

US Marine Corps (1944/45)

The US Marine Corps was on the offensive when 1944 started and remained so for the rest of the War. Despite a bloody start on Tawara Atoll in November 1943, the Marine Corps learned quickly, becoming masters of amphibious warfare through constant practice. 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 (1944/45)

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

The US Navy dominated the Pacific Ocean on, above, and below the water. The US Marine Corps struck at Japanese-held islands as and when they pleased.

The United States Marine Corps has a strategy rating of 3.

Enemies

The Marine Corps spent its war fighting Japan in the Pacific Theatre. Forces from the US Marine Corps (1944/45) list can be historically matched against the Japanese Army (1942/45) list.

Special Rules

Walkie-talkies

The US pioneered small portable radios and issued them widely. Any soldier equipped with a walkie-talkie radio may communicate with any walkie-talkie within 12" or any radio.

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 had, with its allies, wrested almost total air superiority from the Imperial Japanese Navy by 1944.

A US Marine Corps player may spend 50 points (for up to a 3000 point game) to have total air superiority. If this option is taken, D3 F4U Corsair fighters attack any unit of enemy aircraft immediately before they arrive on table. F4U Corsair fighters are armed with linked heavy machine-guns (Linked Heavy 3, 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
LVT 2 amphibious tractor	5	5	5	3
LVT(A) 2 amphibious tractor	9	8	8	3
LVT 4 amphibious tractor	9	8	8	3
LVT 5 amphibious tractor	9	8	8	3
M5 Stuart light tank	11	10	10	2
M3 Satan flame-thrower light tank	11	10	10	2
M4 Sherman medium tank	12	11	11	3
M4 Sherman tank with POA flame-gun	12	11	11	3
LVT(A) 1 amphibious tank	9	8	8	3
LVT(A) 4 amphibious tank	9	8	8	3

US Marine Corps Weapons Summary

Infantry Weapons

Name	Range	Str.	AP	Type
Colt .45" ACP pistol	12	2	6	Pistol
Shotgun	18	2	6	Assault 2

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
M3 submachine-gun	12	2	6	Assault 3
M1 carbine	18	2	6	Rapid-fire 2
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

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
M1 57 mm recoilless gun	24	6	4	Heavy 2
Or firing High Explosive	24	3	-	Heavy 2/Blast
M3 75 mm tank gun	36	7	3	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
Satan or POA-CWS flame-gun	Temp	5	4	Assault 1

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
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
M1 155 mm howitzer	36	8	-	Ordnance 1/Blast
Or firing a barrage	G 84	8	-	Ordnance 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>
Jeep	5	5	5	-
¾-ton Truck	5	5	5	-
2½-ton Truck	5	5	5	3

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 3 Mortar Sections**
- 0 to 1 Anti-tank Platoon**
- 0 to 1 SPM Platoon**
- 0 to 1 Air Control Post**

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	85	3	3	3	3	1	3	1	9	6+
Led by Captain	65	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: M1 carbines and fragmentation grenades. The Colonel or Captain is armed with a Colt .45" ACP pistol or an M1 carbine.

Options: 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 6 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 M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a 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 M1 carbine.

Options: Up to one PFC may be armed with a Bazooka anti-tank rocket launcher in addition to a 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.

	<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>
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. May be replaced with M1 57 mm recoilless gun at no cost. 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 carbine for +1 point. Up to one Gunner may carry a walkie-talkie radio for +10 points.

Vehicles: Anti-tank Platoons may include a 3/4-ton truck to tow or carry each gun.

SPM Platoon

Each Marine battalion had a platoon of M3 GMC's known to the Marines as SPM's or self-propelled mounts. By the end of the war the half-tracks were being replaced with M7 Priests.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M3 half-track GMC	70	9	8	8	3
M7 Priest HMC	110	11	10	8	3

Platoon: An SPM Platoon consists of up to two GMC's or HMC'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. M7 Priest HMC's (Howitzer Motor Carriage) are open-topped, medium tanks.

Armament: M3 GMC's are armed with a M1917 75 mm field gun. M7 Priest HMC's are armed with a M1 105 mm howitzer and a 0.30" Browning anti-aircraft machine-gun.

Options: M3 GMC's may have a Browning 0.30" anti-aircraft machine-gun for +5 points. M7 Priest HMC's may replace their Browning 0.30" anti-aircraft machine-gun with an M2 Browning 0.50" heavy anti-aircraft machine-gun for +5 points. Anti-aircraft machine-guns cannot be fired while the main weapon is being fired.

0 to 1 Air Control Post 250 points

The US Marine Corps aviation attached pilots to ground units to co-ordinate air strikes with ground operations.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Air Control Post	5	5	5	-
F4U Corsair fighter-bomber	8	8	8	3

Type: Air Control Posts travel in jeeps, which are fast, open-topped, wheeled vehicles. F4U Corsair fighter-bombers are fighter aircraft.

Armament: F4U Corsair fighter-bombers may attack with either 5" Rockets (Ordnance 1/Blast, Range Guess 18, Strength 7, AP 3) or machine-guns (Linked Heavy 5, Range 18, Strength 4, AP 5).

Special Rules

Cab Rank: An ACP is in constant contact with a 'cab rank' of fighter-bombers waiting overhead. The ACP may call one Corsair fighter-bomber from the cab rank each turn. Bring on a new Corsair fighter at the start of each turn as if it had just arrived from reserves. The aircraft must attack a target visible to the ACP. Do not roll to see if the aircraft attacks the wrong target, it is always under the owning player's control.

Losses: Each Corsair fighter-bomber damaged by the enemy gains them 60 victory points. Each Corsair fighter-bomber destroyed by the enemy gains them 120 victory points.

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.

The Counter-battery Section may be equipped with anti-aircraft radar for counter-mortar operations 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.

Victor Target: US artillery developed techniques pioneered by British artillery units that allowed entire battalions, divisions or even corps (Victor targets) to fire on any target whenever needed.

If the Survey Section began the game on the table, US characters can call fire from any and all units that they can communicate with, rather than just one unit as usual.

Time-On-Target: US artillery technology enabled their fire control to calculate the firing times for individual guns to ensure that the first round from each gun arrived on target simultaneously. The effect of such a sudden deluge of shells was devastating.

If the Survey Section began the game on the table, one US character per turn may fire a TOT barrage. Units suffering casualties from a Time-On-Target (TOT) barrage must pass a Leadership test as usual with the following additional modifier to avoid being pinned down:

-1 For coming under fire from a TOT barrage.

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.

Anti-aircraft Radar: When operating as counter-mortar radar, anti-aircraft radar allows the counter-battery section to locate weapons with a range as little as 24" that fired a barrage last turn.

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.

	<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>
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: The NGFO is armed with a Colt .45" ACP pistol. The Gunner is armed with a M1 carbine.

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

Combat Engineer Platoon

Combat Engineer Platoon: 0 to 1 Combat Engineer HQ Squad at 40 points
 1 to 3 Combat Engineer Squads at 95 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 4 PFC's.

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

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Any models may be armed with a M1 Garand rifle for +2 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 one PFC may carry a walkie-talkie radio for +10 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 12 PFC's.

Weapons: M1 carbines and fragmentation grenades.

Options: The Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Any models may be armed with a M1 Garand rifle for +2 points per model. Up to three PFC's may be armed with M1918 BAR automatic rifles for +11 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. Up to two PFC's may be armed with a flame-thrower for +5 points. Up to one PFC may carry a walkie-talkie radio for +10 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.

Amphibious Tractor Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
LVT 2 'Alligator' amphibious tractor	45	5	5	5	3
LVT(A) 2 'Water Buffalo' amphibious tractor	55	9	8	8	3
LVT 4 'Water Buffalo' amphibious tractor	65	9	8	8	3
LVT 5 'Bushmaster' amphibious tractor	75	9	8	8	3

In 1944 the new generation of armoured LVT(A) 2 'amtraks' or amphibious tractors was arriving. The LVT 4 'Water Buffalo' arrived in the middle of the year in time for the Saipan landings and the LVT 5 'Bushmaster' took part in the Okinawa invasion.

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

Type: LVT 2, LVT(A) 2 and LVT 4 amphibious tractors are slow, open-topped, amphibious heavy tanks. LVT 5 amphibious tractors are 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 and LVT(A) 2 amphibious tractors can carry up to 18 passengers. LVT 4 and LVT 5 amphibious tractors can carry up to 30 passengers.

Special Rules

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

Flame-thrower Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M5 Stuart light tank	90	11	10	10	2
M3 Satan flame-thrower light tank	90	11	10	10	2
M4 POA-CWS Sherman flame-thrower medium tank	90	12	11	11	3

With the withdrawal of the M3 light tanks, they were soon re-armed with flame-guns and re-issued as a fourth flame-thrower company. By the end of the war, these had been replaced with M4 POA-CWS Sherman tanks issued as a fifth platoon in each company.

Platoon: A Flame-thrower Platoon consists of either up to 1 light tank and 1 to 5 flame-thrower tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: M5 Stuart light tanks and M3 Satan flame-thrower tanks are fast tanks. M4 Sherman tanks are medium tanks.

Armament: M5 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. M3 Satan flame-thrower tanks are armed with a Satan flame-gun, two Browning tank machine-guns, and a Browning 0.30" anti-aircraft machine-gun. M4 POA-CWS Sherman

tanks are armed with a POA-CWS (Pacific Operational Area – Chemical Warfare Section) flame-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: Tanks may be fitted with extra armour for +5 points.

M4 POA-CWS Sherman flame-thrower tanks may replace their co-axial Browning tank machine-gun instead of their main 75 mm gun for +80 points and may replace their Browning 0.30" anti-aircraft machine-gun with an M2 Browning 0.50" heavy anti-aircraft machine-gun for +5 points.

Special Rules

Fuel Tanks: The large quantity of fuel carried by flame-thrower tanks make them extremely vulnerable when hit. To represent this all glancing hits are treated as penetrating hits instead.

Light 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>
Staff Sergeant	15	3	3	3	3	1	3	1	6	6+
Gunner	-	2	3	3	3	1	2	1	6	6+

The constant threat of aerial attack that characterised much of the Marines early experience in the Pacific had diminished, but air defence remained important.

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.

Options: Up to one PFC may carry a walkie-talkie radio for +10 points.

Vehicles: Light 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 35 points**
 2 to 3 Rifle Squads at 110 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 4 PFC's.

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

Options: The Staff Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Up to one model may be armed with a shotgun for +1 point. Up to one PFC may have a walkie-talkie radio for +10 points.

Assault Weapons: The Marine battalion had a stock of assault weapons that were allocated as needed. These may be allocated to any squad or squads in the platoon. Up to three PFC's may be armed with flame-throwers for +3 points. Up to three PFC's may be armed with Bazooka anti-tank rockets in addition to rifles for +3 points per model. Up to three PFC's may be armed with HEAT charges for +2 points per model.

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 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.

Rifle Squad

The Marines evolved a structure that made the squad capable of independent operations. Each squad consisted of three identical fire teams each led by a corporal.

	<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 12 PFC's.

Weapons: M1 Garand rifles and fragmentation grenades. Three PFC's are armed with M1918 BAR automatic rifles. Three PFC's are armed with grenade launchers as well as rifles.

Options: The Sergeant may be armed with an M1 or M3 Submachine-gun for +1 point. Up to one model may be armed with a shotgun for +1 point.

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

Fast Attack

Tank Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M4 Sherman medium tank	140	12	11	11	3
M5 Stuart light tank	90	11	10	10	2

During 1944, the Marine tank battalions were re-equipped with M4 Sherman tanks. As this process took a while, some battalions fielded both light and medium companies at the same time.

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. M4 Sherman tanks may be fitted with extra armour for +5 points. Up to one M4 Sherman tank in each Tank Platoon may be fitted with dozer blades for +50 points.

Amphibious Tank Platoon

	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
LVT(A) 1 amphibious tank	65	9	8	8	3
LVT(A) 4 amphibious tank	80	9	8	8	3

The Tawara landings showed the need for close-in fire support. Gun-armed amtraks were the answer.

Platoon: An Amphibious Tank Platoon consists of up to Landing Vehicle Tracked (Armored) amphibious tanks. Being radio equipped, the LVT's may operate independently and do not need to remain together as a unit.

Type: LVT(A) 1 and LVT(A) 4 amphibious tanks are slow, open-topped, amphibious heavy tanks.

Armament: LVT(A) 1's are armed with an M6 37 mm anti-tank gun, a Browning tank machine-gun, and three Browning 0.30" anti-

aircraft machine-guns. LVT(A) 4's are armed with a 75 mm howitzer and a Browning 0.5" heavy anti-aircraft machine-gun.

The commander's anti-aircraft machine-guns cannot be fired while any other turret weapon is being fired.

Special Rules

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

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 heavy support it needed to destroy all but the heaviest enemy positions or break up enemy attacks.

	WS	BS	S	T	W	I	A	Ld	Save
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 two or three battalions of the light 75 mm pack howitzer. These light guns were ideal for jungle warfare.

	WS	BS	S	T	W	I	A	Ld	Save
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 started with one battalions of 105 mm howitzers, but slowly replaced the 75 mm's to have three by the end of the war.

	WS	BS	S	T	W	I	A	Ld	Save
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 at no cost or a M4 High-speed Tractor for +25 points to tow the gun.

Heavy Howitzer 95 points per gun
By the end of the war, the 155 mm howitzer had replaced the 105 mm as the divisional heavy howitzer.

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

Gun: A Heavy Howitzer has a crew of a Sergeant and six Gunners.

Weapons: M1 155 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: Heavy Howitzers include a 2½-ton truck at no cost or a M4 High-speed Tractor for +65 points 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.

Choose a Marine HQ with its signaller to command the infantry. Using Walkie-talkie radios, the US Marine Corps can operate in a more flexible fashion, but still relay calls for support to the mortars, infantry guns and any supporting artillery batteries.

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.

Artillery

With their TOT barrages, USMC artillery is extremely effective. Always send the Platoon HQ forward to observe for the guns (in addition to other characters). Choose an Artillery HQ to command your artillery. The HQ Staff remains near the batteries providing signals support for them.

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