

## 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**

	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>
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

<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>
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