themselves during the battle.

- There is no limit to the number of units that may occupy a land area.
- Ranger units have 4 MF.
- Crew units have 3 MF.
- The player may move as many or as few units as he wishes each turn.
- Each unit is moved individually.
- Units must move via connecting lines.
- Movement is not allowed along blue dashed connector lines.
- To move a unit from a landing area to a clifftop area, each unit must roll 1D6. If the result is less than or equal to 5, the move is successful, and the unit must move into the designated clifftop area and stop its movement there. If the result is a 6, the attempt fails, and the unit's movement is complete for the current GT. Apply the following modifiers to the attempt DR:
  +2: If there is one German unit in the clifftop area the unit is attempting to move into.
  +4: If there are two or more German units in the clifftop area the unit is attempting to move into.

Important: Also see (9.4) regarding DUKW ladders.

11.1.1 MF Costs

Units move between connected areas at a cost of 1 MF per area along the single connecting lines, 2 MF per area along the double connecting lines, and 3 MFs along triple connecting lines.

- It costs +1 MF to enter an area containing an enemy unit.
- Only Rangers may leave an enemy occupied area but must pay an additional MF to do so.
- MFs cannot be accumulated for use in later turns or transferred to other units.
- A unit must have enough MF remaining to move into an area, there is no minimum move.

11.1.2 Snipers

Each Ranger unit that expends more than 2 MF in a GT must check for sniper fire at the end of the unit's movement. Consult the Sniper Table and roll 2D6 (total). Implement the result on the unit.

11.1.3 Creating Boat Crew Units

Due to high Ranger losses and lack of reinforcements, boat crews were formed into ad hoc infantry units.

- To create boat crew units, at least 50% of the total on-map Ranger strength points must currently be eliminated.
- Each of the four crew counters (identified with the Union Jack flag) may hold up to five crewmen, deducted from landing craft which have them available.
- Such units are created before Ranger movement for the turn in the same area as a donating boat. They may then move normally to other boats to acquire more members. One crew point must remain with each boat.
- Crew units each begin with three ammo boxes and with all grenade boxes checked off, although they may obtain such by transfer from other units or by resupply.
- Boat crew units may not exchange personnel with Ranger units nor can the reverse happen; such units may transfer ammo freely.

11.2 German Movement

11.2.1 Determining MF

At the start of each turn's German Movement Phase, roll 1D6. Record the result on the German Movement Track by placing the German movement marker in the corresponding space on the track. This is the German movement number.

- All German infantry/remnants with a strength less than the movement number may not move during that turn.
- All German infantry/remnants with a strength equal to the movement number have 1 MF during that GT.
- All German infantry/remnants with a strength of one greater than the movement number have 2 MF during that GT.
- All German infantry/remnants with a strength of 2 or greater than the movement number have 3 MF during that GT.

11.2.2 Moving German Units

During the German Movement Phase, all German units eligible to move must move towards the closest (measured in MF) landed Ranger unit by the shortest, most direct route to try to enter the same area.

- If several areas each qualify as the closest, the German units will move towards the area containing the most Ranger strength points.
- If all areas have an equal number of Ranger strength points, roll a random 1D6 to determine the German destination.

11.2.3 Employing 155mm Guns

In the historical event, the 155mm guns were in area 411 but unmanned and not available for use prior to the time they were discovered and put out of action, but it is possible that they could have been used to disrupt the Omaha and Utah Beach landings. If the 155mm guns are in area 411:

- Group 1 units may activate prior to the landing of a Ranger unit.
- The closest German unit from Group 1 will move towards area 411. If more than one unit are at the same distance from area 411, the player should randomly choose the unit. Once one German infantry unit enters area 411, the 155mm guns become eligible to conduct long range fire (8.2) and this requirement no longer needs to be met.

11.2.4 Exceptions

There are four exceptions to the rules for German movement:

- If there are currently no landed Rangers, German units will not move during that turn.
- German units may not enter hexagonal areas unless by doing so they will enter a Ranger occupied area or end their move adjacent to a Ranger occupied area.
- A German unit will not move closer to a Ranger unit if it is able to fire at a Ranger unit from its current location and it also cannot enter an area containing a Ranger unit during that GT.
- A German unit will not move towards the closest Ranger unit if it is unable to enter/move adjacent to that Ranger unit's area this turn and it can reach an area from where it can fire at a Ranger instead (e.g., entering 462 to fire on 254 or 261). In this case the German unit will move to the area affording it the shot.

11.2.5 Remnant Consolidation

At the end of each GT, any area or holding area containing no Rangers and two or more German units whose combined strength does not exceed 6 must combine into one larger unit whose total strength equals that of the two replaced units.

- Remnant units can be created if there are remaining remnant unit counters available. Previously eliminated remnant units can be re-used.
- Only two such units in each area or holding zone may consolidate per turn and the consolidation must create the strongest possible unit from the available remnants.

Example: A 4 strength and 2 strength German infantry unit occupy the Observation Post (area 111/112) at the end of the GT. They are exchanged for a 6 strength remnant unit.

12.0 LAND COMBAT

12.1 Fire Combat

Land combat occurs between opposing land units in the same or adjacent (i.e., connected) areas.

- Only two units per side may attack from each area per game tum.
- German MG, 37mm and 20mm guns can fire using their combat strength number. 37mm and 20mm guns that fire using their fire strength cannot conduct long range fire.
- All combat between units in the same area must be resolved before other units may fire into that area.
- A unit may not attack an adjacent area if there are currently enemy units in its own area.
- All Ranger and crew units always resolve their attacks first.
- Only those German strength points remaining after any Ranger attacks may return fire.

12.2 Fire Attacks

Each unit attacks separately; units never add their strength together to form a combined attack.

- Each unit's attack is fully resolved before the next unit's attack is declared.
- Each unit may attack only once per turn unless its total strength is greater than 5, in which case, this unit will make two consecutive attacks, with the first strength used being 5 and the second strength used being the one remaining strength point. Additionally, they may make one grenade attack if grenades are available.
- Firing units must declare their target before resolving their attack(s).
- For each firing unit roll 1D6 (a unit will roll twice if its strength is greater than 5). Apply the below DRM. All DRM are cumulative.
  Leader DRM: If a leader unit (unit with a DRM bonus in bottom left of counter) is stacked in the same area as the firing unit (a leader may provide a bonus for itself).
  –1: Firing unit is a Ranger assault unit.
  –1: Target unit is in the same area as the firing unit.
  –1: German unit firing from a hexagonal area.
  –1: Target is a 155mm gun and the firing unit is a demolition unit that has thermite grenades available.
  +1: Target is in a square, diamond, double circle, or hexagonal area. This applies even if the firing unit is in the target area.
  +1: Firing unit is a demolition unit that has demolition charges available.
- If the result of the modified DR is less than or equal to the unit's firing strength, the unit has scored a hit.
- If a hit is scored roll 1D6. The result is the number of losses scored against the target unit.

Exception: 155mm guns are immune to partial losses; they can only be put out of action/disrupted.

- A 155mm gun attacks in land combat as a two strength German infantry unit.
- It may be eliminated only by a successful demolition or grenade attack.
- It can be put out of action by any hit whose 1d6 effect is equal to or greater than 3 or disrupted by any hit whose 1D6 effect is equal to 2.
- Any hits more than the defending unit's strength are forfeit; they are not applied as a carry-over loss to other friendly units in the same area.
- Hits against guns other than 155mm guns, eliminate the gun.

Important: Ammo is expended if the to hit 1D6 is 6 (12.11).

12.3 German Fire Doctrine

If the order of resolution makes a difference, German attacks are resolved in numerical order based on the number of the areas they occupy, i.e., if German units in areas 132 and 133 could both attack Rangers in area 170, the German units in area 132 attack before the German units in area 133. Within each area, German units attack in order of their strength with the larger strength unit attacking first. German units in range of more than one Ranger unit select their targets based on the following priorities:

1) Ranger is in a circular area.
2) Ranger is an assault unit.
3) Ranger unit with the most strength.
4) Random 1D6.

12.4 155mm Guns

Only a successful grenade/demolition attack will destroy a 155mm gun.

- A grenade/demolition attack against a 155mm gun in an area containing only a disrupted/out of action 155mm gun (and no other German units) will automatically be successful (although demolition attacks against victory point targets in the same area must still be prepared and rolled for separately).
- 155mm guns can engage in long range fire at the end of the Land Combat Phase.

12.5 20mm & 37mm FLAK Guns

The gun positions in areas 113, 115, and 121 house a 37mm Flak gun and two 20mm Flak guns. These weapons, unlike other guns, can engage in long range fire at the end of the Land Combat Phase.

12.6 Long Range Fire:

Each functioning 20mm or 37mm gun that has not yet fired during the current Land Combat Phase may do so against any Ranger unit in any one area in any zone. Each gun may fire into a different area.

a) The area cannot contain any German units.
b) Long range fire scores a hit only on a 1D6 of 2 or less and no modifiers apply.
c) Long range hits result in only one strength point loss.
d) German long-range fire target selection follows normal priorities (12.3).

- A functioning and manned 155mm gun may fire at available naval support units. If the *Texas* was not available this turn, treat that hit as no effect. For each functioning 155mm gun that is in an area that does not contain a Ranger/crew unit:
  a) Roll 2D6 if the result is a 2 or 12 the gun scores a hit.
  b) Consult the Long-Range Fire Table and roll 2D6 (total) to determine the result of the hit and the VP effect.
- If naval support was not available during the current GT (all ships have been sunk or crippled) each functional 155mm gun that is in an area not containing a Ranger/crew unit may conduct long range fire against Omaha and Utah Beaches.
  a) Roll 2D6 (total), a hit is scored on a DR of 2, 3, 4, 10, 11 or 12.
  b) Tally all hits to determine VP at the end of the game.

12.7 Mortar Fire

Rangers may engage in long range fire by having an assault unit use its 60mm mortars. Each assault unit may conduct one attack.

- Long range fire cannot be attempted by a unit that is presently in an enemy occupied area.
- Mortar fire can target any area adjacent to or any area in the same land zone that is not a hexagon or that is occupied by any friendly unit.
- Roll 1D6. The only modifier that applies is the leader DRM (12.2). If the modified DR is a 1 the target area is hit.
- If the target was hit, roll 1D6 and apply the result as the number of strength points lost by German units in the target area.
- Check off one mortar box on the Game Log for the firing unit whether a hit was scored or not.

12.8 Grenade Attacks

Only Ranger assault units may make grenade attacks, and only against enemy units in the same area as the attacking unit.

- A grenade attack must be pre-designated and takes the place of that unit's normal fire attack for that turn.
- Roll 1D6, a result of 1 through 3 has the following results:
  a) If there are guns in the target area, the player can designate the gun as the target or if there is German infantry in the area, the player can designate the infantry as the target.
  b) If infantry units are the designated target, and a hit is scored, all German infantry units in the area are eliminated.

Exception: A successful grenade attack inside a hexagonal area will destroy only one German unit of the player's choice, not all German units in the area.

  c) If a gun is the designated target and a hit is scored, the gun is eliminated (this includes 155mm guns).
- Check off one grenade box on the Game Log for the firing unit whether a hit was scored or not.

12.9 German MG42 Machineguns

MG42 machineguns operate like other gun units; they are crewed and cannot move (unless 12.12 applies).

12.10 Losses

Rangers: Losses are recorded on the Game Log by checking off one strength box for each hit taken.
German: Losses are resolved by flipping German infantry units over to their reduced strength side and then replacing them with a remnant of the appropriate reduced strength.

Important: Each hit reduces a German infantry unit by one strength point.

- If a remnant unit of the required strength is not available, select a unit from the appropriate eliminated units pile from the same group if available. If an appropriately strength remnant or eliminated unit is not available, select the correct strength unit from that group's draw cup that has yet to enter play. The unit that was replaced is placed in the eliminated pile.

Exception: See 10.1 for Group 1 instructions.

- Eliminated German units and replaced/eliminated remnant units are placed in a remnant pile for future use as step losses or for consolidation (11.2.5).
- The player may transfer strength points between Ranger units (not crew units) that occupy the same area. A Ranger unit may not transfer its last strength point in this manner. Transfers are done in the End of Turn Phase.

12.11 Ammo Losses

Every time a Ranger unit loses one or more strength points (even while being transported), it must make a 1d6 ammo roll. If the result is equal to or greater than its current strength (after the loss) that unit loses one ammo point, one grenade, one mortar point and one demolition charge (if applicable). Check off the listed boxes on that unit's line on the Game Log.

Important: If a unit has used up all its ammo boxes, its strength is halved (round up) for firing purposes only until replenished.

12.11.1 Ammo Replenishment

Each supply LCA starts on the Game Log with 15 ammo boxes, 3 grenade boxes, and 3 mortar round boxes that may be transferred to Ranger units that do not currently have a full load of the type transferring.

- Replenishment takes place at any time during the Ranger unit's movement.
- The Ranger unit must be in the same area as a supply LCA.
- This is done by marking off boxes from the supply LCA and then erasing an equal number of boxes previously expended by a Ranger unit(s).
- If the supply LCA expends ammo due to firing, that ammo is marked off the five boxes in the ammo column; once these are all used, the LCA may not fire. The ammo in the strength column may only be used to re-supply Ranger units.
- Ranger units in the same area with each other may pass ammunition to each other by marking items as expended from one unit and erasing expended marks for that item on the receiving unit's roster.
- Transfer (both types) may occur either before or after any unit movement, on a unit-by-unit basis.
- Units may not exceed their printed ammo maximum at any given time.

12.12 Ranger MG Guns

The Rangers augmented their weaponry with German arms and ammunition and remove the machineguns from various LCAs and DUKWs. To simulate this, the Rangers may recycle, and employ destroyed German MG42 units.

- To receive a MG42 there must be at least one German MG42 unit that has been eliminated.
- If a Ranger unit begins a Movement Phase in the same area as a landed boat unit, the Ranger unit may spend its entire MF for that turn and receive an MG42 unit.
- A recycled MG42 unit can be carried by any Ranger unit with at least two strength points remaining.
- They are employed exactly as they were employed when they were German units, however, they conduct combat when Ranger units conduct combat.
- Recycled MG42 units may be left to operate without Ranger units present if one strength box is marked off one Ranger unit that is present in the space. The MG42 unit may not move, however; they are considered Ranger units for all other game functions and purposes.
- Boats may only supply MG42 units once each per game; the player should make a note on the Game Log as to which boats have machineguns removed.

13.0. DEMOLITION ATTACKS

Only Ranger demolition units can make demolition attacks. Demolition attacks can only be made against VP objectives, or any type of gun in the same area. Demolition preparation and demolition attacks occur during the Demolition Phase.

Important: A demolition/assault unit can only conduct demolition attacks against its primary target until that target is destroyed (by any unit).

13.1 German Discovery

During the first step in a Demolition Phase, any German infantry unit in an area containing a "charges at risk" marker (13.2) and no Rangers present may attempt to remove the marker. Roll 1D6. If the result is less than or equal to the German unit's strength, the marker is removed.

13.2 Preparation

Before a demolition unit can attempt a demolition attack against a VP target (not guns/155mm guns), it must prepare the charge.

- If a demolition/assault unit with available demolition charges is in a VP objective area (the area may contain German units), the unit may attempt to prepare a charge.
- Roll 1D6, apply DRM:
  +2: The attempting unit is at less than one-half strength.
  +1: For each German infantry unit in the area.
  +1: If there is a functioning gun in the area.
  –#: Subtract one Leader DRM value.
- If the modified result is equal to or less than the unit's current strength and the preparation has succeeded. Place a "charges prepared" marker on the attempting unit. Any unit (does not have to be the placing unit or even a demolitions unit) may attempt to conduct the demolition attack the next GT. Mark off one demo charge box for the placing unit.
- If the preparation attempt fails, the unit cannot attempt to prepare another charge until the next GT. Do not mark off a demo charge box for the unit.
- Only one prepare attempt may be made by each unit in a GT. Multiple units may conduct a prepare attempt on the same target area.
- If the placing unit is eliminated or leaves the target area before the demolition attack is resolved, or if the result of the demolition attack is a "no effect", the prepared charges marker is flipped to its charges at risk side, which adds a +1 DRM to the demolition attack by that charge.
- If a "charges at risk" marker is in a target area, no other preparation attempts can be made by any unit until the "charges at risk" marker has been removed by a successful demolition attack (by any type of unit) or by German discovery.
- A unit stacked with a "charges prepared" marker may conduct fire normally during the Land Combat Phase

13.3 Demolition Attacks

- A demolition unit can make only one demolition attack per GT.
- Demolition attacks are resolved by rolling a 1D6. Apply DRM:
  –1: Target is damaged.
  +1: Target area is a hexagon (bunker).
  +1: Charge is at risk.
  –1: Demolition/assault unit is conducting the demolition.
- Cross reference the modified DR with the below effects:
  1–3: Target Destroyed.
  4: Target Damaged
  5–6: No Effect
- If the result is a no effect, the marker remains in the hex and an attempt to conduct the demolition attack can be made again in the following GT.
- If the effect is damaged or destroyed, mark the target with the appropriate marker and remove the prepared or charge at risk marker. Subsequent damage results against the same target convert to "no effect" results.

14.0 SCENARIOS

14.1 Historical Scenario

See 4.0 for set up. The historical scenario begins at 0700 and ends at 0930. Force C units are not used in the historical scenario. The game is won by amassing 120 VPs by the end of the 0930 turn.

14.2 Initial Landing On-Time

See 4.0 for set up. The game begins at 0620 and ends at 0930. To win this scenario, the player must amass 120 VP.

Reinforcements: At the start of the 0700 GT, if at least six Ranger units (do not count the Goodgall or crew units) have scaled the cliffs and still survive, the player receives all Force C units. They are placed in Sea Zone 1 at the beginning of the 0730 GT.

The player may land them and fight with them as a normal part of his forces In order to win, the player must achieve the normal VP total for a scenario plus an additional 200 victory points for the initial scenario, an additional 350 victory points for playing through the first counterattack scenario, and an additional 500 victory points for playing through the second counterattack scenario.

14.3 Holding Against the First Counterattack

The player may choose to continue to play either of the scenarios into the first series of German counterattacks.

- At the end of the 0930 GT, all surviving Ranger/crew units may be repositioned into any area that is not occupied by German units (guns or infantry).
- German units (including surviving guns) are left in place. On map units from each group must be consolidated into units of six strength points or more in each area. Units still in the draw cups are still available to be placed during each GT.
- Ammo and strength points may be freely re-distributed between surviving units. All MG42 units that are in the eliminated units pile or in possession of the Rangers are placed with any Ranger unit.
- The game restarts at the beginning of the 1500 GT and ends at the conclusion of the 1800 GT.
- The player scores 2 VPs for each Ranger unit in an on map area and 4 VPs for each Ranger unit exited into holding areas 5, 6, or 7 at the end of the scenario (the Goodgall counter is counted, the crew units are not). The game is won by amassing 160 VPs by the end of the 1800 turn.

14.4 Holding Against the Second Counterattack

The player may choose to continue to play either of the scenarios into the second series of German counterattacks.

- At the end of the 1800 GT, all surviving Ranger/crew units may be repositioned into any area that is not occupied by German units (guns or infantry).
- German units (including surviving guns) are left in place. On map units from each group must be consolidated into units of six strength points

or more in each area. Units still in the draw cups are still available to be placed during each GT.

- Ammo and strength points may be freely re-distributed between surviving units. All MG42 units that are in the eliminated units pile or in possession of the Rangers are placed with any Ranger unit.
- The game restarts at the beginning of the 2330 GT and ends at the conclusion of the 0250 GT.
- The player scores 3 VPs for each Ranger unit in an on-map area and 6 VPs for each Ranger unit exited into holding areas 5, 6, or 7 at the end of the scenario. The game is won by amassing 200 VPs by the end of the 0250 GT.

14.5 Historical Pre-Game Losses

LCA 860, LCA 1003, and DUKW III all sank before reaching Sea Zone 1 on the map and LCA 914 jettisoned half of its supply load to avoid foundering. The player may wish to remove all three of these sunken craft from the game during set-up and reduce LCA 914's cargo by half. When employing this option, the game is won if the player accumulates 103 VPs at the end of the 0930 turn; 150 VPs at the end of the 1800 turn, and 190 VPs by the end of the 0250 turn.

SEQUENCE OF PLAY

I. Gun Restoration Phase (7.0)
II. German Artillery Attack Phase (8.0)
III. Naval Movement Phase (9.0)
IV. German Activation Phase (10.0)
V. Land Movement Phase (11.0)
VI. Land Combat Phase (12.0)
VII. Demolition Phase (13.0)
VIII. End of Turn Phase (11.2.5)

HIT EFFECTS TABLE (1D6)

Die Roll	Effect on Gun/155mm Gun	Effect on Infantry
1	**Target Destroyed;** remove the target unit	One unit eliminated
2–3	**Target out of Action;** mark accordingly	MC
4–6	**Target Disrupted;** mark accordingly	*No Effect*

GERMAN ACTIVATION TABLE

Die Roll	# Units
<2	1
2	2
3	3
4	4
5	4
6	5
7	5
8	6
9	7
10	7
11	8
12	8
>12	9

SNIPER TABLE

Die Roll	Result
2 or 12	2 hits
3 or 11	1 hit
4–10	*No Effect*

COVERING FIRE TABLE

Die Roll	Result
2–5	Target Hit
6–8	Miss
> 9	Miss and End of Phase

ARTILLERY FIRE TABLE

Die Roll	Result vs. Boat	Result vs. Ranger
1	Sinking	*N/A*
2	Sinking	One Unit Eliminated
3	Fire, MC	MC
4	Fire, KO	MC
5	Turn Away, MC	C
6	Turn Away, KO	C
7	Evade, C	*No Effect*
8	Evade	*No Effect*
9	Evade	*No Effect*
10	C	*No Effect*
11	*No Effect*	*No Effect*
12	*No Effect*	*No Effect*

These modifiers are cumulative
–1: If the identified boat is already burning.
–1: If the identified boat is dead in the water.

LONG RANGE FIRE TABLE

Die Roll	Result
2	*Texas* Crippled; no longer available as Naval Support. ***Lose 10 VPs***
3	Target Destroyer Sunk; no longer available as Naval Support. ***Lose 5 VPs***
4	Target Destroyer Crippled; no longer available as Naval Support. ***Lose 2 VPs***
5–9	*No Effect on Naval Support.*
10	Target Destroyer Crippled; no longer available as Naval Support. ***Lose 2 VPs***
11	Target Destroyer Sunk; no longer available as Naval Support. ***Lose 5 VPs***
12	*Texas* Crippled; no longer available as Naval Support. ***Lose 10 VPs***

Each hit against Omaha or Utah Beaches costs the player ***10 VPs***.

NAVAL SUPPORT AVAILABILITY TABLE

Die Roll	Result
2	*Texas* and 1 Additional Destroyer
3	3 Additional Destroyers
4	1 Additional Destroyer
5	1 Additional Destroyer
6	1 Additional Destroyer
7	*No Additional Naval Support*
8	1 Additional Destroyer
9	1 Additional Destroyer
10	1 Additional Destroyer
11	2 Additional Destroyers
12	*Texas* and 2 Additional Destroyers

NOTE: *There is always one destroyer available, unless all have been sunk, in which case the Texas is always available.*

RANGERS LEAD THE WAY! GAME LOG

FORCE A

ID #	Craft	Crew	Guns	Section	Strength	Ld Zone	Target	Ammo	Grenades	Mortars	Demo
11-12	LCA668	1 2 3 4	1 2	Lt Heaney	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3		
				Sgt Lomell	1 2 3 4 5 6 7	2	166	1 2 3 4 5	1 2 3		1 2 3
13-14	LCA722	1 2 3 4	1 2	Lt Epperson	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3	1 2 3	
				Sgt Lang	1 2 3 4 5 6 7	2	168	1 2 3 4 5	1 2 3		1 2 3
15-16	LCA858	1 2 3 4	1 2	Lt Kerchner	1 2 3 4 5 6 7 8 9 10	2	165	1 2 3 4 5	1 2 3		1 2 3
21-22	LCA860	1 2 3 4	1 2	Cpt Slater	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3		
				Lt McBride	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3	1 2 3	
23-24	LCA861	1 2 3 4	1 2	Lt Lapres	1 2 3 4 5 6 7 8 9 10	2		1 2 3 4 5	1 2 3		
25-26	LCA862	1 2 3 4	1 2	Lt Leagans	1 2 3 4 5 6 7 8 9 10	2		1 2 3 4 5	1 2 3		
31-32	LCA883	1 2 3 4	1 2	Lt Wintz	1 2 3 4 5 6 7 8 9 10	2	169	1 2 3 4 5	1 2 3		1 2 3
33-34	LCA884	1 2 3 4	1 2	Lt Hill	1 2 3 4 5 6 7 8 9 10	2	167	1 2 3 4 5	1 2 3		1 2 3
35-36	LCA887	1 2 3 4	1 2	Lt Arman	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3	1 2 3	
41-42	LCA888	1 2 3 4	1 2	Ltc Rudder	1 2 3 4 5 6 7 8 9 10	2		1 2 3 4 5	1 2 3		
43-44	LCA914	1 2 3 4	1 2	Supplies*	1 2 3 4 5 6 7 8 9 10	2		1 2 3 4 5	1 2 3	1 2 3	
45-46	LCA1003	1 2 3 4	1 2	Supplies*	1 2 3 4 5 6 7 8 9 10	2		1 2 3 4 5	1 2 3	1 2 3	

* These LCAs each carry a total of 15 units of ammo. The 10 units listed under Strength are for resupply of Rangers. They may expend the 5 in the Ammo column using their inherent guns and/or use the points to resupply Rangers.

51-52	DUKW I	1 2	1 2 3 4	Ladder**	2		1 2 3 4 5
53-54	DUKW II	1 2	1 2 3 4	Ladder**	2		1 2 3 4 5
55-56	DUKW III	1 2	1 2 3 4	Ladder**	2		1 2 3 4 5
61-62	DUKW IV	1 2	1 2 3 4	Ladder**	2		1 2 3 4 5

** Ladders assist Rangers in climbing cliffs.

GERMAN INHERENT DEFENSE ACTIVATED					
111/112		113/114		115/116	
121/122		123/124		125/126	
161		162		163	
164		165		166	

Sgt Goodgall	1 2			1 2 3 4 5	1 2 3		
LC Crew 1	1 2 3 4 5			1 2 3 4 5	1 2 3		
LC Crew 2	1 2 3 4 5			1 2 3 4 5	1 2 3		
LC Crew 3	1 2 3 4 5			1 2 3 4 5	1 2 3		
LC Crew 4	1 2 3 4 5			1 2 3 4 5	1 2 3		

FORCE C

ID #	Craft	Crew	Guns	Section	Strength	Ld Zone	Target	Ammo	Grenades	Mortars
55	LCA1045	1 2 3 4	1 2	Supplies*	1 2 3 4 5 6 7 8 9 10	2		1 2 3 4 5	1 2 3	1 2 3
56	LCA1377	1 2 3 4	1 2	Supplies*	1 2 3 4 5 6 7 8 9 10	2		1 2 3 4 5	1 2 3	1 2 3
61-62	LCA1033	1 2 3 4	1 2	Supplies*	1 2 3 4 5 6 7 8 9 10	2		1 2 3 4 5	1 2 3	1 2 3
63-64	LCA1123	1 2 3 4	1 2	Supplies*	1 2 3 4 5 6 7 8 9 10	2		1 2 3 4 5	1 2 3	1 2 3
65-66	LCA1046	1 2 3 4	1 2	Supplies*	1 2 3 4 5 6 7 8 9 10	2		1 2 3 4 5	1 2 3	1 2 3

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RANGERS LEAD THE WAY! GAME LOG

FORCE C

ID #	Craft	Crew	Guns	Section	Strength	Ld Zone	Target	Ammo	Grenades	Mortars	Demo
11-12	LCA550	1 2 3 4	1 2	Ltc Schneider	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3		
				Maj Sullivan	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3		
13-14	LCA568	1 2 3 4	1 2	Capt Parker	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3		
				Lt Knollenberg	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3		
15	LCA858	1 2 3 4	1 2	Lt Nee	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3	1 2 3	
				Lt Snyder	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3	1 2 3	
16	LCA571	1 2 3 4	1 2	Lt Wyborski	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3		
				Lt Ziesky	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3		
21-22	LCA622	1 2 3 4	1 2	Lt Whittington	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3	1 2 3	
				Lt Pepper	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3	1 2 3	
23-24	LCA623	1 2 3 4	1 2	Lt Gregory	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3		
				Lt Wise	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3		
25	LCA521	1 2 3 4	1 2	Lt Reville	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3	1 2 3	
				Lt Mahaffey	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3	1 2 3	
26	LCA554	1 2 3 4	1 2	Lt Miller	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3		
				Lt Dawson	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3		
31-32	LCA577	1 2 3 4	1 2	Lt Thomas	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3	1 2 3	
				Lt Luther	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3	1 2 3	
33-34	LCA578	1 2 3 4	1 2	Lt Dendy	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3		
				Lt Anderson	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3		
35	LCA670	1 2 3 4	1 2	Lt Runge	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3	1 2 3	
				Sgt Mooberry	1 2 3 4 5 6 7	2	121	1 2 3 4 5	1 2 3	1 2 3	1 2 3
36	LCA863	1 2 3 4	1 2	Lt Zidjuna	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3		
				Sgt Martin	1 2 3 4 5 6 7	2	123	1 2 3 4 5	1 2 3		1 2 3
41-42	LCA649	1 2 3 4	1 2	Lt Mulligan	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3	1 2 3	
				Sgt Sloboda	1 2 3 4 5 6 7	2	125	1 2 3 4 5	1 2 3	1 2 3	1 2 3
43-44	LCA662	1 2 3 4	1 2	Sgt Herlihy	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3		
				Sgt Thornhill	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3		
45	LCA837	1 2 3 4	1 2	Sgt McDonald	1 2 3 4 5 6 7 8	2		1 2 3 4 5	1 2 3	1 2 3	
				Sgt Pugh	1 2 3 4 5 6 7	2		1 2 3 4 5	1 2 3	1 2 3	
46	LCA843	1 2 3 4	1 2	Lt Edlin	1 2 3 4 5 6	2		1 2 3 4 5	1 2 3	1 2 3	
				Lt Rafferty	1 2 3 4 5 6	2	170	1 2 3 4 5	1 2 3	1 2 3	1 2 3
51-52	LCA857	1 2 3 4	1 2	Lt Arnold	1 2 3 4 5 6	2		1 2 3 4 5	1 2 3		
				Lt White	1 2 3 4 5 6	2	113	1 2 3 4 5	1 2 3		1 2 3
53-54	LCA882	1 2 3 4	1 2	Lt Brice	1 2 3 4	2		1 2 3 4 5	1 2 3	1 2 3	
				Sgt Sowa	1 2 3 4	2	115	1 2 3 4 5	1 2 3	1 2 3	1 2 3

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