# **"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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PATH TO GLORY: WW2 PACIFIC

**CONTENTS** 

3
11
16
22
23
26
28
29



# **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) Туре Speed Hit Fire Range Attacks Defence Nerve 20 10/12 Command (3) 5 4 6 5 4+ 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 Туре Speed Hit Range Attacks Defence Nerve Fire Spotter (1) 4+ 9/11 5 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: Туре Hit Fire Range Blast Piercing 1\* Navy Support 4+ 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 Speed Hit Fire Defence Nerve Туре Range Attacks 9/11 Navy Corpsman (1) 5 4+ Special Rules: Individual, Inspiring, Steadfast Points: 25



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

#### PATH TO GLORY: WW2 PACIFIC

# 0-1 Gunnery Sergeant Basilone

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



#### 2-4 Marine Platoons

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	6	20	5	4+	9/11
Special Rules: Inspirir	ng						

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

				0				
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve	
Squad (10-12)	5	4	20	20	10	4+	13/15	
Points:	80			1.00			AND THE OWNER	
Each Platoon co	nsists of 1 Com	nmand	Section		-11111	Marine and	ž.	2.00
(5) & 2-3 Squads	s (9-12)			Lawren P	÷	24	A K	赤
Each Squad can	be upgraded w	vith 0-2	2 BARs	淹	A	*	N The	F
+20 points each				1mm	20	-11 6	-4 2	-1-13
Each Squad can		vith 0-1	Rifle		I.	N V	11-	
Grenade +5 Poir	nts					and a start	-	
					El	Th.	Re-	
M3 Half Tracks:					*	der of the second secon	T.	200
upgraded with a			•	-	T		1	
can be equipped	d with M3 Half	Tracks	(1 per	0.985	Carlor .	1	and the second	
squad)						El	NY SERIES	-
						ST	to shirts	a contra
				allern-		C. C		

Each Platoon c	•			• • •				
0-2 Browning 1	.919 MG							
Туре		Speed		Fire	Range		Defence	Nerve
1919 MG Crew		5	4	5/10*	24	2	4+	9/11
Special Rules:	*Movir	ng/Not N	/loving					
Points:	50							
0-1 Bazooka Te	eam (dep	loyed se	eparatel	y)				
Туре		Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Bazooka Team	(2)	5	4	1	24	2	4+	9/11
Special Rules:	Piercin	g 4, Blas	t (D3), N	love or	Shoot			
Points:	50							
0-1 60mm Mo	rtar Tear	n (deplo	yed sep	arately)				
Туре		Speed	Hit	Fire	Range	Attacks	Defence	Nerve
60mm Mortar	Team (2	) 5	4	1	36	2	4+	9/11
Special Rules:	Indirec	t						
Points:	30						CEN I	White interfactors and
				5	B		CONTRACTOR OF	
					K.M.	100 - F.A.S.		
					11.2.25			1 Providence
				1	10-1-1-5		CERT.	
				2	MAN		2.000	Repair 1
				1	all'	STA PRO	1-1	
					2	Strange State	a Just	
						S. S. S. U.S.		
						- North Contraction	A ELD	2.13/3-12.1
				8	1.1	C. HALL	Carlos Th	
		- )		1	a stall	1. 200 1. 1. 1. 1.		EN EN
0-2 Scout Secti	ions (9-1	-		61	The second	NAMES OF STREET, STREE		
Туре		Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)		5	4	20	20	10	4+	13/15

Points:	90			

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

# 0-1 Assault Sections (9-12)

Special Rules: Recon

Туре		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

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11
Special Rules:	Individual, Snip	er, Stea	althy, Pie	rcing (2)	, Elite		
Points:	50					23.0	just - 1 1'
Infantry Platoc	ns = 0-1 Sniper					To Chinky	
3+ Platoons = (	)-2 Snipers					and the second	1 1 1 1
							N/Ya
							and the second
						10	

Flame Thrower Team							
Туре	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							
3+ Platoons = 0-4 Flam	e Throw	er Team	S				
НМG							
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11
Special Rules: Move	or Shoot,	, Piercin	g (2)		19.00		
Points: 55					1 20.		SAL SZ BAS
2 Infantry Platoons = 0		Teams				S V Faller	A PARTY AND
3 Platoons = 0-6 HMG	Teams				128233	Du MALEZ	
4 Platoons = 0-8 HMG	Teams						
Each Gun may upgrade	e to add (	)-1 Jeep	or M2 H	lalf		Se Su	
Track as its transport/s					A.C.M		Jon 1
Marines push back the I	k a Japan Battle of			-			

#### PATH TO GLORY: WW2 PACIFIC

#### **ORDINANCE**

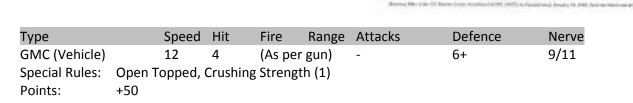
Ordinance is deployed to larger actions so the number of Ordinance pieces available will depend on the number of Infantry Platoons in the force.

81mm Heavy Mortar Teams												
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve					
Ordinance	5	4	1	72	-	4+	9/11					
Special Rules:	Indirect, Move	or Sho	ot, Pierci	ng (1), B	last 2D6							
Points:	80 Points											
2 Infantry Platoons = 0-2 81mm Heavy Mortar Teams												
4+ Platoons = 0	)-4 81mm Heavy	Morta	r Teams									

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

#### 37mm AT Gun Teams

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	60	-	4+	9/11
Special Rules:	Blast (I	03), Piei	cing 4, N	Nove or	shoot		
Points:	75						
2 Infantry Platoons = 0	-2 AT Gu	ın Team	S		15 St. 110	PRA LANN	DATE BUILDING - CA
3+ Platoons = 0-4 AT G	iun Team	is			AND	A ALAS DE	CONTRACTOR OF A
Each Gun may upgrade	e to add	0-1 Jeep	or M2 I	Half Trac	k 💦 🗍		
as its transport/suppo	rt vehicle	2			S.48		S.A. Knubble
Each Gun may upgrade	ed to a G	MC (be	coming \	/ehicles)	And and		
					1.4	S STITLE S	Contraction in the



#### 40mm Bofors AA Gun Teams

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve				
Ordinance	5	4	4	72	-	4+	9/11				
Special Rules:	Blast (I	Blast (D3), Piercing 3, Move or shoot									
Points:	150										
3+ Platoons = 0-1 AA T	eam										
The Cure measuring and		1 1 1 1 1		T		امنام بينا مرمو مرمون					

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

#### 57mm AT Gun Teams

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve				
Ordinance	5	4	1	72	-	4+	9/11				
Special Rules:	Blast ([	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**

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve	
Ordinance	5	4	1	72	-	4+	9/11	
Special Rules:	Howitzer, Move	e or Sho	ot, Piero	cing 3, Bl	ast (2D6)			
Points:	125				1910	A State	my minute	1.52-
2 Infantry Plato	ons = 0-2 Mediu	m Guns		Sen an			a sound	
3+ Platoons = 0-	4 Medium Guns	5		1944 - Ann	Disert-	S. J. Salar		
Each Gun may u	pgrade to add C	)-1 M3 H	lalf		Carl Carl	1		Code -
Track or truck as	s its transport/s	upport				1. 1. 1. 1 M	2.15	
vehicle				and think	1.4.8	15		E.
				PAARY STREET	and the second sec	TARK MALE MARY I TON	IN THE PARTY OF TH	Transfer 7

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)

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve			
Armour	12	4	-	-	-	9+	9/11			
Weapons:	37mm	Turret C	Cannon,	Co-axial	Turret M1919	MG, Forward Hu	ll M1919 M			
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										
Туре	Fire	Range	Specia	l						
Tank Flame Thrower	10	Flame	Piercin	g (2)						

#### Medium Tank (Sherman)

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	10+	9/11
Weapons: 5	57mm Turret C	annon,	Co-axial	Turret N	/1919 MG, F	orward Hull M191	9 MG
Special Rules: S	Stabilised, Gyro	o-stabili	ised turre	et (ignore	es the -1	All Contractions	Sec. 19
Extreme range de	eduction), Cru	shing St	rength (4	1)			
Points: 3	300						
Any Sherman ma	y add a cupola	HMG	for +40 p	oints			
2 Infantry Platoo	ns = 0-2 Mediu	ım Tanl	ks			1	.sal
3+ Platoons = 0-4	I Medium Tanl	<s< td=""><td></td><td></td><td></td><td></td><td></td></s<>					
0-1 tank may rep	lace its Turret	Cannor	n with a F	leavy Ta	nk Flame	1-1	3 E.
Thrower as no ex	tra cost					cip De	1 . 16
Туре		Fire	Range	Special		0.0	THREE 2
Heavy Tank Flam	e Thrower	20	Flame	Piercin	g (2)		
						P. P	
						100 20 h 170 h 200 - 10	

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

#### M5 SPM

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M5 Half Track (Vehicle)	10	4	-	-	-	7+	9/11
Weapon:	Mediur	n Gun					
Points:	200			188	CERTIFICATION AND A	R HAR STER	
2 Infantry Platoons = 0-	1 M3 SP	Μ		1 li	1000	MAG S'A	1 1.5 Mar / 1
3+ Platoons = 0-2 M3 Sl	PM				A Partie	THE	The second second
						State States	AL



Туре	Speed	Hit	Fire	Range	Attacks	Defence
Armour	9	4	-	-	-	8+
Special Rules:						
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)



Nerve



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)

Туре	Spee	ed Hit	Fire	Range	Attacks	Defence	Nerve
Command (6)	5	4	5	24	5	4+	10/12
Special Rules:	Inspiring, Ste	eadfast					
Points:	60						
The Company	Command can	purchas	e the foll	owing su	pport:		
The Command	May be upgra	ded with	n a SMG +	-5 points	(+2 Fire)		
0-1 Jeep (May	be upgraded v	with an L	MG +20 F	oints) or	Universal (	Carrier as its transp	ort/suppo
vehicle							
0-2 Spotter							
Туре	Spee	ed Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1)	5	-	-	-	-	4+	9/11
Special Rules:	Individual, R	econ, Mu	ust be ass	igned to	an Ordinan	ce Piece (allows that	at Ordinar
niece to ignore	the -1 Extrem	he range	deductio	n) or a gr	oup of the	same ordnance nie	ces denlo

piece to ignore the -1 Extreme range deduction) or a group of the same ordnance pieces deployed within 3" of each other

Points: 20

•	Each Platoon consists of 1 Platoon Command (6) & 2-3 Squads (8-10)								
Туре	Speed	Hit	Fire		Attacks	Defence	Nerve		
Platoon Command	1(3) 5	4	3	24	5	4+	9/11		
Special Rules: In	spiring								
Points: 40	)								
The Command Ma	iy be upgrade	ed with a	a SMG +5	5 points	(+2 Fire)				
The Command See				single LN	/IG +20 points				
Туре	Speed	Hit	Fire	Range		Defence	Nerve		
Infantry Squad (10 Points: 50	•	4	10	24	10	4+	13/15		
Each Squad can be	e upgraded w	ith a sin	gle LMG	each +2	0 points each				
Each Squad May b	e upgraded v	vith spea	cialist SN	1Gs +5 p	oints (+2 Fire)				
Each Platoon can	ourchase the	followin	ig suppo	rt:					
0-1 2" Mortar Tea	m								
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve		
Weapon Crew (2)	5	4	1	36	2	4+	9/11		
	ndirect								
Points: 30	-								
0-1 Sniper (deploy	•								
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve		
Sniper (1)	5	4	1	36	1	4+	9/11		
•	dividual, Snip	er, Stea	lthy, Pie	rcing (2)	, Elite				
Points: 50									
0-1 AT Team (Boy		-		-		- •			
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve		
Weapon Crew (2)	5	4	-	-	2	4+	9/11		
•	ove or Shoot	, Piercin	g (3)						
Points: 50 Special Rules: Bo	) oyes AT Rifle								

<u>Universal carriers</u>: 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

Туре		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)

Туре		Speed	Hit	Fire	Range	Attac	ks Defence	Nerve
Infantry (6)		5	4	5	24	5	4+	10/12
Special Rules:	Recon						le de la	
Points:	30						e station	THERE OF

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

Туре	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 Engine	e <mark>r</mark> Tear	ns				
3+ Platoons = 0-4 Engir	neer Tea	ms					

# HMG

Туре		Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew	(3)	5	4	10	36	3	4+	9/11
Special Rules:	Move	or Shoot	, Piercin	g (2)				
Points:	50							
2 Infantry Plato	ons = 0	-2 HMG	Teams					
3+ Platoons = 0	-4 HMG	Teams						
Each Gun may	upgrade	to add (	)-1 Univ	ersal Ca	rrier or J	eep as its transp	ort/support veh	icle

# 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 N	Mortar Teams						
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11
Special Rules:	Indirect, Move	or Shoc	ot, Pierci	ng (1), Bl	ast 2D6		
Points:	80 Points						
2 Infantry Plate	oons = 0-4 Heavy	/ Mortar	<sup>.</sup> Teams				
3+ Platoons = 0	)-8 Heavy Morta	r Teams					
Each Gun may	upgrade to add	0-1 Univ	ersal Ca	rrier or J	eep as its transp	ort/support veh	icle

#### 2-pounder AT Gun Teams\*

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	60	-	4+	9/11
Special Rules:	Piercin	g 4, Mo	ve or sho	oot			
Points:	65				112220	San Sala	的新花
2 Infantry Platoons = 0	-1 AT Gu	n Team	S		a Part	DESCRIPTION OF	
3+ Platoons = 0-2 AT G	un Team	S				1	
Each Gun may upgrade	e to add (	)-1 Univ	ersal Ca	rrier or	1	- A WILTER	
Jeep as its transport/su	upport ve	ehicle				- transferration	
*2 pounders used in th	e Pacific	had no	hi-ex, on	ly	State of the		
armour piercing.	-			-	State of	Sauce	11/12/20
							-
						And the second second second	

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

#### 40mm Bofors AA Gun Teams

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	4	72	-	4+	9/11
Special Rules:	Blast (D	03), Pier	cing 3, N	Nove or	shoot		
Points:	150						
3+ Platoons = 0-1 AA Te	eam						
The Gun may upgrade t	to add 0-	-1 Truck	as its tra	ansport/	'support vehicle		

# 6-pounder AT Gun Teams

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve		
Ordinance	5	4	1	72	-	4+	9/11		
Special Rules:	Blast (D	06), Pier	cing 5, N	love or	shoot				
Points:	100								
3+ Platoons = 0-2 AT G	un Team	Teams							
Each Gun may upgrade	to add (	)-1 Univ	ersal Ca	rrier or 1	ruck as its trans	port/support vel	hicle		

#### Medium Gun

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11
Special Rules:	Howitzer, Mov	e or Sł	noot, Piero	cing 3, Bl	ast (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' S	tuart)									
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve			
Armour	12	4	-	-	-	9+	9/11			
Weapons:	2 Pour	nder Tur	ret Can	non, Co-a	xial Turret M	1919 MG, Forwa	rd Hull M191			
MG										
Special Rules:	Stabilis	sed, Cru	shing St	rength (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)

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	8	4	-	-	-	10+	9/11
Weapons:	2 Poun	der Turr	et Cann	on, Co-a	xial Turret LM	G, Forward Hull I	MG
Special Rules:	Crushir	ng Streng	gth (3) <i>,</i> 1	Turret Ca	annon (Blast D	3, Piercing 4)	
Points:	240						
2 Infantry Platoons = 0-	-1 Mediu	ım Tank					
3+ Platoons = 0-3 Medi	um Tanl	s					
Each tank may be upgr	aded to	a Flame	tank +30	) points	(replacing the	2 Pounder Turre	t Cannon)
Туре		Fire	Range	Special		Cold.	
Hvy Tank Flame Throw	er	20	Flame	Piercin	g (2)	25	



#### **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 cheap

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)

I Company Co	iiiiiaiiu j	(0)						
Туре		Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)		5	4	5	24	5	4+	10/12
Special Rules:	Inspirin	g, Stead	lfast					
Points:	60							
The Command	May be	upgrade	d with a	SMG +5	5 points	(+2 Fire)		
The Company C	Comman	d can pu	urchase	the follo	wing sup	oport:		
0-2 Spotter								
Туре		Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Individual (1)		5	-	-	-	-	4+	9/11
Special Rules:	Individu	ual, Reco	on, Must	t be assig	gned to	an Ordinance Pie	ece (allows that	Ordinance
piece to ignore	the -1 E	xtreme	range de	eduction	) or a gr	oup of the same	ordnance pieces	s deploye
within 3" of eac	ch other							
Points:	20							
0-1 Staff Car (N	lay be up	ograde v	with an l	MG +20	Points)	or So-Da Carrier	· (or Captured Ur	niversal
Carrier) as its tr	ansport,	/suppor	t vehicle	2				
2-4 Core Platoc	ons							
Each Platoon co	onsists o	f 1 Com	mand Se	ection (3	) & 3-4 S	Squads (10-12)		
Туре		Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Comma	and (3)	5	4	3	24	5	4+	9/11
Special Rules:	Inspirin	g						
Points:	40							
The Command	May be	upgrade	d with a	SMG +5	5 points	(+2 Fire)		
Туре		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 upgra	aded wi	th a sing	le LMG	each +20	0 points each		

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)

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11
Special Rules:	Individual, Snij	per, Ste	althy, Pie	ercing (2)	, Elite	and 5	2
Points:	50					1 the second	and the second

<u>Transport</u>: 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)

Туре	9	Speed	Hit	Fire	Range	Attacks	Defer	nce Nerve	2
Infantry (9)	!	5	4	-	-	10	4+	13/15	5
Special Rules: against vehicles Points:	-	harges	(Crushir	ng Streng	gth 3 in r	nelee			

Mar. 1945 Intelligence Bulletin, Coll<sup>n</sup>: LoneSentry.com

#### 0-2 Scout Sections (5-6)

Туре		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

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	2	36	2	4+	9/11
Special Rules: Move	or Shoot	, Pierciı	ng (3)				CREASE REAL OF
Points: 50				1.00	A.A	Charles and	
2 Infantry Platoons = 0	)-2 AT Rif	le Tean	is	1.1	a history		
3+ Platoons = 0-4 AT R	lifle Tean	าร			100 State	ARRAN .	NY IN
				100	N MEL		In the second second
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				1.5	al a contract of the second		

# HMG

-							
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11
Special Rules: Move of	or Shoot	, Piercin	g (2)				
Points: 50				and the	and game	A Starter	A Contraction
2 Infantry Platoons = 0-	-2 HMG	Teams		and the	and the second	Trin Com	The second
3+ Platoons = 0-4 HMG	Teams				ST SAL	1 10 10 10 10 10 10 10 10 10 10 10 10 10	
				8 3			



#### Flame thrower Teams

Туре	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	5					
3+ Platoons = 0-4 Tean	ns						

# 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

offilli Heavy i	viortar reams								
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve		
Ordinance	5	4	1	72	-	4+	9/11		
Special Rules:	Indirect, Move	or Sho	ot, Pierci	ng (1), Bl	ast 2D6				
Points:	80 Points	80 Points							
2 Infantry Plate	oons = 0-1 Heavy	Morta	ar Teams						
3+ Platoons = 0	)-4 Heavy Morta	r Team	S						

# **Battalion Gun Teams**

Туре	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				12,000	and the second second		1.1
2 Infantry Plate	oons = 0-1 Battal	ion Gu	n Teams			and the second	Contraction of the	1 2 3
3+ Platoons = (	)-4 Battalion Gur	n Team	IS		25	STR	2	Map



#### 37mm AT Gun Teams

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	60	-	4+	9/11
Special Rules:	Blast ([	03), Pier	cing 4, N	Nove or	shoot		
Points:	70						
2 Infantry Platoons = 0	-1 AT Gu	n Teams	5				
3+ Platoons = 0-4 AT G	un Team	S					

#### Medium Gun

Туре		Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance		5	4	1	72	-	4+	9/11
Special Rules:	Howitz	er, Move	e or Sho	ot, Pierc	ing 3, Bl	ast (2D6)		
Points:	100							
3 Infantry Plate	oons = 0-	1 Mediu	ım Gun					
4 Platoons = 0-	2 Mediu	m Guns						
Each Gun may	upgrade	to add (	)-1 So D	a (or Un	iversal) (	Carrier or Truck	as its transport/s	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.

194 Tankette							
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	8+	9/11
Special Rules:	Stabilis	sed					
Points:	140						See 1
Weapons:	Turret	HMG				THE ALL PROPERTY OF	
2 Infantry Platoons	s = 0-1 Tanke	tte					ALL ALL
3+ Platoons = 0-2	Tankette						********
						· · 2 ·	
						ELAT OF	512-573

197 Tankette		
Туре	Speed	Hit

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	8+	9/11
Special Rules:	Stabilis	ed					
Weapons:	Turret	37mm	Cannon				A REAL PROPERTY.
Points:	150						in the second
2 Infantry Platoons =	= 0-1 Tanke	tte					The Flory
3+ Platoons = 0-2 Ta	nkette					mb Tak	ME STR
							AFER
						THE SE	Contraction and the second
						and the second se	and the state of the second

Light Tank (Ha Go)							A HULL STREET BESK STONE
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	12	4	-	-	-	9+	9/11
Weapons:	37mm	Turret C	Cannon,	Turret Ll	MG (May no	ot be fired in the sa	me turn as the
Turret Cannon), Forwa	rd Hull L	MG					
Special Rules:	Stabilis	ed, Crus	shing St	rength (3	)		
Points:	220						
2 Infantry Platoons = 0-	1 Light	Tank					
3+ Platoons = 0-3 Light	Tanks						
		,		1.0.	- / /		<i>c u</i>

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 14<sup>th</sup> 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 Medi	um Tanl	٢S					
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour (Chi Ha)	10	4	-	-	-	10+	9/11
Weapons: Turret	Cannon	(Fire 1,	Range: 6	50,		1000 million	10 - C - C - C - C - C - C - C - C - C -
Blast D6, Piercing 4), Tu	irret LM	G (May	- 111		10		
the same turn as the Tu	urret Cai	nnon), F	orward	1000		Salt -	
LMG					·	I III	
Special Rules: Stabilis	ed, Crus	hing Sti	ength (4	1)	- 1111		A STATE STATE
Points: 270					The IIII	1	Fra HUMPS
Any Chi-Ha may be upg	raded to	o a Shin	oto Chi-I	Ha for	- A. A.	No. as	
+20 points. This impro-	ves the <sup>-</sup>	Turret C	annon t	o:	34-34	the Part	
Range: 72)					38	and a	
						Emanaaa	
					an timit all		

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour (I-Go)	8	4	-	-	-	9+	9/11
Weapons:	70mm Battalio	n Gun	(No indir	ect Fire)	Turret Can	non, Turret LMG (N	lay not be fired
in the same tur	n as the Turret (	Cannor	n), Forwa	rd Hull Ll	MG		
Special Rules:	Crushing Streng	gth (4)					
Points:	180						



Japanese tanks moving toward Manila, January 1942

# Ho Ni SPG

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve				
Armour	8	4	4+	72	1	9+	9/11				
Special Rules:	Howitz	Howitzer, Move or Shoot, Piercing 3, Blast (2D6)									
Points:	180				1						

3+ Platoons = 0-1 Ho Ni SPG



# GENERIC VEHICLES

# TYPE: JEEP / TYPE 95 RECON CAR / STAFF CAR

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	12	4	-	-	-	5+	9/11
Special Rules: Strength (1) Points:	Fast, Open Top 70	ped, Tr	ansport	(6), Crusl	ning	B	

# TYPE: UNIVERSAL CARRIER / SO DA CARRIER

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Universal Carrier (V)	10	4	-	-	-	7+	9/11
Special Rules: Open	Topped,	Transpo	ort (6) Ci	rushing S <sup>.</sup>	trength	and the state of the second	A SUBJECT
(1), May be upgraded	with up t	o two L	MGs (+2	20 Points	each)	- Andrew	
Points: 80							
							and the

#### TYPE: M2 HALF TRACK CAR

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M2 Half Track (	Vehicle) 11	4	-	-	-	7+	9/11
Special Rules:	Open Topped,	Transpo	rt (6) <i>,</i> Cr	rushing S	trength (1), May	y be upgraded w	ith 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

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve	
Truck (Vehicle)	10	4	-	-	-	5+	9/11	
Special Rules:	Fast, Open Top	ped, Tra	insport (	20), Cru	shing Strength (2	2), May be upgra	ded with a	
LMG +20 Points (or for USMC; a 1919 MG +30 Points)								
Points:	80							

## TYPE: M3 HALF TRACK

Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M3 Half Track (Vehi	cle) 10	4	-	-	-	7+	9/11
Special Rules: Ope	en Topped, '	Transpo	rt (12), (	Crushing	Strength	(2), May be upgraded	with a 1919
MG +30 or a HMG for	or +60 Poin	ts					(4.4.2.5.4.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1
Points: 110						APX-A	



# **GENERIC WEAPONS**

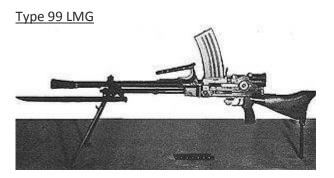
# LIGHT MACHINE GUNS (LMG)

LMG

-			
Туре	Fire	Range	Special
BFG	5	24	Piercing 1

<u>Bren Gun</u>





# FLAME THROWERS

Flame Thrower			
Туре	Fire	Range	Special
BFG	10	Flame	Piercing 2

Japanese Type 93 Flame thrower



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



#### PATH TO GLORY: WW2 PACIFIC

# 2" MORTAR / 60MM MORTAR / NI MORTAR

2" Mortar, 60mm Mortar, Ni Mortar

Туре	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" Morta	ar, 81mn	n Mortai	r
Туре	Fire	Range	Special
Ordinance	1	72	Blast 2D6, Piercing 1, Move or Shoot, Indirect



In action in Burma, 1944

#### HMG

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



#### PATH TO GLORY: WW2 PACIFIC

# 2-POUNDER/37MM ANTI-TANK GUN

37mm/2 Pounder Anti-Tank Gun

Type Fire Range Special

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

a gamer gi e ama tai	9010							
Туре	Speed	Hit	Fire	Range	Attacks	Defence	Nerve	
Ordinance	5	4	4	72	-	4+	9/11	
Special Rules: shoot	Blast (I	03), Pi	ercing 3,	Move or	3 300		a sulated	
Points:	100						Ser.	* (1) P.



# 6-POUNDER / 57MM ANTI-TANK GUN

57mm/6 Pounder Anti-Tank Gun							
Туре	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.

DAN			
Туре	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 1	l919 MG
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Туре	Fire	Range	Special
BFG	*5/10	24	*Moving/Not Moving



Two Marines with a M1919A4 on Namur Island

BAZOOKA			
Bazooka			
Туре	Fire	Range	Special
BFG	1	24	Piercing 4, Blast D3, Move or Shoot
	Sec. 21	12.04	



(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			
Туре	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-Tanl	k Project	tile		
Туре	Fire	Range	Special	
BFG	1	20	Piercing 4, E	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

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

