

PLATOON #2						
U.S. Reinforced Platoon						
USMC Logrono 23 Gus						
OFFICER						
Second Lieutenant (Armies of the United States page 22)					Inexperienced	35
Qty	Weapons	Range	Shots	Pen	Special	
1	Second Lieutenant					
	with Pistol				Assault	
	with Submachine gun				Assault	
	with M1 carbine (rifle)					
INFANTRY SQUADS						
Regular US Marine Squad (Mid/Late) (Armies of the United States page 26)					Regular	103
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
4	Infantry with Rifle	24"	1	n/a		
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a		
	Stubborn				Stubborn	
Regular US Marine Squad (Mid/Late) (Armies of the United States page 26)					Regular	103
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
4	Infantry with Rifle	24"	1	n/a		
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a		
	Stubborn				Stubborn	
FORWARD OBSERVER						
Air Force Forward Observer (Armies of the United States page 22)					Regular	75
Qty	Weapons	Range	Shots	Pen	Special	
1	Air Force Forward Observer					
	with M1 carbine (rifle)					
	with Pistol				Assault	
	with Submachine gun				Assault	
INFANTRY						
Regular Engineer squad (Armies of the United States page 24)					Regular	101
Qty	Weapons	Range	Shots	Pen	Special	
3	Infantry with Rifle	24"	1	n/a		
1	NCO with Submachine gun	12"	2	n/a	Assault	
1	Infantry with Submachine gun	12"	2	n/a	Assault	
1	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a		
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower	
Regular US Marine Squad (Mid/Late) (Armies of the United States page 26)					Regular	103
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
4	Infantry with Rifle	24"	1	n/a		
3	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a		
	Stubborn				Stubborn	
Marine Raiders (Empires in Flames page 104)					Veteran	114
Qty	Weapons	Range	Shots	Pen	Special	
	Stubborn				Stubborn	
1	NCO with Submachine gun	12"	2	n/a	Assault	
3	Infantry with Submachine gun	12"	2	n/a	Assault	
2	Infantry with BAR M1918A2 Automatic rifle	30"	2	n/a		
2	men have Pistols in addition to other weapons	6"	1	n/a	Assault	
MORTAR						
Medium Mortar team (Armies of the United States page 29)					Regular	60
Qty	Weapons	Range	Shots	Pen	Special	
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")	
1	Spotter				Spotter	
SNIPER						
Sniper team (Armies of the United States page 28)					Regular	50
Qty	Weapons	Range	Shots	Pen	Special	



**Recce**  
(p118)

**Shaped Charge**

(p73) Never suffer the -1 penetration modifier for firing at long range.

**Sniper (Sniper with rifle & pistol- Spotter with pistol)**

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

**Spotter**

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

**Stubborn**

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

**Team (2 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

**Team (3 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

**Vulnerable**

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

Pick List	
United States Air Force Forward Observer	1
United States Bazooka team	1
United States Infantry with BAR M1918A2 Automatic rifle	12
United States Infantry with Flamethrower (requires assistant)	1
United States Infantry with Rifle	15
United States Infantry with Submachine gun	4
United States Jeep	1
United States M3 Stuart light tank	1
United States M8 Greyhound	1
United States Medium Mortar team	1
United States men have Pistols in addtion to other weapons	2
United States NCO with Rifle	3
United States NCO with Submachine gun	2
United States Second Lieutenant	1
United States Sniper team	1
United States Spotter	1