

# US Marine Corps (1942/43)

*When the War began the US Marine Corps formed an essentially garrison force for the US overseas possessions. After facing the Japanese on Wake and Guam, the USMC took the strategic offensive with the landing on Guadalcanal. After a gruelling defensive battle, the bloody landings at Tawara atoll provided their initiation to amphibious assault. Their battles tended to be slogging matches against fanatical and determined opposition favouring the 'Hey Diddle Diddle, Straight Up The Middle' approach for which the Marines are famous.*

## US Marine Corps (1942/43)

This army list allows you to field a US Marine Corps army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories that contain troops, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the organisation chart.

### Strategy

Thrown onto the defensive by the speed of the Japanese advance at the start of the war, the US fought long and hard to regain the initiative. Throughout 1942 and 1943 the war hung in the balance.

The United States Marine Corps has a strategy rating of 2.

### Enemies

The Marine Corps spent its war fighting Japan in the Pacific Theatre. Forces from the US Marine Corps (1942/43) list can be historically matched against the Japanese Army (1942/45) list.

### Special Rules

#### Dozer Blades

A USMC tank battalion usually had several tank dozers fitted with bulldozer blades for clearing routes through obstacles. A tank fitted with a dozer blade and moving less than 6" without shooting may re-roll failed Difficult Terrain tests. Any vehicle following the route cleared by a tank dozer may also re-roll failed Difficult Terrain tests.

#### Extra Armour

Many USMC tank crews considered the armour of their tanks to be inadequate. They covered their tanks with timber and sandbags in an effort to improve their protection. A vehicle fitted with such extra armour must show it on the model. Extra armour reduces any Damage Roll for Glancing Hits by -1, treating results of less than 1 as 1. Penetrating Hits reduced to Glancing Hits by the Hull Down rule are not affected.

#### USN – Air Superiority

The USN, with its allies, battled incessantly against the Imperial Japanese Navy.

A US Marine Corps player may spend 100 points (for up to a 3000 point game) to have total air superiority. If this option is taken, D3 F4F Wildcat fighters attack any unit of enemy aircraft immediately before they arrive on table. F4F Wildcat fighters are armed with linked heavy machine-guns (Linked Heavy 2, Strength 4, BS 3).

### US Marine Corps Glossary

- BAR – Browning Automatic Rifle
- Captain – company officer
- Colonel – senior officer
- Commander – naval officer
- GMC – gun motor carriage
- HEAT – High Explosive Anti-Tank, hollow-charge anti-tank ammunition
- HMC – howitzer motor carriage
- Lieutenant – platoon officer
- PFC – Private First Class, common soldier
- Sergeant – squad or section leader
- Staff Sergeant – assistant platoon leader
- USN – United States Navy

### US Marine Corps Summary

	WS	BS	S	T	W	I	A	Ld	Sv
Colonel	3	3	3	3	1	3	1	9	6+
Captain	3	3	3	3	1	3	1	8	6+
PFC	3	3	3	3	1	3	1	7	6+
Staff Sergeant	3	3	3	3	1	3	1	7	6+
Veteran Staff Sergeant	3	3	3	3	1	3	2	9	6+
Sergeant	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	3	3	3	3	1	3	2	9	6+
Gunner	2	3	3	3	1	2	1	7	6+
Lieutenant	3	3	3	3	1	3	1	8	6+

Armour:	Front	Side	Rear	BS
Jeep	5	5	5	3
¾-ton truck	5	5	5	-
2½-ton truck	5	5	5	3
M3 half-track GMC	9	8	8	3
LVT 2 amphibious tractor	5	5	5	3
M3 Stuart light tank	11	10	10	2
M4 Sherman medium tank	12	11	11	3

## US Marine Corps Weapons Summary

### Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Colt .45" ACP pistol	12	2	6	Pistol
Shotgun	18	2	6	Assault 2
M1 carbine	18	2	6	Rapid-fire 2
M1903 Springfield rifle	24	3	5	Heavy 1
M41 Johnson or M1 Garand rifle	24	3	5	Rapid-fire 2
Grenade Launcher	18	2	-	Heavy 1/Blast
Or firing HEAT	18	5	6	Heavy 1
M1918 BAR automatic rifle	24	3	5	Rapid-fire 4
M1919 light machine-gun	24	3	5	Heavy 6
M1917 heavy machine-gun	36	3	5	Heavy 8
M1 60 mm light mortar	G 6-30	3	-	Heavy 1/Blast
M1 81 mm medium mortar	G 12-36	4	-	Heavy 1/Blast
Bazooka rocket firing HEAT	18	7	5	Heavy 2
Flame-thrower	Temp	4	5	Assault 1

As a side note, the USMC disliked the M1 Thompson submachine-gun because they felt it sounded too much like the Japanese Nambu 'Woodpecker' light machine-gun and caused confusion in the poor visibility of the Jungle.

### Heavy Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Browning 0.30" tank machine-gun	24	3	5	Heavy 3
Browning 0.30" anti-aircraft machine-gun	24	3	5	Heavy 5
Browning 0.50" heavy anti-aircraft machine-gun	24	4	5	Heavy 4
M1 37 mm anti-aircraft gun	24	6	4	Heavy 3
M6 37 mm anti-tank gun	24	6	4	Heavy 2
Or firing High Explosive	24	2	-	Heavy 2/Blast
Or firing canister	Temp	2	-	Heavy 2
M3 75 mm tank gun	36	7	3	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
M1 90 mm anti-aircraft gun	36	9	2	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast

### Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
M1917 75 mm field gun	36	7	3	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
Or firing a barrage	G 60	4	-	Heavy 1/Blast
M1 75 mm pack howitzer	24	5	4	Heavy 2
Or firing High Explosive	24	4	-	Heavy 2/Blast
Or firing a barrage	G 48	4	-	Heavy 1/Blast
M1 105 mm howitzer	36	7	3	Heavy 2
Or firing High Explosive	36	5	-	Heavy 2/Blast
Or firing a barrage	G 84	5	-	Heavy 1/Blast

HEAT (High Explosive Anti-tank) is a shaped-charge, low-velocity anti-tank ammunition. Treat all Penetrating Hits from HEAT ammunition as Glancing Hits.

## Transport

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
<b>Jeep</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>-</b>
<b>¾-ton Truck</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>-</b>
<b>2½-ton Truck</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>3</b>

**Type:** Jeeps are fast, open-topped, wheeled vehicles. Trucks are open-topped wheeled vehicles.

**Passengers:** Jeeps can carry three models. ¾-ton trucks can carry ten models and tow one towed weapon. 2½-ton trucks can carry twenty models and tow one towed weapon.

**Options:** 2½-ton trucks may be armed with Browning 0.30" anti-aircraft machine-guns for +6 points or M2 Browning 0.50" anti-aircraft heavy machine-guns for +8 points.

# HQ

## Marine Headquarters

**Marine Headquarters:**

- 1 Headquarters Squad**
- 0 to 3 Machine-gun Sections**
- 0 to 1 Mortar Section**
- 0 to 1 Anti-tank Platoon**
- 0 to 1 SPM Platoon**

**Headquarters Squad.....65 points/85 points**

**The Headquarters Squad co-ordinates the various components of a force. The Captain or Colonel devises the strategy for the coming battle, co-ordinating the groups under their command.**

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Colonel	80	3	3	3	3	1	3	1	9	6+
Led by Captain	60	3	3	3	3	1	3	1	8	6+
Staff Sergeant	-	3	3	3	3	1	3	1	7	6+
PFC	-	3	3	3	3	1	3	1	7	6+
Veteran Staff Sergeant	+20	3	3	3	3	1	3	2	9	6+

**Squad:** The Headquarters Squad consists of 1 Colonel or Captain, 1 Staff Sergeant and 6 PFC's.

**Weapons:** M1903 Springfield rifles and fragmentation grenades. The Colonel or Captain is armed with a Colt .45" ACP pistol.

**Options:** Any models may be armed with M1 carbines for +1 point per model or M41 Johnson or M1 Garand rifles for +3 points per model. Up to one model may be armed with a shotgun for +1 point.

**Company Weapons:** Each Rifle Company had several support weapons for allocation to the rifle platoons. Each team consists of 2 PFC's armed with M1 carbines and a support weapon. These teams may be allocated to the Headquarters Squad or any Marine HQ Squad. For each Marine Headquarters in the detachment you may allocate up to 3 teams equipped with a M1919 light machine-gun for +18 points per team and up to 3 teams equipped with a M1 60 mm light mortar for +25 points per team. Note that neither support weapon is a crewed weapon for movement purposes.

**Characters:** A Colonel or Captain are independent characters and follows all the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +20 points.

**Signaller:** One PFC is equipped as a signaller.

**Medic:** One PFC may be upgraded to an aidman trained as a medic for +10 points.

**Special Rules**

**Leadership:** Any USMC squad or weapon crew within 12" of a Headquarters Squad may use the Colonel's or Captain's Leadership characteristic for all Leadership tests.

**Signaller:** A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

**Aidman:** An aidman or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

**Machine-gun Section ..... 25 points per machine-gun**  
**A machine-gun platoon in each company provides the marines with awesome firepower in both attack and defence.**

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+

**Section:** A Machine-gun Section consists of a Sergeant and 1 or 2 heavy machine-guns. Each machine-gun has a crew of 3 PFC's.

**Weapons:** M1917 heavy machine-guns. Each PFC is armed with an M1903 Springfield rifle.

**Options:** Any models may be armed with M1 carbines for +1 point per model or M41 Johnson or M1 Garand rifles for +3 points per model. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a rifle or carbine for +3 points. Up to one PFC may have a walkie-talkie radio for +10 points.

**Mortar Section..... 30 points per mortar**  
**Each battalion had a reserve of 12 medium mortars to allocate as needed. These provide a useful reserve of firepower.**

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+

**Section:** A Mortar Section consists of a Sergeant and 1 or 2 mortars. Each mortar has a crew of 3 PFC's.

**Weapons:** M1 81 mm medium mortars. Each PFC is armed with an M1903 Springfield rifle.

**Options:** Any models may be armed with M1 carbines for +1 point per model or M41 Johnson or M1 Garand rifles for +3 points per model. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a rifle or carbine for +3 points. Up to one PFC may have a walkie-talkie radio for +10 points.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

**Anti-tank Platoon ..... 13 points per gun**

The USMC found the little 37 mm anti-tank gun an ideal infantry-support weapon in the rough terrain they often fought in. Later they received the new recoilless guns instead.

	WS	BS	S	T	W	I	A	Ld	Save
Staff Sergeant	3	3	3	3	1	3	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

**Platoon:** An Anti-tank Platoon consists of a Staff Sergeant and 1 to 3 infantry guns. Each gun has a crew of three Gunners.

**Weapons:** M6 37 mm anti-tank gun. Each Gunner is armed with an M1903 Springfield rifle.

**Options:** Any models may be armed with M1 carbines for +1 point per model or M41 Johnson or M1 Garand rifles for +3 points per model. Up to one Gunner may be armed with a Bazooka anti-tank rocket launcher in addition to a rifle or carbine for +3 points.

**Vehicles:** Anti-tank Platoons may include a ¾-ton truck to tow or carry each gun.

**SPM Platoon..... 70 points per gun**

Each Marine battalion had a platoon of M3 GMC's known to the Marines as SPM's or self-propelled mounts.

Armour:	Points/Model	Front	Side	Rear	BS
M3 half-track GMC	70	9	8	8	3

**Platoon:** An SPM Platoon consists of up to two GMC's. Being radio equipped, the self-propelled mounts may operate independently and do not need to remain together as a unit.

**Type:** M3 GMC's (Gun Motor Carriage) are open-topped, light tanks.

**Armament:** M3 GMC's are armed with a M1917 75 mm field gun.

**Options:** M3 GMC's may have a Browning 0.30" anti-aircraft machine-gun for +5 points. Anti-aircraft machine-guns cannot be fired while the main weapon is being fired.

## Artillery Headquarters

**Artillery Headquarters:** 1 Artillery HQ at 30 points  
0 to 1 Naval Shore Fire Control Party at 200 points.

**Artillery HQ Squad**

Artillery headquarters combined a number of specialist sections to ensure rapid and accurate artillery support.

**Troop:** An Artillery HQ consists of an office-bodied truck.

**Options:** The Artillery HQ may include a Survey Section for +30 points and a Counter-battery Section for +25 points.

**Special Rules**

**Signaller:** An Artillery HQ counts as having a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

**Artillery Survey:** If the Survey Section will begin the game on the table, the US player may draw a map and measure the position of terrain features before either side deploys.

**Counter-battery:** A counter-battery section can locate any one weapon with a range greater than 60", or any rocket artillery, that fired a barrage last turn. This allows the Headquarters to call and observe barrages aimed at the located artillery.

**Naval Shore Fire Control Party**

While the US Marine Corps was operating in Normandy, it frequently called on the US Navy's warships for heavy fire support.

	WS	BS	S	T	W	I	A	Ld	Save
NGFO	3	3	3	3	1	3	1	7	6+
Gunner	2	3	3	3	1	3	1	7	6+

**NGFO:** A Naval Gunfire Officer (NGFO) is accompanied by a Gunner equipped as a signaller.

**Weapon:** Colt .45" ACP pistols.

**Vehicle:** A Naval Gunfire Officer (NGFO) travels in a jeep.

**Special Rules**

**Naval Gunfire:** Every second turn, a NGFO can call and observe fire for a salvo of D3 naval guns. Each gun is Ordnance 1/ Blast, Strength 10.

**Signaller:** A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

## Elites

### Amphibious Tractor Platoon

	Points/Model	Front	Side	Rear	BS
LVT 2 'Alligator' amphibious tractor	45	5	5	5	3

At the end of 1943 the new LVT 2 'amtraks' or amphibious tractors arrived in time for the landings on Tarawa atoll.

**Platoon:** An Amphibious Tractor Platoon consists of up to 4 Landing Vehicle Tracked amphibious tractors.

**Type:** LVT 2 amphibious tractors are slow, open-topped, amphibious heavy tanks.

**Armament:** LVT amphibious tractors are armed with two Browning 0.30" anti-aircraft machine-guns.

**Options:** The Browning 0.3" anti-aircraft machine-guns may be replaced with 0.5" heavy anti-aircraft machine-guns for +5 points.

**Passengers:** LVT 2 amphibious tractors can carry up to 18 passengers.

**Special Rules**

**Natural Amphibian:** LVT amphibians do not require any preparation before swimming.

## Combat Engineer Platoon

**Combat Engineer Platoon:** 0 to 1 Combat Engineer HQ Squad at 28 points  
1 to 3 Combat Engineer Squads at 65 points each  
0 to 1 Bulldozer at 35 points

### Combat Engineer HQ Squad

The combat engineer battalion was usually divided up so that each Combat Command or Regimental Combat Team had one company attached.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
PFC	3	3	3	3	1	3	1	7	6+
Veteran Staff Sergeant	3	3	3	3	1	3	2	8	6+

**Squad:** The Combat Engineer HQ Squad consists of 1 Lieutenant, 1 Staff Sergeant and 5 PFC's.

**Weapons:** M1903 Springfield rifles and fragmentation grenades. The Lieutenant is armed with a Colt .45" ACP pistol.

**Options:** Any models may be armed with M1 carbines for +1 point per model or M41 Johnson or M1 Garand rifles for +3 points per model. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine or rifle for +3 points.

**Characters:** The Lieutenant is a character and follows the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

### Special Rules

**Leadership:** Any Combat Engineer Squad within 12" of an Combat Engineer HQ Squad may use the Lieutenant's Leadership characteristic for all Leadership tests.

**Engineers:** Combat Engineer Platoons are combat engineers.

**Demolitions and Obstacles:** A player with an Combat Engineer Squad in their detachment may place D6 minefields, booby traps, razor wire obstacles, or craters in their deployment area for each Combat Engineer Squad before deploying any of their troops.

**Mine Clearance:** Infantry and engineers may attempt to gap a minefield while moving at D6" per turn. Troops attempting to gap a minefield may not shoot. Engineers attempting to gap a minefield only trigger mines on a roll of 6. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that engineers crossing the minefield normally do not destroy minefield sections.

### Combat Engineer Squad

US combat engineers were primarily concerned with creating field defences, minefields and demolitions, rather than being assault engineers on the German model.

	WS	BS	S	T	W	I	A	Ld	Save
Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	3	3	3	3	1	3	2	8	6+

**Squad:** A Combat Engineer Squad consists of a Sergeant and 8 PFC's.

**Weapons:** M1903 Springfield rifles and fragmentation grenades.

**Options:** Any models may be armed with M1 carbines for +1 point per model or M41 Johnson or M1 Garand rifles for +3 points per model. Up to one PFC may be armed with a M1918 BAR automatic rifle for +11 points. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a carbine or rifle for +3 points. Up to two PFC's may be armed with a flame-thrower for +5 points.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

### Bulldozer

The US Marine Corps did not favour specialist vehicles, preferring to put its faith in more conventional troops. Bulldozers were in common use, but the Aunt Jemima mine-exploder was never common.

Armour:	Front	Side	Rear	BS
Bulldozer	6	5	5	-

**Type:** Bulldozers are slow, open-topped tanks.

**Options:** A bulldozer may be armoured with an Armour Value of 7 for +10 points.

### Special Rules

**Bulldozer:** A Bulldozer may re-roll failed Difficult Terrain tests. Any vehicle following the route cleared by a bulldozer may also re-roll failed Difficult Terrain tests.

## Light Anti-aircraft Artillery Platoon

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Staff Sergeant	15	3	3	3	3	1	3	1	6	6+
Gunner	-	2	3	3	3	1	2	1	6	6+

The US Marines frequently found themselves under heavy and intense air attack by the Imperial Japanese Navy.

**Platoon:** A Light Anti-aircraft Artillery (AAA) Platoon consists of a Staff Sergeant and 1 to 4 anti-aircraft guns. Each gun has a crew of 3 Gunners.

**Weapons:** Browning 0.50" heavy anti-aircraft machine-gun. May be replaced with M1 37 mm anti-aircraft gun for +10 points. Each Gunner is armed with an M1 carbine.

**Vehicles:** Light Anti-aircraft Artillery Platoons include a 2½-ton truck to tow each gun.

## Heavy Anti-aircraft Artillery Platoon

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
<b>Staff Sergeant</b>	30	3	3	3	3	1	3	1	6	6+
<b>Gunner</b>	-	2	3	3	3	1	2	1	6	6+

**Before the war, anti-aircraft defence of naval bases had been one of the main roles for the USMC.**

**Platoon:** A Heavy Anti-aircraft Artillery (AAA) Platoon consists of a Staff Sergeant and 1 or 2 anti-aircraft guns. Each gun has a crew of 3 Gunners.

**Weapons:** M1 90 mm anti-aircraft gun. Each Gunner is armed with an M1 carbine.

**Vehicles:** Heavy Anti-aircraft Artillery Platoons include a 2½-ton truck to tow each gun.

## Army

You may use any choice from the US Army list as an Elites choice.

## Troops

### Rifle Platoon

**Rifle Platoon:**

- 1 HQ Squad at 22 points
- 0 to 1 Auto Rifle Squad at 50 points
- 2 to 3 Rifle Squads at 40 points each.

#### HQ Squad

The basic component of the US Marine Corps was the Rifle platoon.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lieutenant	3	3	3	3	1	3	1	8	6+
PFC	3	3	3	3	1	3	1	7	6+
Veteran Staff Sergeant	3	3	3	3	1	3	2	9	6+

**Squad:** The HQ Squad consists of 1 Lieutenant, 1 Staff Sergeant and 5 PFC's.

**Weapons:** M1903 Springfield rifles and fragmentation grenades. The Lieutenant is armed with a Colt .45" ACP pistol or an M1 carbine.

**Options:** Any models may be armed with M41 Johnson or M1 Garand rifles for +3 points per model. Up to one model may be armed with a shotgun for +1 point.

**Characters:** The Lieutenant is a character and follows the rules for characters given in the Warhammer 40,000 rules. The Staff Sergeant may be upgraded to a Veteran Staff Sergeant for +15 points.

**Medic:** One PFC may be upgraded to an aidman trained as a medic for +10 points.

#### Special Rules

**Leadership:** Any Auto Rifle or Rifle Squad within 12" of a HQ Squad may use the Lieutenant's Leadership characteristic for all Leadership tests.

**Aidman:** An aidman or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

#### Auto Rifle Squad

The Auto Rifle squad provided the firepower backup for the marine platoon.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	3	3	3	3	1	3	2	9	6+

**Squad:** An Auto Rifle Squad consists of a Sergeant, and 7 PFC's.

**Weapons:** M1903 Springfield rifles and fragmentation grenades. Two PFC's are armed with M1918 BAR automatic rifles.

**Options:** Any models may be armed with M41 Johnson or M1 Garand rifles for +3 points per model.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

#### Rifle Squad

With the auto rifle squad providing covering fire, the rifle squads were the main assault element of the platoon.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	7	6+
PFC	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	3	3	3	3	1	3	2	9	6+

**Squad:** A Rifle Squad consists of a Sergeant, and 8 PFC's.

**Weapons:** M1903 Springfield rifles and fragmentation grenades. One PFC is armed with a M1918 BAR automatic rifle. One PFC is armed with a grenade launcher as well as a rifle.

**Options:** Any models may be armed with M41 Johnson or M1 Garand rifles for +3 points per model. Up to one model may be armed with a shotgun for +1 point. Up to 2 more PFC's may be added armed with M1918 BAR automatic rifles for +18 points per model, and another PFC armed with a Garand rifle for +6 points, provided the platoon has no Auto Rifle Squads.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

## Fast Attack

### Light Tank Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
<b>M3 Stuart light tank</b>	<b>90</b>	<b>11</b>	<b>10</b>	<b>10</b>	<b>2</b>

**Marine divisions initially had a single company of light tanks. This was soon expanded to an entire battalion.**

**Platoon:** A Light Tank Platoon consists of up to 5 light tanks. Being radio equipped, the light tanks may operate independently and do not need to remain together as a unit.

**Type:** M3 Stuart light tanks are fast tanks.

**Armament:** M3 Stuart light tanks are armed with a M6 37 mm anti-tank gun, two Browning tank machine-guns, and a Browning 0.30" anti-aircraft machine-gun. Anti-aircraft machine-guns cannot be fired while any other turret weapon is being fired.

**Options:** M3 Stuart light tanks may be fitted with extra armour for +5 points.

### 0-1 Medium Tank Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
<b>M4 Sherman medium tank</b>	<b>140</b>	<b>12</b>	<b>11</b>	<b>11</b>	<b>3</b>

**Towards the end of 1943, the Marine tank battalions started re-equipping with M4 Sherman tanks.**

**Platoon:** A Medium Tank Platoon consists of up to 5 tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

**Type:** M4 Sherman tanks are medium tanks.

**Armament:** M4 Sherman tanks are armed with a stabilised M3 75 mm tank gun, two Browning tank machine-guns, and a Browning

0.30" anti-aircraft machine-gun. Anti-aircraft machine-guns cannot be fired while any other turret weapon is being fired.

**Options:** M4 Sherman tanks may replace their Browning 0.30" anti-aircraft machine-gun with an M2 Browning 0.50" heavy anti-aircraft machine-gun for +5 points.

# Heavy Support

## Field Artillery Platoon

**Field Artillery Platoon:** **1 Platoon HQ at 50 points**  
**1 to 3 Howitzers**

**Platoon HQ ..... 50 points**  
 A division's field artillery provided it with the support it needed to destroy all but the heaviest positions or break up attacks.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lieutenant	3	3	3	3	1	3	1	7	6+
Gunner	2	3	3	3	1	2	1	6	6+

**Troop:** A Platoon HQ consists of a Lieutenant and a Gunner equipped as a signaller.

**Weapon:** The Lieutenant is armed with a Colt .45" ACP pistol. The Gunner is armed with an M1 carbine.

**Character:** The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

**Vehicle:** The Platoon HQ includes a Jeep.

### Special Rules

**Leadership:** Any field gun crew within 12" of a Platoon HQ may use the Leadership score of the Lieutenant for all Leadership tests.

**Signaller:** A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

**Light Howitzer ..... 24 points per gun**  
 Marine divisions had three battalions of the light 75 mm pack howitzer. These light guns were ideal for jungle warfare.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

**Gun:** A Light Howitzer has a crew of a Sergeant and three Gunners.

**Weapons:** M1 75 mm pack howitzer. Each Gunner is armed with an M1 carbine.

**Options:** Up to one Gunner be armed with a Bazooka anti-tank rocket launcher in addition to a rifle for +4 points.

**Vehicle:** Light Howitzers include a 2½-ton truck to tow the gun.

**Medium Howitzer ..... 35 points per gun**  
 Marine divisions had one battalions of heavier 105 mm howitzers for heavier fire support.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

**Gun:** A Medium Howitzer has a crew of a Sergeant and four Gunners.

**Weapons:** M1 105 mm howitzer. Each Gunner is armed with an M1 carbine.

**Options:** Up to one Gunner be armed with a Bazooka anti-tank rocket launcher in addition to a rifle for +4 points.

**Vehicle:** Medium Howitzers include a 2½-ton truck to tow the gun.

# US Marine Corps Appendices

## Force Structure

### Infantry

'Never stop shooting' is the key to success using a detachment from the US Marine Corps. Their rapid-fire Garand rifles and M1918 BAR automatic rifles allow them to fire while moving. Keep the enemy under constant fire while you manoeuvre to bring up your assault weapons to finish off any tough opposition.

### Tanks

USMC tanks need to stay close to the infantry to protect them from surprise attacks by enemy tank hunter teams. Their heavy firepower and relative invulnerability make them useful in dealing with enemy positions.

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