**Royal Marine Commando (Pacific)**

From 1943, 44 (Royal Marine) Commando, No. 2 Dutch commando and No. 5 British Commando conducted began to conduct clandestine commando operations behind the Japanese lines in the Arakan, Burma.

The first of these operations codenamed “Longcloth” would see no 142 Commando Company become part of the Chindits (77th Indian Infantry Brigade) and participate in the first long-range operations behind enemy lines.

These raids, while ineffectual, would again prove a point to the British and Indian Army and that they too could develop the skills to conduct effective jungle warfare and meet the Japanese on their own terms. This giving a great boost to the morale of the Allied forces fighting in the South-East Asian Theatre. 142 Commando Company would later go on to also operate in conjunction with the U.S. unit Merrill's Marauders

**Force Rating**

Regulars Force Points: 82 = -1 Platoon Force Morale Rating (+ nudge for Aggressive FM +0)

Command Dice 5 (Plus Red Dice available on List 2)

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| **Section (Platoon) Headquarters**  |
| Lieutenant, Senior Leader with SMG @ 10Platoon Sergeant, Senior Leader with SMG @ 10 |

**= 20**

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| **Subsections One and Two**  |
| Corporal, Superior Junior Leader with SMG @ 9 |

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| **Rifle Team** | **LMG Team** | **Sniper** |
| 6 riflemen(1 with an RGL)@ 6 | L/Corporal, Junior Leader with SMG @ 7Bren with three crew @ 6 | Sniper team @ 3 |

**= 9 + 6 + 7 +6 + 3 = 31 (List 6)**

**Force Rating = 20 + 31 + 31 = 82pts**

**National Characteristics:**

**Concentrated Fire**

The Bren gun was a reliable and popular weapon, but in truth it was too accurate to be an ideal light support weapon. As a result, the British used its accuracy to good effect by concentrating their fire on a specific target and, effectively, sniping with the light machine gun.

When a Leader is attached to a Bren *Team* and uses two *Command Initiatives*, the *Team* may focus their fire against one enemy *Team*, even when other *Teams* are present within 4” of the target.

**No route too tough**

Commandos were very experienced at overcoming obstacles and difficult terrain to get to their objectives. A Commando team has the following movement advantages:

* Primary Jungle: Can move at Double 3D6-3 but with x2 shock applied
* Secondary Jungle: Can move at -1 rather that -2/die. So Tactical = 1D6-1 & Normal = 2D6-2
* Wild Bamboo: Can move at Double 3D6-3 but with x2 shock applied
* Soft Sand: Can move at Double 3D6-3 but with x2 shock applied
* All other movement is the same

Other movement:

Crossing an obstacle: Movement 2D6 - Minor – no deduction, Medium – lower dice discarded Major – higher dice discarded

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| **Support Lists** |
| **List 1** |
| One Compound Charge per Subsection  |
| Medical Orderly  |
| Engineer Mine Clearance Team, 3 men  |
| Engineer Wire Cutting Team, 3 men  |
| Engineer Demolition Team, 3 men  |
| Jeep or Car or stolen truck |
| Entrenchments for one Team  |
| Exchange one rifle for a 303-jungle carbine. |
| Per swap 1 rifle for SMG  |
| **List 2** |
| Road Block |
| PIAT Team of two  |
| 2 inch mortar 2 crew |
| Pre-game barrage |
| Red Dice |
| **List 3** |
| Flamethrower Team, three men  |
| Sniper Team  |
| Extra Bren LMG team, 3 Crew, 1 Junior leader with SMG  |
| Universal Carrier with Team and Junior Leader  |
| Humber MK II Armoured Car with Junior Leader |
| **List 4** |
| Engineer squad with Junior Leader |
| Forward Observer with 3” mortar battery |
| 6 pounder anti-tank gun with 5 crew and Junior Leader |
| Vickers MG, with 5 crew |
| **List 5** |
| Wasp Flamethrower Carrier with Junior  |
| M5 Stuart Light Tank with Junior Leader  |
| **List 6** |
| Extra Sub-Section |
| **List 7** |
| M4 Sherman V with Junior Leader |

**Notes and Special Rules**

**Integral Snipers**

Although nominally part of the Troop Subsection these are deployed as if they are separate units and act as normal Sniper Teams.

**#36 Rifle Grenade Launcher (RGL)**

Treat as a normal rifle Grenade Launcher.

**Superior Junior Leaders**

Commando sub section leaders may activate on a command dice of 3 with 2 command initiatives. Likewise, on a roll of 4 they may activate with three command in initiatives. In Close Combat they will count their Command Initiatives as 2, unless **they initiate** the Close Combat with a 4. In which case their Command Initiative will be 3.

All commandoes are aggressive.