

**No Man Left Behind**

All USMC casualties must be evacuated to a friendly deployment zone or medivaced from an aid station.

**The Point Man**

A designated Pointman may use his expertise to Spot an Ambush. If successful, his Unit fires FIRST.

**A designated Pointman must always be the first Casualty a Unit takes.**

**Setting Ambush**

If the mission permits, USMC may Hide & set Ambush. Place one Blind for each Hidden Unit & Claymore Mine in the Ambush.

**PLATOON: HQ + 3 Squads**

The Lt. may transfer 1 activation to a Platoon Unit within 2x Coherency or via RTO.

Lt. / NCO's may spend an activation to reorganise / lead a Platoon, Squad or Fire-Team.

**HQ Section:**

Platoon Lt. + NCO w/ Semi Auto Rifle  
2x RTO w/ Semi Auto Rifle  
Corpsman w/ Pistol or Carbine

**RTO -Radio Operator**

Opens & close channels for support calls. Allows contact between units w/ RTO's.

**Corpsman / Medic**

If there are Friendly Casualties on the table, Corpsmen may activate as separate units. Corpsmen roll vs expertise to aid casualties. 1 Corpsman may care for max. 5 figures & may establish aid stations, designating one healthy guard per 5 wounded.

**Roll Result**

5+	Wounded
7+	Good to Go!

**Attachments**

Support Weapons & other specialists *may* be attached to the Platoon HQ.

**Attachments:**

Forward Observer (FO) w/ Semi Auto Rifle  
FORTO w/ Auto. Carbine  
Corpsman w/ Carbine  
2x LMG

**Forward Observer (FO)**

Officer dedicated to indirect fire-support calls. FORTO: RTO working directly with an F.O.

**SQUADS: HQ + 3 Fire-Teams**

Squad coherency is based on the NCO. NCO's may activate their Fire-Teams within 2x Coherency.

**Squad Hq:**

NCO w/ Semi Auto Rifle  
Grenadier w/ Grenade Launcher

**FIRE-TEAM: JNCO + 3 Riflemen**

Units with Fire-Team training may operate at 2x the NCO's Coherency. Each Fire-Team maintains their own Coherency based on the Fire-Team Leader or JNCO.

**Fire-Team:**

JNCO w/ Semi Auto Rifle  
Rifleman w/ Full Auto Rifle  
2x Rifleman w/ Semi Auto Rifle

**Weapons Crews**

Weapon	Crew
MMG	3
HMG	4
Lt & Med. Mortar	3
Heavy Mortar	4
Artillery	5

**Personal Armour**

USMC wear Flak Jackets that add +1 to any Cover save vs TEMPLATE Weapons ONLY.

**Infantry Weapons**

Infantry Weapons always use the FP Dice of the attacking troop.

Small Arms	Range	FP
Pistol/Revolver	8"	1
SMG / Auto. Carbine	12"	2
Combat Shotgun	8"	2
Carbine	20"	1
Sniper Rifle	48"	2
Semi Auto Rifle <sup>4</sup>	24"	1 / 2
Full Auto Rifle	16"	3
Assault Rifle <sup>1</sup>	24"	2
Hand Grenade	6"	2T
Grenade Launcher <sup>2</sup>	24"	2T
G.L. Buckshot <sup>3</sup>	12"	2T
Light Machine Gun	28"	3

- 1.Assault Rifles may have gren. launchers with a min. range of 8" and a max. of 16".
- 2.Minimum Range 8"
- 3.Giant shotgun shell for grenade launcher.
- 4.Aimed or On Guard Fire: FP 2

Support Weapons	Range	FP
Med Machine Gun <sup>3</sup>	32"	4
Hvy Machine Gun. <sup>1,3</sup>	40"	4/2
Claymore Mine <sup>2,5</sup>	1x8x8"	3T
Satchel / Demo Charge	2"	1T/4
LAW <sup>1,2</sup>	16"	1T/3
Lgt Recoilless Rifle <sup>1,2,3</sup>	36"	2T/4
Hvy Recoilless Rifle <sup>1,2,3,4</sup>	60"	3T/6

1. Mixed Damage: Template / Anti-Armour.
2. Danger! Back-blast 2"/2FP. Can not fire inside enclosed spaces!
3. Weap. Team required. 2 activation set-up.
4. Heavy. No move unless vehicle mounted.
5. Shaped template for Claymore mine.

**Helicopters, Crews & Weapons**

With the exception of the Cobra and the Scout, these are based on the 'Huey' style chassis.

Crew	Pilot	Gunner(s)
Transport	1	2
Scout OH-6A	1	1 / 2
Gunship	1	1 / 3

**All Helicopters have Light Armour**

Type	L. Wpn	C. Wpn	R. Wpn
Transp.	LMG		LMG
Scout	LMG	/	/
Gunship	1xFFAR LMG		1xFFAR LMG
Cobra	1xFFAR RCANNON	RMG/ AGL	1xFFAR RCANNON
ARA	3xFFAR's	/	3xFFAR's

**Vehicles, Crews & Weapons**

Crew	Driver	Gunner(s)
Transport	1	1
Tank	1	2
Mortar Carrier	1	3
APC / ACAV	1	1 / 3
S.P. Gun	1	5

**Type L. Weap. C. Weap. R. Weap. Civilian**

Jeep	/	LMG	/
Truck	/	/	MMG
M. Mule	/	Lt RR	/

**Light Armour**

ACAV	LMG	HMG	LMG
M113	/	HMG	/
M125	/	Mortar	/
Gun-Jeep	/	HMG	/
ONTOS	3x Hvy RR	/	3x Hvy RR

**Type Main Gun MG AA MG Medium Armour**

Sheridan	Lt. Can.	MMG	HMG
LVTP5	/	MMG	/
LV6H	Artillery	MMG	/

**Heavy Armour**

M48.	Med. Cannon	MMG	HMG
M728 CEV	Demolition Gun	MMG	HMG