



BATTLEFIELD WALKAROUND (ver 1.1)

1. D-DAY RANGERS

1.1 Locale—The region represented by the Combat! Rangers 2nd Edition map is the hedgerow country just south of the Pointe du Hoc landing zone. Just off map are the famous cliffs scaled by the 2nd Ranger Battalion on June 6, 1944. The area depicted was chosen as an excellent representation of ‘hedgerow country’. By truncating the cliff and landing beaches, the complex rules needed to portray them were obviated, making for a beginner-oriented ATS product. A future add-on is planned that will link with the existing map sheet and provide the landing beaches, German defense network, and cliffs that made Pointe du Hoc a famous Normandy battlefield. The current mapsheet will be referred to as Pointe du Hoc (PdH).

1.2 Land Forms—Almost the entire Pointe du Hoc mapsheet is a flat, Level 0 landscape (e.g., hex V20). At the southern edge, the landscape slopes down three times to Level -30. There are no level notations on this mapsheet. However, the few topographic level changes are easy to read. They all take occur in hexrows A-C. The breakdown is as follows: hex D23 is Level 0; C23 Level -10; B22 Level -20; and A22 Level -30. There are no Hillocks on this mapsheet. The hex sighting dot in A6 was accidentally omitted. Simply draw one in or ‘eye in’ from the center of the hex.

1.3 Terrain Forms—This is Norman farm country and it shows. Orchards dot the landscape. Crops are evident in three fields. Long ago, farmers marked the boundaries of their properties with hedges and hedgerows. The latter, known as *bocage*, consist of trees planted on earthen mounds. A handful of small copses is found on the map, utilizing the game terrain known as Woods in hexes like M22. Lighter vegetation is also present as Brush in hexes like N23. Crops are grown in two large and one small field, unmistakable in game terms since they utilize a ragged-edged, yellow-orange depiction (e.g., hex C6).

1.3.1 Buildings—Man has also showed his hand upon this landscape in the form of a handful of small hamlets. In the extreme northwest corner of the map lie the outskirts of Le Bavent. Its three hexes of buildings (e.g., hex Y6) are all Level +10 high structures with ground level locations only. Moving south along the exit road that runs from Y7 to O5 we come to a junction. Making a left along the D514, the main highway that runs between Vierville and Grandcamp, takes us to the hamlet of Au Guay. The buildings here are no taller than those at Le Bavent, each also consisting of a ground level only and standing +10 levels high. A trip down the D514 further east takes us to the St. Pierre manor house, an imposing structure in hexes N16 and N17. As the red circles indicate, this building has a ground level,

another ‘story’ at Level +10, and yet another at Level +20. The entire structure thus stands +30 levels high, making it the highest point on the battlefield. A couple of smaller structures are nearby, as well as a small silo. A stone’s throw further east is found the rest of the hamlet of St. Pierre. Another nondescript handful of buildings, each standing +10 high with nothing but a ground level with the exception of the steeple at the St. Pierre church, found in hex P20. This location is also +10 high (but the obstacle height to LOS created in its hex is +20). This is quite an important perch due to the firing restrictions caused by the lack of windows in the ‘back-side’ of the Manoir du St. Pierre’.

1.3.2 Emplacements—As part of their Atlantic Wall defenses the Germans fortified Pointe du Hoc. While the main defense-works are found to the north, off-map, mines and ‘barbed wire fences’ are sprinkled around in hexrows P to Y. The minefields are marked by *Achtung Minen* signs (skull and hand; see Handbook of German Forces; US Army; 1944) in hexes like X20. Barbed wire fences are hexside terrain (e.g., Y22-Y23 hexside). The former provide a ‘lightly sowed minefield’; the latter simply slow down foot soldiers and pose a risk to Jeeps and trucks. There are hedgehog counters placed in hexes T21-U21-V20-W21 in the scenarios, representing a German trench-line. During this writer’s interview with 2nd Ranger Battalion BAR Gunner William ‘L-Rod’ Petty (dec.) during the spring of 1997, the still-feisty former Sergeant recalled a moment when he tumbled into a trench with German and American soldiers. Petty yelled, “down” and fired upon the enemy before they could fall on his mates in close combat. While it is unknown if this is the exact location of L-Rod’s experience, it is an accurate location and the ATS scale and combatants make a simulation of this intense, personal warfighting possible.

1.3.3 Other Man Made Terrain—Walls are found along hexsides like O21-O22. Gates are present along hexsides P21-O22 and O10-O11. Hexside S21-S22 is an example of a gate in a hedge. A personnel unit moving from S21 to S22 would only pay ONE Movement Point. The silo in the three-hex junction of L16-L17-M17 is simply treated as an extension of the wall hexside of M17-L17. Numerous bocage hexsides are found on the PdH mapsheet. An example of a bocage hexside is U21-V20. Hedges are also found in abundance, as evidenced by hexside W21-W22.

1.4 Terrain Rules—The following rules are provided as an addition to the terrain rules presented earlier in the rulebook and apply ONLY to the Pointe du Hoc mapsheet.

1.4.1 Wall Extensions—The wall depiction that continues from the O10-N9 hexside to the building in O9 is simply treated as a continuation of the wall for purposes of LOS. For example, a unit in P10 does NOT have a LOS to N8 due to the wall extension. A LOS still exists from N10 to O9 normally.

1.4.1.1 Silo—The silo depiction in the three-hex junction of L16-L17-M17 is treated as an extension of the wall hexside M17-L17. However, it BLOCKS same-level LOS for any Line-of-Sight that touches any part of the SILO art, even to a hex touching the silo. Thus, a LOS from M16 to L17 is BLOCKED. The silo stands +10 levels high. However, there is

no known LOS that creates blind hexes from the silo. It does serve to block the LOS from N18 to L16 also.

1.4.2 The Manoir du St. Pierre—This building is notable for its lack of windows along its north side. The result is a reduced ability to use Gunfire factors effectively from the north side of the structure.

1.4.2.1 Reduced Gunfire and MG Fire—Any non personnel unit firing its own Gunfire factors or any other weapon directly on the Casualty Table (e.g., L|MG) is reduced one column LEFT if it is situated at Levels +10 or +20 and its LOS crosses northeast or northwest hexsides of N16 or N17 (including exactly along hexsides (e.g., N18-O18 and N16-O17 from units in N17 at levels +10 and +20). Ground floor units are unaffected. A Bar Gunner’s inherent firepower is the exception, i.e., it may fire at full Gunfire factors. For example, a German 6|5|6 squad + MG 42 L|MG firing from hex N17 at Level +20 firing at an American squad in R19 uses the ‘8’ column on the Casualty Table instead of the ‘10’ column.

1.4.2.2 Building With Road—The road/building combination in A5 allows any unit to move from A6-A5-off map WITHOUT ENTERING the building in A5. For example, a personnel unit could move at the cost in Movement Points of 1-1-1 (total of 3) down the road. The building will block any LOS from B4 to units moving along the road in this manner since drawing a LOS from sighting dots in B4-A5 hits the building BEFORE it crosses ANY hexside crossed by the road. Thus, a unit in A6 has a LOS to a unit moving down the road. One in B5 does not. One in A4 does NOT, since the road theoretically passes along the off-map hexside, and does not cross the A5-A4 hexside.

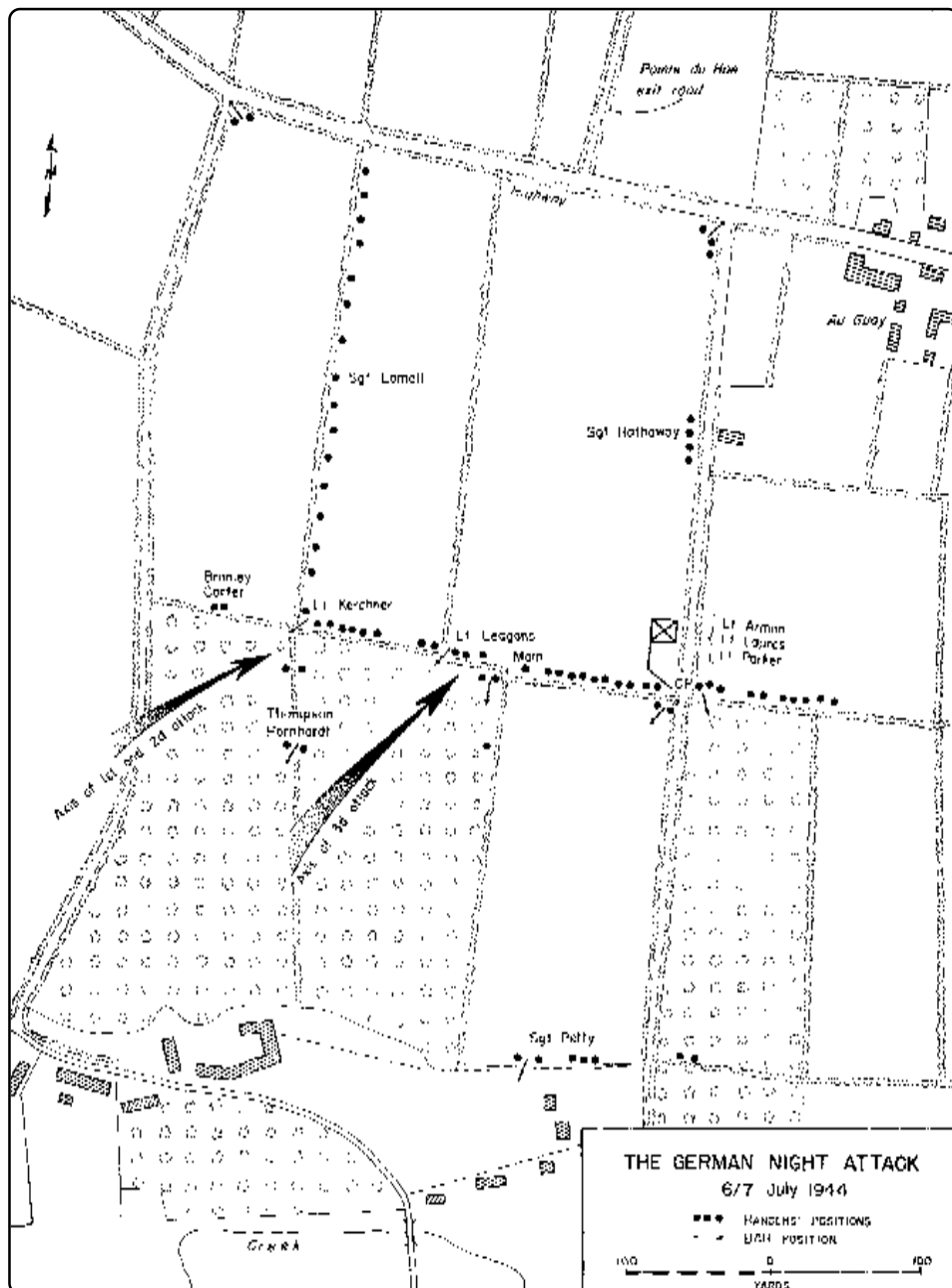
1.4.3 Printed Minefields—There are minefields in each hex on the map bearing an *Achtung Minen* sign (e.g., hex X20). Treat each of these hexes as if a ‘1’ minefield counter is found inside. All minefield rules apply normally, including the placement of minefield lanes.

1.4.4 Barbed Wire Fences—There are ‘barbed wire fences’ along some hexsides between hexrows Q-Y (e.g., hexside W19-W20). Personnel units may NOT use Running movement across these hexsides (i.e., they may crawl or use Assault movement). Wheeled vehicles (only) must make a roll on the Immobilization Table when crossing barbed wire hexsides. This form of wire may not be removed in any manner.

1.4.6 Shellholes—Numerous Shellhole hexes (e.g., hex X19) are found on the Pointe du Hoc mapsheet, reflecting the massive Allied air and naval bombardment that preceded the attack. Shellhole rules are treated normally in these hexes.

1.4.7 LOS Examples—The following examples clarify Lines-of-Sight on the Pointe du Hoc mapsheet.

- A unit in H18 has a LOS to F18 that is NOT affected by the crops in G18.
- A squad in F16 firing at one in H17 applies a one column LEFT shift due to firing through G17. An H|AT gun would add a +1 die roll modifier to its HPN, making it tougher to secure a direct hit.
- A squad moving from L18 to K18 pays one Movement Point due to the gate in the bocage hexside. A unit firing from L18 to K18 STILL treats the ENTIRE hexside as if it has bocage



The map above shows the situation depicted in the D-DAY RANGERS scenario "Rudder's Line". The German units arriving on turn one represent the "Axis of 1st and 2d attack" and the turn three reinforcements represent the "Axis of 3d attack". We sat down with William 'L-Rod' Petty (dec.), 2nd Ranger Battalion veteran of the battle and went over this firefight in detail during the research process. Mr. Petty disputed some of the official history but recalled clearly being out front, the position this map shows him holding with his BAR and a handful of other Rangers. Imagine the situation for 'L-Rod' if the German '3d Axis' swung to the east, instead of pushing toward American lines to the north. This prong consisted of some 90 enemy soldiers, a force that may have been sufficient to overwhelm Petty and his detachment. Note the preponderance of "BAR Positions" marked on the map above. A total of eight are shown, including BAR Gunner Petty.

Rangers Walkaround continued...

running across it for units IN THE HEX touching the bocage hexside (i.e., K18). However, true LOS is drawn, taking the gate into account. Thus, there is a LOS from M19 to I17.

d) A crew in the steeple in hex P20 is at Level +10 and can see over hedges (since they are at Level +5). The Hedges still provide cover for units in a hex directly connected to their hexside

(as do walls). If a crew was manning a MG 42 M/IMG in the P20 Steeple could put '6' Gunfire factors into U18 (8 GF and a 1L shift). It could NOT see past the building in R21, since the steeple is at Level +10, as is the R21 building along its LOS. A minimum +10 height advantage is needed to see OVER something. Thus, a unit in the Level +20 location of hex N17 could see over all +10 level high (all except the Steeple

location in P20, which is a +20 high LOS obstacle) buildings on the map, noting any BLIND hexes created. The +20 'red dot' locations are also the ONLY locations on the map that can see over bocage hexsides, beyond the hex they touch. Thus, the above machine-gun could see a unit in Y23 (noting the reduction in Gunfire factors). As per the LOS Blind Hex Creation Table, TWO blind hexes are created beyond the U21-V21 bocage hexside, eliminating any LOS to hex W22 and any unit covered with an 'FC' marker in V21. The machine-gun in +20 of hex N17 cannot see a unit in Q16 due to the blind hex created by the orchard in P16.

e) There is no LOS from G24 to H22. There is one from F23 to G22, and O17 to N18, noting the need to add a +1 HPN DRM or a one shift LEFT to fire along these Lines-of-Sight.

f) A machine-gun in hex E18 firing at a Running squad entering H16 from H15 treats the unit as if it is using Assault movement (noting also the need to add a +2 HPN DRM or two column shifts LEFT due to the LOS firing through F17 and G17). Thus, the cumulative column shifts for this fire will be one LEFT (2 LEFT for F17 and G17; one RIGHT for using Assault movement).

g) A unit in B21 has a LOS to one in C20, D20 and A20, etc. It has no LOS to E20, E23, B18, etc.

h) A personnel unit moving from B7 to B6 pays two Movement Points. One moving from C7 to B6 pays ONE. A personnel unit moving from B6 to C7 pays two Movement Points, one + one for the road (treat as open ground). This is referenced as "1 + CoT" (CoT = 'Cost of Terrain' on the Terrain Chart.

1.4.8 Rangers Gamers Guide—A new Rangers Gamers Guide is now available, chock full of articles, maps and a complete scenario replay aimed at enthusiasts of the new ATS version of Combat! Rangers. Check our website for release details.

Zo! You dare join ATS against our orders! It is off vit you to zee Russian front!

