

MARINE RIFLE COMPANY

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

995

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Marine Rifle Company HQ p.11	2	Cmd SMG team	5.5% 55
COMBAT PLATOONS			
Marine Rifle Platoon p.11	1 6	Cmd Rifle team Rifle team	16.6% 165
Marine Rifle Platoon p.11	1 6	Cmd Rifle team Rifle team	16.6% 165
WEAPONS PLATOONS			
Machine-gun Platoon p.13	1 2	Cmd Rifle team M1917 HMG team	7.5% 75
Assault Section p.14	2 2 2	Bazooka team Pioneer Rifle team Flame-thrower team	22.1% 220
DIVISIONAL SUPPORT			
Marine Artillery Battery p.33	1 1 1 4	Cmd Rifle team Staff team Observer Carbine team M1A1 75mm Pack howitzer	16.6% 165
Air Support p.35	2	Limited Air Support F4U Corsair	15.1% 150

Gung Ho - USA Pacific-War - v4

ARSENAL

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M1A1 75mm Pack howitzer	Light	16"/40cm	2	6	3+	Smoke.
Firing bombardments		64"/160cm	-	2	4+	Smoke bombardment.
M1917 HMG team	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Carbine team	8"/20cm	1	1	6+	Automatic rifles.
Flame-thrower team	4"/10cm	2	2	1+	Flame-thrower.
Rifle team	16"/40cm	1	2	6+	Automatic rifles.
SMG team	4"/10cm	3	1	6+	Full ROF when moving.
Staff team	16"/40cm	1	2	6+	Automatic rifles, Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
F4U Corsair	MG	2	6	5+	
	Bombs	4	3	1+	

SPECIAL RULES

Assault Section - p.14

An Assault Section must make Combat Attachments to Marine Rifle Platoons with all of their Assault Squads. Teams may be distributed among any of the Marine Rifle Platoons in any numbers or attached to a single platoon (as an exception to the normal Combat Attachment rules on page 260 of the rulebook).

Machine-gun Platoon - p.13

Machine-gun Platoons may make Combat Attachments to Marine Rifle Platoons.

Marine Rifle Company HQ - p.11

A moving BAR Team can fire at its Halted ROF, but adds a penalty of +1 to the score needed to hit.

A weapon equipped with Canister ammunition may fire this instead of normal ammunition.

Unlike normal ammunition, the ROF of Canister is not reduced when the firing team moves or is Pinned Down. Instead it increases the score needed To Hit by +1.

If a Tank Team with Improvised Tank Assault Armour fails an Armour Save against an Infantry weapon with a Firepower of 5+ or 6, or against an Assaulting Infantry Team, roll a special 5+ Improvised Tank Assault Armour save:

- If the save is successful the Improvised Tank Assault Armour protects the tank.
- If the save fails the shot penetrated the Armour as normal.

Marine Units reduce the score needed to pass a Motivation Test to Counterattack by -1.

US Marine companies use all the US special rules of the rulebook in addition to the special rules below.

Marine Rifle Platoon - p.11

If any of your Marine Rifle Platoons have been upgraded to have BAR teams, then all of your Marine Rifle Platoons must be upgraded to have BAR teams.