

# COMBAT PLATOON

Flexibility is the hallmark of the Combat platoon, who believe that there is a tool for every job. While many Combat platoons "double up," using the 2nd Section as a duplicate of the 1st Section, this isn't how every commander chooses to respond. It is not uncommon for a Ranger Officer to hand-select completely different squads for long term deployment against a variety of threats.

## COMMAND SECTION (MANDATORY)

A Combat platoon is led by a Ranger Command Squad or a Hero allowed to lead the platoon through the Leader special ability.

## 1ST SECTION (MANDATORY)

- Combat Ranger Squad
- Assault Ranger Squad
- Ranger Weapon Squad
- Heavy Ranger Attack Squad

## 2ND SECTION (OPTIONAL)

- Combat Ranger Squad
- Assault Ranger Squad
- Recon Ranger Squad
- Heavy Ranger Assault Squad

## 3RD SECTION (OPTIONAL)

- Combat Ranger Squad
- Recon Ranger Squad
- Ranger Weapon Squad
- Heavy Ranger Tank Hunter Squad

## 4TH SECTION (OPTIONAL)

- Assault Ranger Squad
- Recon Ranger Squad
- Ranger Weapon Squad
- British Paratroops

## SUPPORT UNIT (ONE PER TWO SECTIONS)

- Ranger Observer Team
- Ranger Sniper Team
- Any M1 Series Light Assault Walker
- Any M2 Series Medium Assault Walker
- Any M6 Series Heavy Assault Walker

## SPECIAL ORDER

Combat Platoons have access to the following Order.

### FIRE FOR EFFECT!

Allied Combat platoons always make good use of support fire from aircraft and artillery. Officers and radiomen are specially trained in calling down artillery strikes, and extra batteries or aircraft are always kept "on call" near critical zones.

Once per Command phase, the platoon's Command Section may issue a "Fire for Effect!" Order to one unit with the Artillery Strike ability (which may include itself). The unit receives a Reaction Marker. Then roll a single Combat Die, and on a ④ the ordered unit may resolve a 220mm Long Tom attack against up to two target units. Each target unit must be within 6" of each other. The attack may fire indirectly, even though the unit did not take a Sustained Attack action.

**Burst:** 220mm Long Tom Artillery is a Burst weapon (see page 57). Additionally, it inflicts a Suppression marker on Soldier units even if no ④ are scored during the attack.

