

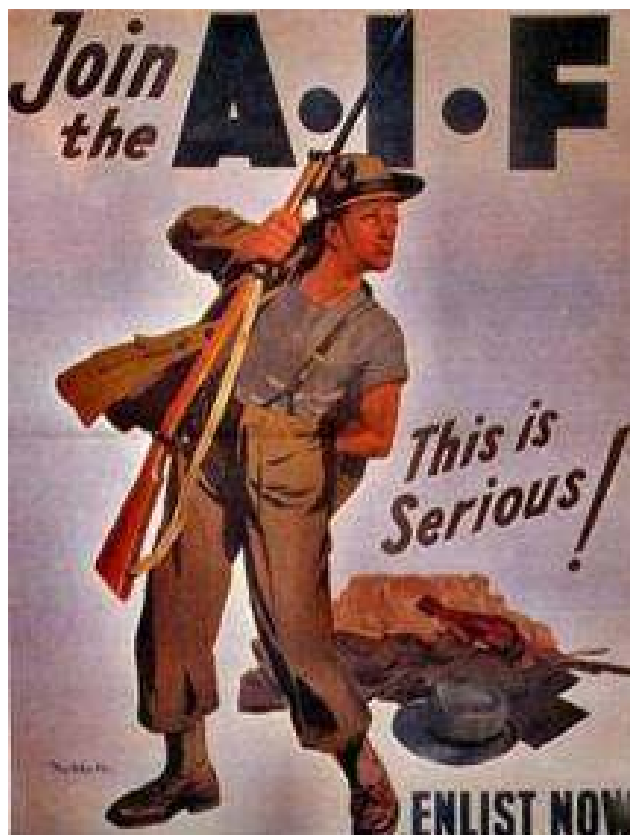
“PATH TO GLORY”

WW2 PACIFIC

US MARINE CORPS, COMMONWEALTH, & JAPANESE FORCES

These ‘enthusiastic’ fan-based WW2 Army Lists are intended allow gamers to play WW2 Battles with the excellent ‘Warpath v.1’ rules by Mantic Games.

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1942-45 US MARINE CORPS LIST

The USMC amended its Regimental structure each year of the war, beginning with the 'D' Series Regiment of July 1942 and concluding with the 'G' Series of May 1945. Overall the Regiment remained as a Headquarters & Service Company, a Regimental Weapons Company, and three Marine Infantry Battalions. The changes within the Battalions themselves though were extensive – this list aims to try and allow players to replicate the US marines at any time during the 42-45 period.

Also note that the firepower of the American M1 Carbine was ferocious & combined with plentiful Thompson SMGs American units could out shoot every other infantry unit in the war.



COMPANY

1 Company Command (3)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command (3)	5	4	6	20	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Company Command can purchase the following support:

0-1 Jeep (Can be fitted with a 1919 MG +30 points) or an M2 Half Track as its transport/support vehicle

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordinance Piece (allows that Ordinance piece to ignore the -1 Extreme range deduction) or a group of the same ordnance pieces deployed within 3" of each other

Points: 25

0-1 Naval Asset Support (+100 points) which grants the following attack to the command group:

Type	Hit	Fire	Range	Blast	Piercing
Navy Support	4+	1*	72 (Indirect Fire)	4D6	1

**Can only be used once per game representing artillery barrages from Naval assets*

0-2 Navy Corpsman who may be deployed independently

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Navy Corpsman (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Inspiring, Steadfast

Points: 25



US Marines rest in the field during the Guadalcanal campaign in November 1942

0-1 Gunnery Sergeant Basilone

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Individual (1)	5	4	-	-	2	3+	10/12
Special Rules:	Carries a 1919 MG, Individual, Very Inspiring (12" Range)						
Points:	80						



2-4 Marine Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	6	20	5	4+	9/11
Special Rules:	Inspiring						
Points:	50						

The command section may be upgraded with a Jeep (Can be fitted with a 1919 MG +30 points) or an M2 Half Track as its transport/support vehicle

The Command Section can be upgraded with a single BAR +20 points

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Squad (10-12)	5	4	20	20	10	4+	13/15
Points:	80						

Each Platoon consists of 1 Command Section (5) & 2-3 Squads (9-12)

Each Squad can be upgraded with 0-2 BARs +20 points each

Each Squad can be upgraded with 0-1 Rifle Grenade +5 Points

M3 Half Tracks: If the Command has been upgraded with a Jeep then the entire platoon can be equipped with M3 Half Tracks (1 per squad)



Each Platoon can purchase the following support:

0-2 Browning 1919 MG Crew (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
1919 MG Crew (2)	5	4	5/10*	24	2	4+	9/11

Special Rules: *Moving/Not Moving

Points: 50

0-1 Bazooka Team (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Bazooka Team (2)	5	4	1	24	2	4+	9/11

Special Rules: Piercing 4, Blast (D3), Move or Shoot

Points: 50

0-1 60mm Mortar Team (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
60mm Mortar Team (2)	5	4	1	36	2	4+	9/11

Special Rules: Indirect

Points: 30



0-2 Scout Sections (9-12)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	20	20	10	4+	13/15

Special Rules: Recon

Points: 90

Each Squad can be upgraded with 0-2 BARs +20 points each

0-1 Assault Sections (9-12)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	20	20	10	4+	13/15

Points: 80

The Squad can be upgraded with 0-2 Bazookas +30 points each

The Squad can be upgraded with 0-2 Flame Throwers +30 points each

SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

Infantry Platoons = 0-1 Sniper

3+ Platoons = 0-2 Snipers



Flame Thrower Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	10	Flame	2	4+	9/11

Special Rules: Flame, Piercing (2)

Points: 45

2 Infantry Platoons = 0-2 Flame Thrower Teams

3+ Platoons = 0-4 Flame Thrower Teams



HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11

Special Rules: Move or Shoot, Piercing (2)

Points: 55

2 Infantry Platoons = 0-4 HMG Teams

3 Platoons = 0-6 HMG Teams

4 Platoons = 0-8 HMG Teams

Each Gun may upgrade to add 0-1 Jeep or M2 Half Track as its transport/support vehicle



Marines push back a Japanese counterattack during the Battle of Cape Gloucester in 1944.

ORDINANCE

Ordinance is deployed to larger actions so the number of Ordinance pieces available will depend on the number of Infantry Platoons in the force.

81mm Heavy Mortar Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-2 81mm Heavy Mortar Teams

4+ Platoons = 0-4 81mm Heavy Mortar Teams

Each Gun may upgrade to add 0-1 Jeep or M2 Half Track as its transport/support vehicle

37mm AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D3), Piercing 4, Move or shoot

Points: 75

2 Infantry Platoons = 0-2 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

Each Gun may upgrade to add 0-1 Jeep or M2 Half Track as its transport/support vehicle

Each Gun may upgraded to a GMC (becoming Vehicles)



General MacArthur's 37th Reconnaissance Squadron, 1945 in French Indochina, January 10, 1945. From the National Archives, RG226

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
GMC (Vehicle)	12	4	(As per gun)		-	6+	9/11

Special Rules: Open Topped, Crushing Strength (1)

Points: +50

40mm Bofors AA Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	4	72	-	4+	9/11

Special Rules: Blast (D3), Piercing 3, Move or shoot

Points: 150

3+ Platoons = 0-1 AA Team

The Gun may upgrade to add 0-1 M3 Half Track or Truck as its transport/support vehicle

57mm AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Blast (D6), Piercing 5, Move or shoot

Points: 100

2 Infantry Platoons = 0-2 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

Each Gun may upgrade to add 0-1 M3 Half Track or Truck as its transport/support vehicle

Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 125

2 Infantry Platoons = 0-2 Medium Guns

3+ Platoons = 0-4 Medium Guns

Each Gun may upgrade to add 0-1 M3 Half

Track or truck as its transport/support vehicle



75 mm pack howitzer on carriage M8 during the Battle of Tinian.

ARMOUR

Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.

Light Tank (M3 Stuart)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	12	4	-	-	-	9+	9/11

Weapons: 37mm Turret Cannon, Co-axial Turret M1919 MG, Forward Hull M1919 MG

Special Rules: Stabilised, Crushing Strength (3)

Points: 250

2 Infantry Platoons = 0-3 Light Tanks

3+ Platoons = 0-6 Light Tanks

0-1 tank may replace its Turret Cannon with a Tank Flame Thrower at no extra cost

Type	Fire	Range	Special
Tank Flame Thrower	10	Flame	Piercing (2)

Medium Tank (Sherman)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	10+	9/11

Weapons: 57mm Turret Cannon, Co-axial Turret M1919 MG, Forward Hull M1919 MG

Special Rules: Stabilised, Gyro-stabilised turret (ignores the -1 Extreme range deduction), Crushing Strength (4)

Points: 300

Any Sherman may add a cupola HMG for +40 points

2 Infantry Platoons = 0-2 Medium Tanks

3+ Platoons = 0-4 Medium Tanks

0-1 tank may replace its Turret Cannon with a Heavy Tank Flame Thrower as no extra cost

Type	Fire	Range	Special
Heavy Tank Flame Thrower	20	Flame	Piercing (2)



M4 Sherman medium tank with a knocked-out Japanese Type 94 tankette on its engine deck.

M5 SPM

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M5 Half Track (Vehicle)	10	4	-	-	-	7+	9/11
Weapon:	Medium Gun						
Points:	200						
2 Infantry Platoons = 0-1 M3 SPM							
3+ Platoons = 0-2 M3 SPM							



LVTs

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	9	4	-	-	-	8+	9/11
Special Rules:	Swimming, Transport (12), Two 1919MGs						
Points:	150						
2 Infantry Platoons = 0-2 LVTs							
3+ Platoons = 0-4 LVTs							
0-1 tank may be upgraded to a Turreted LVT (losing its transport capacity) gaining a 57mm Antitank gun (+30 points)							



LVT put out of action by enemy fire on Beach RED 1 during an attack on Tarawa

1939-45 COMMONWEALTH LIST

The Commonwealth list was designed initially to represent Australian Forces in the Pacific, however it can also be used to create Chindits, New Zealand, Indian and regular British forces in the Pacific and Asian theatres.



COMPANY

1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command (6)	5	4	5	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Company Command can purchase the following support:

The Command May be upgraded with a SMG +5 points (+2 Fire)

0-1 Jeep (May be upgraded with an LMG +20 Points) or Universal Carrier as its transport/support vehicle

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same ordnance pieces deployed within 3" of each other

Points: 20

2-4 Infantry Platoons

Each Platoon consists of 1 Platoon Command (6) & 2-3 Squads (8-10)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	9/11

Special Rules: Inspiring

Points: 40

The Command May be upgraded with a SMG +5 points (+2 Fire)

The Command Section can be upgraded with a single LMG +20 points

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry Squad (10-12)	5	4	10	24	10	4+	13/15

Points: 50

Each Squad can be upgraded with a single LMG each +20 points each

Each Squad May be upgraded with specialist SMGs +5 points (+2 Fire)

Each Platoon can purchase the following support:

0-1 2" Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	1	36	2	4+	9/11

Special Rules: Indirect

Points: 30

0-1 Sniper (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

0-1 AT Team (Boyes or PIAT (PITA))

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	-	-	2	4+	9/11

Special Rules: Move or Shoot, Piercing (3)

Points: 50

Special Rules: Boyes AT Rifle or PIAT (PITA)

Universal carriers: Prior to 1942 the entire platoon can be equipped with Universal Carriers (1 per command and 2 for each squad)



Australian soldiers armed with Owen Guns in New Britain in 1945

0-4 Native Militia Sections (10-12)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (10-12)	5	4	10	24	10	3+	12/14
Special Rules:	Recon						
Points:	60						

0-2 Scout Sections (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	5	24	5	4+	10/12
Special Rules:	Recon						
Points:	30						
The Squad May be upgraded with a SMG +5 points (+2 Fire)							



SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

Engineers

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Engineer Teams (2)	5	4	10	Flame	2	4+	9/11
Special Rules:	Flame, Piercing (2)						
Points:	40						
2 Infantry Platoons = 0-2 Engineer Teams							
3+ Platoons = 0-4 Engineer Teams							

HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11
Special Rules:	Move or Shoot, Piercing (2)						
Points:	50						
2 Infantry Platoons = 0-2 HMG Teams							
3+ Platoons = 0-4 HMG Teams							
Each Gun may upgrade to add 0-1 Universal Carrier or Jeep as its transport/support vehicle							

ORDINANCE

Ordinance is deployed to larger actions so the number of Ordinance pieces available will depend on the number of Infantry Platoons in the force.

81mm Heavy Mortar Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11
Special Rules:	Indirect, Move or Shoot, Piercing (1), Blast 2D6						
Points:	80 Points						
2 Infantry Platoons = 0-4 Heavy Mortar Teams							
3+ Platoons = 0-8 Heavy Mortar Teams							
Each Gun may upgrade to add 0-1 Universal Carrier or Jeep as its transport/support vehicle							

2-pounder AT Gun Teams*

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	60	-	4+	9/11

Special Rules: Piercing 4, Move or shoot
 Points: 65
 2 Infantry Platoons = 0-1 AT Gun Teams
 3+ Platoons = 0-2 AT Gun Teams
 Each Gun may upgrade to add 0-1 Universal Carrier or Jeep as its transport/support vehicle
 *2 pounders used in the Pacific had no hi-ex, only armour piercing.



Australian 2-pounder crew firing on Japanese tanks at Point-blank range in the Battle of Muar.

40mm Bofors AA Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	4	72	-	4+	9/11

Special Rules: Blast (D3), Piercing 3, Move or shoot
 Points: 150
 3+ Platoons = 0-1 AA Team
 The Gun may upgrade to add 0-1 Truck as its transport/support vehicle

6-pounder AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Blast (D6), Piercing 5, Move or shoot
 Points: 100
 3+ Platoons = 0-2 AT Gun Teams
 Each Gun may upgrade to add 0-1 Universal Carrier or Truck as its transport/support vehicle

Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)
 Points: 100
 2 Infantry Platoons = 0-1 Medium Gun
 3+ Platoons = 0-2 Medium Guns
 Each Gun may upgrade to add 0-1 Universal Carrier or Truck as its transport/support vehicle

Australian 25 pounder gun crew preparing to open fire on approaching Japanese at Bakri.



ARMOUR

Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.

Light Tank ('Honey' Stuart)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	12	4	-	-	-	9+	9/11
Weapons:	2 Pounder Turret Cannon, Co-axial Turret M1919 MG, Forward Hull M1919 MG						
Special Rules:	Stabilised, Crushing Strength (3)						
Points:	250						
2 Infantry Platoons = 0-1 Light Tank							
3+ Platoons = 0-3 Light Tanks							



At Giropa Point, Papua, members of the 2/12th Australian Infantry Battalion advance as Stuart tanks of the 2/6th Armoured Regiment shell Japanese pillboxes in the final assault on Buna. An upward-firing machine gun is fitted to the tank, to clear treetops of snipers. (Photographer: George Silk).

Medium Tank (Matilda)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	8	4	-	-	-	10+	9/11
Weapons:	2 Pounder Turret Cannon, Co-axial Turret LMG, Forward Hull LMG						
Special Rules:	Crushing Strength (3), Turret Cannon (Blast D3, Piercing 4)						
Points:	240						
2 Infantry Platoons = 0-1 Medium Tank							
3+ Platoons = 0-3 Medium Tanks							
Each tank may be upgraded to a Flame tank +30 points (replacing the 2 Pounder Turret Cannon)							

Type	Fire	Range	Special
Hvy Tank Flame Thrower	20	Flame	Piercing (2)



1931-45 JAPANESE ARMY LIST



The Japanese list was designed primarily to represent Japanese Army Forces in the Pacific, however it can also be used to create Special Naval Landing Forces. As the war progressed Japanese logistics failed terribly leading to shortages of even the most basics. The breakdown of its transportation and distribution systems led to famine and starvation conditions among its soldiers on many Pacific islands.

Imperial Army troops during the Pacific War were renowned for their fanaticism and refusal to surrender. The spirit of *gyokusai* ("glorious death") saw them order suicidal attacks with bayonets, when supplies of hand grenades and ammunition were still available. As such all Japanese Infantry are considered **Headstrong**, but must roll 1D6 each turn – on a result of 1 they MUST charge towards the nearest enemy.

Also for those wanting to play with a late war (1944) Japanese list:

Fuel Shortages:

In a Japanese army from 1944 onwards, all vehicles are 10pts cheaper but have to treat every turn as if they're moving over difficult terrain (immobilised on a roll of 1) because they've run out of gas.



COMPANY

1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	5	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Command May be upgraded with a SMG +5 points (+2 Fire)

The Company Command can purchase the following support:

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Individual (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same ordnance pieces deployed within 3" of each other

Points: 20

0-1 Staff Car (May be upgrade with an LMG +20 Points) or So-Da Carrier (or Captured Universal Carrier) as its transport/support vehicle

2-4 Core Platoons

Each Platoon consists of 1 Command Section (3) & 3-4 Squads (10-12)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	9/11

Special Rules: Inspiring

Points: 40

The Command May be upgraded with a SMG +5 points (+2 Fire)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (10-12)	5	4	10	24	10	4+	13/15

Points: 50

0-3 Squads can be upgraded with a single LMG each +20 points each

0-1 Squads can be upgraded with 1-3 50mm Ni Mortars +15 points each

Each Platoon can purchase the following support:

0-1 Recon Car, So-Da (or Universal) Carrier or a Type 94 Tankette (deployed with Command Section)

0-3 Snipers (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

Transport: Prior to 1942 if the platoon command has a vehicle then the entire platoon can be equipped with Truck Transports (1 per 2 squads)



0-2 Assault Sections (9)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9)	5	4	-	-	10	4+	13/15

Special Rules: Lunge Charges (Crushing Strength 3 in melee against vehicles)

Points: 50



0-2 Scout Sections (5-6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (5-6)	5	4	5	24	5	4+	10/12

Special Rules: Recon

Points: 30

The Squad May be upgraded with a SMG +5 points (+2 Fire)

SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

AT Rifle Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	2	36	2	4+	9/11

Special Rules: Move or Shoot, Piercing (3)

Points: 50

2 Infantry Platoons = 0-2 AT Rifle Teams

3+ Platoons = 0-4 AT Rifle Teams



HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11

Special Rules: Move or Shoot, Piercing (2)

Points: 50

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-4 HMG Teams



Flame thrower Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	10	Flame	2	4+	9/11

Special Rules: Flame, Piercing (2)

Points: 40

2 Infantry Platoons = 0-2 Teams

3+ Platoons = 0-4 Teams

ORDINANCE

Ordinance is deployed to larger actions so the number of Ordinance pieces available will depend on the number of Infantry Platoons in the force.

81mm Heavy Mortar Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-1 Heavy Mortar Teams

3+ Platoons = 0-4 Heavy Mortar Teams

Battalion Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	48	-	4+	9/11

Special Rules: Howitzer, Blast (2D6), Piercing 2, Move or shoot

Points: 70

2 Infantry Platoons = 0-1 Battalion Gun Teams

3+ Platoons = 0-4 Battalion Gun Teams



37mm AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D3), Piercing 4, Move or shoot

Points: 70

2 Infantry Platoons = 0-1 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 100

3 Infantry Platoons = 0-1 Medium Gun

4 Platoons = 0-2 Medium Guns

Each Gun may upgrade to add 0-1 So Da (or Universal) Carrier or Truck as its transport/support vehicle

ARMOUR

Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.

T94 Tankette

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	8+	9/11
Special Rules:	Stabilised						
Points:	140						
Weapons:	Turret HMG						
2 Infantry Platoons = 0-1 Tankette							
3+ Platoons = 0-2 Tankette							



T97 Tankette

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	8+	9/11
Special Rules:	Stabilised						
Weapons:	Turret 37mm Cannon						
Points:	150						
2 Infantry Platoons = 0-1 Tankette							
3+ Platoons = 0-2 Tankette							



Light Tank (Ha Go)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	12	4	-	-	-	9+	9/11
Weapons:	37mm Turret Cannon, Turret LMG (May not be fired in the same turn as the Turret Cannon), Forward Hull LMG						
Special Rules:	Stabilised, Crushing Strength (3)						
Points:	220						
2 Infantry Platoons = 0-1 Light Tank							
3+ Platoons = 0-3 Light Tanks							

Note: The Japanese player can also use captured Stuart Tanks (240 points each) in lieu of one or all the Ha-Go Light Tanks to recreate specific actions such as the 1944 Imphal Campaign with the 14th Tank Regiment. Note: Stuart Tanks in Japanese Service cannot be upgraded to Flame Tanks



Stuart Tanks captured by the Japanese

Medium Tank (Chi Ha or I-Go)

3+ Platoons = 0-3 Medium Tanks

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour (Chi Ha)	10	4	-	-	-	10+	9/11

Weapons: Turret Cannon (Fire 1, Range: 60, Blast D6, Piercing 4), Turret LMG (May not be fired in the same turn as the Turret Cannon), Forward Hull LMG

Special Rules: Stabilised, Crushing Strength (4)

Points: 270

Any Chi-Ha may be upgraded to a Shinoto Chi-Ha for +20 points. This improves the Turret Cannon to: Range: 72)



Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour (I-Go)	8	4	-	-	-	9+	9/11

Weapons: 70mm Battalion Gun (No indirect Fire) Turret Cannon, Turret LMG (May not be fired in the same turn as the Turret Cannon), Forward Hull LMG

Special Rules: Crushing Strength (4)

Points: 180



Japanese tanks moving toward Manila, January 1942

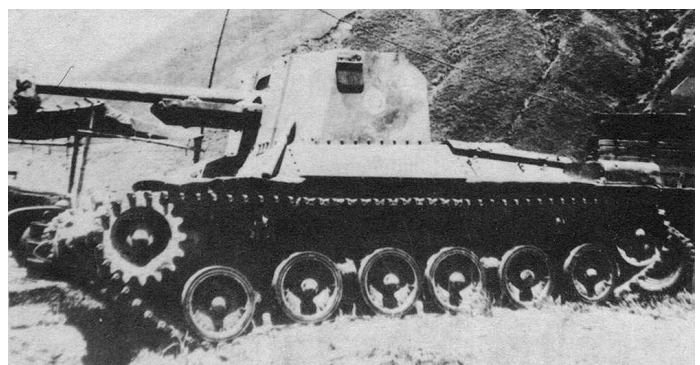
Ho Ni SPG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	8	4	4+	72	1	9+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 180

3+ Platoons = 0-1 Ho Ni SPG



GENERIC VEHICLES

TYPE: JEEP / TYPE 95 RECON CAR / STAFF CAR

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	12	4	-	-	-	5+	9/11

Special Rules: Fast, Open Topped, Transport (6), Crushing Strength (1)
Points: 70



TYPE: UNIVERSAL CARRIER / SO DA CARRIER

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Universal Carrier (V)	10	4	-	-	-	7+	9/11

Special Rules: Open Topped, Transport (6) Crushing Strength (1), May be upgraded with up to two LMGs (+20 Points each)
Points: 80



TYPE: M2 HALF TRACK CAR

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M2 Half Track (Vehicle)	11	4	-	-	-	7+	9/11

Special Rules: Open Topped, Transport (6), Crushing Strength (1), May be upgraded with a 1919 MG +30 Points
Points: 85

TYPE: TRUCK

The term truck in this version of the game is extremely broad and can cover the Morris Quad Carrier, Tilly Truck, Isuzu Truck etc

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Truck (Vehicle)	10	4	-	-	-	5+	9/11

Special Rules: Fast, Open Topped, Transport (20), Crushing Strength (2), May be upgraded with a LMG +20 Points (or for USMC; a 1919 MG +30 Points)
Points: 80

TYPE: M3 HALF TRACK

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M3 Half Track (Vehicle)	10	4	-	-	-	7+	9/11

Special Rules: Open Topped, Transport (12), Crushing Strength (2), May be upgraded with a 1919 MG +30 or a HMG for +60 Points
Points: 110



GENERIC WEAPONS

LIGHT MACHINE GUNS (LMG)

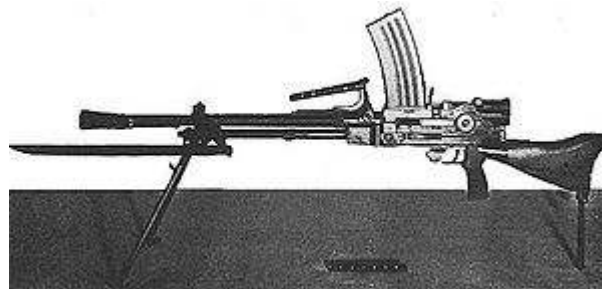
LMG

Type	Fire	Range	Special
BFG	5	24	Piercing 1

Bren Gun



Type 99 LMG



FLAME THROWERS

Flame Thrower

Type	Fire	Range	Special
BFG	10	Flame	Piercing 2

Japanese Type 93 Flame thrower



Flamethrower, Portable, No 2 (nicknamed *Lifebuoy*)



2" MORTAR / 60MM MORTAR / NI MORTAR

2" Mortar, 60mm Mortar, Ni Mortar

Type	Fire	Range	Special
BFG	1	36	Blast D6, Indirect



Australian infantrymen using a 2-inch (51 mm) mortar in New Guinea in 1945 (AWM 094355)



HEAVY MORTAR

Heavy Mortar 3" Mortar, 81mm Mortar

Type	Fire	Range	Special
Ordinance	1	72	Blast 2D6, Piercing 1, Move or Shoot, Indirect



In action in Burma, 1944

HMG

HMG

Type	Fire	Range	Special
BFG	10	36	Piercing (2), Move or Shoot



2-POUNDER/37MM ANTI-TANK GUN

37mm/2 Pounder Anti-Tank Gun

Type	Fire	Range	Special
Ordinance	1	60	Blast (D3), Piercing 4, Move or shoot



40MM BOFORS AA GUN TEAMS

When the enemy were unable to provide air support to their troops AA guns were often turned against ground targets

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	4	72	-	4+	9/11
Special Rules:	Blast (D3), Piercing 3, Move or shoot						
Points:	100						



6-POUNDER / 57MM ANTI-TANK GUN

57mm/6 Pounder Anti-Tank Gun

Type	Fire	Range	Special
Ordinance	1	72	Blast (D6), Piercing 5, Move or shoot

MEDIUM GUNS

25 Pounder/75mm Medium Gun

Type	Fire	Range	Special
Ordinance	1	72	Howitzer, Blast (2D6), Piercing 3, Move or shoot



USMC WEAPONS



RIFLE GRENADES

Rifle Grenades

Type	Fire	Range	Special
BFG	1	24	Indirect, Blast (D3)

BAR BROWNING AUTOMATIC RIFLE

The BAR was the main squad support weapon of the US Marines, but its limited magazine capacity reduced its rate of fire.

BAR

Type	Fire	Range	Special
BFG	4	24	Piercing (1)



1919 BROWNING MACHINE GUN

The 1919 Browning Machine Gun was a versatile and highly mobile tool in the hands of the US Marines. Marines were trained to rapidly shift their firing positions.

Browning 1919 MG

Type	Fire	Range	Special
BFG	*5/10	24	*Moving/Not Moving



Two Marines with a M1919A4 on Namur Island

BAZOOKA

Bazooka

Type	Fire	Range	Special
BFG	1	24	Piercing 4, Blast D3, Move or Shoot



*(left) Pfc Lauren Kahn (R) and Pfc Lewis Nalder (L) pose with their M1 bazooka after the Japanese attack on 17 Jun 44. They knocked out two tanks during the battle. Pfc Kahn also destroyed a Japanese tank by throwing a hand grenade into its open turret. This action saved a 37mm gun crew. For their actions in this battle, Pfc Kahn later received the Navy Cross, and Pfc Nalder received the Silver Star.
USMC Photo*

COMMONWEALTH WEAPONS

BOYES ANTI-TANK RIFLE

Boyes Anti-Tank Rifle

Type	Fire	Range	Special
BFG	1	36	Piercing 3, Move or Shoot



Japanese Ha-Go Tanks knocked out by Australian Troops armed with a Boyes Rifle at Milne Bay 1942.

PIAT (PITA)

PIAT (or PITA) Anti-Tank Projectile

Type	Fire	Range	Special
BFG	1	20	Piercing 4, Blast (D3), Move or Shoot

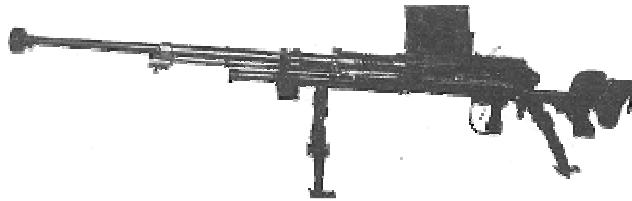


JAPANESE WEAPONS

TYPE 97 ANTI-TANK RIFLE

Type 97 Anti-Tank Rifle

Type	Fire	Range	Special
BFG	2	36	Piercing 3, Move or Shoot



TYPE 92 70MM BATTALION GUN

The Type 92 Battalion Gun was designed to be able to provide infantry support, take out light armour and be configured as a mortar. From its introduction to front line forces in 1932 it remained highly effective in all theatres throughout the war.

Type 92 70mm Battalion Gun

Type	Fire	Range	Special
Ordinance	1	48	Howitzer, Blast (2D6), Piercing 2, Move or shoot

