



USMC Platoon Pacific 1942-43

PLATOON FORCE RATING:
Regular -1

Command Dice: 5

This is USMC Type D organization that was used throughout the Solomon's Campaign. It is good from 1941 to mid 1943. Squads were split into fire teams starting with the E Type organization in mid to late 1943.

The M1 Garand was not generally available in 1942, officers and NCO's were equipped with the M50 SMG, but it proved unsuited to warfare in the tropics so most officers and NCO's preferred the M1903 until the M1 became generally available.

PLATOON HEADQUARTERS

Lieutenant, Senior Leader, Carbine
Sergeant, Senior Leader, Carbine

SQUADS ONE to THREE

Corporal, Junior Leader, M1903

Rifle Team

BAR, 1 crew, 1 rifleman

6 Riflemen, M1903

BAR SQUAD

Corporal, Junior Leader, M1903

BAR Team

BAR, 1 crew, 1 rifleman

BAR, 1 crew, 1 rifleman

3 Riflemen, M1903

USMC Support List 1942-43

List One

Satchel Bomb

Corpsman

Engineer Mine Clearance Team, 3 men

Engineer Mine Wire Cutting Team, 3 men

Engineer Demolition Team, 3 men

Minefield

Barbwire

Adjutant

Jeep, no crew

Entrenchments for one team

Substitute M1 Garand for M1903 (Whole Squad)

Substitute SMG for M1903 or M1

Add BAR

List Two

Roadblock

Bazooka Team, 2 crew

Platoon Guide

List Three

Sniper Team

60 mm Mortar Team, 5 crew

0.30 M1919 LMG, 3 crew

Engineer Flamethrower team, 3 men

M3 37mm AT Gun, 5 crew with JL

List Four

Forward Observer with 81 mm Mortar

Engineer Section with JL

0.30 M1917 MMG on tripod mount, 5 crew

List Five

0.50 Browning M2 HMG on tripod mount, 5 crew

M2A4/M3 Stuart Light Tank with JL

M3 GMC 75mm AT Gun, 5 crew with JL

List Six

Raider Squad

75mm pack Howitzer, 5 crew with JL

USMC National Characteristics 1942–43

Scouts

When a US Platoon or Squad Leader sends out his two man scout team they move with 1 or 2 D6 and may assume a Tactical Stance at the end of their movement. If they are in Line of Sight of their leader, they can be activated for one Command Initiative without being in command range.

Superior Marksmanship

The USMC put much emphasis on weapons skills. To reflect this when a Leader is attached to a fire team and uses 2 or more CI to activate the team he adds this number of D6 to the team's firing dice to the total.

USMC Support List

Most options in the USMC support list are well described in the main rulebook. List choices have been vetted through the Common Arsenal and reconciled with the rulebook.

Personal Weapons

Unlimited SMG's are available but only one additional BAR is available to the platoon. By 1943, the M1 Garand became more commonly available and can be substituted for the M1903. Each of the Rifle Squads have one M1 Rifle Grenade Adaptor.

60mm Mortar Team

This team has a large crew of 5 men, it has HE only, no smoke. It has a minimum range of 18".

USMC MG Teams

Seemingly a complex subject, the list 3 LMG team fires 8D6, the list 4 MMG fires with 10D6 and the list 5 HMG fires with 10D6 and reduces cover by 1.

Support Weapon Squads

Taking two identical support weapons teams (LMG, MMG, HMG, or 60mm Mortar) from the list allows the player to form a squad with a JL.

Platoon Guide

This option allows the formation of an ad-hoc squad, which activates on a 2 or 4. The Platoon Guide (a senior leader) can choose up to six men from the rifle squads. The Platoon Guide is equipped with a carbine and after 1942 for 1 support point the whole team can be equipped with the M1 Garand. The one additional BAR or SMG's can also be selected to equip the team. The Platoon Guide has 3 CI.

Scout Teams

One or two riflemen may be selected from a rifle squad to be a scout team. They are activated on a 1 or by their squad or platoon leader

USMC Raiders Squad

Two raider battalions were formed in 1942, the organization here is that of Carlson's 2nd Raider Battalion.

A Raider squad is made up of a JL with a carbine as well as 3 fire teams for a total of 10 men. Each team has a SMG, a BAR and a carbine. The Raider squad is Aggressive and activates on a 3 or a 4. When activated on a 4, the JL has 3 CI. I have considered making this team Elite, and you may

USMC Master Arsenal Table

Anti-Tank Guns			
	AP	HE	Notes
37mm AT Gun	5	3	5 crew and JL
0.50 HMG	2	0	reduces cover
75mm Pack Howitzer	3	5	5 crew and JL
Bazooka	7	2	use range bands

Armoured Fighting Vehicles					
Vehicle	Armour	AP	HE	Speed	Notes
M3 GMC 75mm Gun	3	6	6	Fast	HMG
M2A4/M3 Stuart Light Tank	4	5	3	Fast	Hull and co-ax MG

