

PLATOON #1

1942-43 - Guadalcanal
Pacific - 1942-45

OFFICER

First Lieutenant (Armies of the United States page 22) **Inexperienced** **67**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|--------------------------------|-------|-------|-----|---------|
| 1 | First Lieutenant | | | | |
| | with Pistol | | | | Assault |
| | with Submachine gun | | | | Assault |
| | with M1 carbine (rifle) | | | | |
| 1 | Infantry (equipped as modeled) | | - | - | |

INFANTRY SQUADS

Marine Raiders (Empires in Flames page 104) **Veteran** **157**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|----------|
| 3 | Infantry with Rifle | 24" | 1 | n/a | |
| | 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 | |

Marine Raiders (Empires in Flames page 104) **Veteran** **148**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|----------|
| 6 | Infantry with Rifle | 24" | 1 | n/a | |
| | Stubborn | | | | Stubborn |
| 1 | NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 2 | Infantry with BAR M1918A2 Automatic rifle | 30" | 2 | n/a | |

INFANTRY

Marine Raiders (Empires in Flames page 104) **Veteran** **148**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|----------|
| 6 | Infantry with Rifle | 24" | 1 | n/a | |
| | Stubborn | | | | Stubborn |
| 1 | NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 2 | Infantry with BAR M1918A2 Automatic rifle | 30" | 2 | n/a | |

Marine Raiders (Empires in Flames page 104) **Veteran** **143**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|----------|
| 7 | Infantry with Rifle | 24" | 1 | n/a | |
| | Stubborn | | | | Stubborn |
| 1 | NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 1 | Infantry with BAR M1918A2 Automatic rifle | 30" | 2 | n/a | |

Veteran Engineer squad (Late) (Armies of the United States page 24) **Veteran** **132**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|--------------|
| 5 | Infantry with Rifle | 24" | 1 | n/a | |
| 1 | NCO 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 |

MORTAR

Medium Mortar team (Armies of the United States page 29) **Inexperienced** **35**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|--------------------|---------|-------|-----|---|
| 1 | Medium Mortar team | 12"-60" | 1 | HE | Team (3 men), Fixed, Indirect fire, HE (2") |

ANTI-TANK

Bazooka team (Armies of the United States page 28) **Regular** **60**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|--------------|-------|-------|-----|-----------------------------|
| 1 | Bazooka team | 24" | 1 | +5 | Team (2 men), Shaped Charge |

SNIPER

Sniper team (Armies of the United States page 28) **Regular** **50**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|-------------|-------|-------|-----|--|
| 1 | Sniper team | 36" | 1 | n/a | Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol) |
| | with Pistol | | | | Assault |

ARTILLERY

Qty Weapons

| | | Range | Shots | Pen | Special |
|---|----------------|--------------|--------------|------------|--|
| 1 | Light howitzer | 48"(24-60) | 1 | HE | Team (3 men), Fixed, Howitzer, HE (2") |

TANKS AND SP GUNS**M3A1 Stuart light tank** (Armies of the United States page 36)

Regular

115

| Qty | Vehicle | Type | Trans | DV | Special |
|------------|------------------------------------|-------------|--------------|-----------|--|
| 1 | M3A1 Stuart light tank | Tracked | - | 8+ | Vulnerable |
| | Turret-mounted light anti-tank gun | 48" | 1 | +4 | HE (1"), Gyro-stabiliser (Veterans only) |
| | Co-axial MMG | 36" | 5 | n/a | |
| | Forward facing hull-mounted MMG | 36" | 5 | n/a | Front arc |

SPECIAL RULES**Assault**

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

Flamethrower

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

Gyro-stabiliser (Veterans only)

Weapon does not suffer the -1 'to hit' penalty for shooting and moving if the crew are Veteran. This does not apply to vehicles with Inexperienced or Regular crew, nor does it apply to any co-axial machine gun.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

Indirect fire

(p71)

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.

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 Bazooka team

1

| | |
|---|----|
| United States First Lieutenant | 1 |
| United States Infantry (equipped as modeled) | 1 |
| United States Infantry with BAR M1918A2 Automatic rifle | 8 |
| United States Infantry with Flamethrower (requires assistant) | 1 |
| United States Infantry with Rifle | 27 |
| United States Infantry with Submachine gun | 3 |
| United States Light howitzer | 1 |
| United States M3A1 Stuart light tank | 1 |
| United States Medium Mortar team | 1 |
| United States NCO with Submachine gun | 5 |
| United States Sniper team | 1 |