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# MACHETE MACK

GUNNERY SERGEANT  
Q 'MACK' MACDONALD, USMC

A B

**EXPERT - M47 BAR:** Hit on rolls of as well as . Does not apply to Units Joined.

**OFFICER:** May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

**SCOUT:** Take March Move Action as first Action of game, leaving one further Action for that Activation.

**TRAIL BLAZER:** Machete Mack and any Unit he Joins can move up to 50cm or 20" through Terrain (rather than the usual 40cm or 16" limit) when performing a March Move Action.

TA191  
2014

2 5 1

# MACHETE MACK

GUNNERY SERGEANT  
Q 'MACK' MACDONALD, USMC

- OFFICER • SCOUT •
- TRAIL BLAZER •
- EXPERT - M47 BAR •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x M47 BAR AUTOMATIC RIFLE														
6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-
<b>B</b> 1x PAIRED MACHETES														
<b>C</b>	2/2	2/2	2/2	2/1	-	-	-	-	-	-	-	-	-	-

HERO



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# LITTLE MACK

## LIEUTENANT BLAKE MACDONALD, USMC



A B

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**EXPERT - PAIRED MACHETES:** Hit on rolls of as well as . Does not apply to Units Joined.

**ASSASSIN:** Choose Soldiers hit when using Close-combat Weapons. Does not apply to Units Joined.

**OFFICER:** May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

**SCOUT:** Take March Move Action as first Action of game, leaving one further Action for that Activation.

TA266  
2014



# LITTLE MACK

## LIEUTENANT BLAKE MACDONALD, USMC

- ASSASSIN.
- OFFICER • SCOUT.
- EXPERT - PAIRED MACHETES.



2 5 1



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x .45 ACP PISTOL													
2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-
B	2/2	2/2	2/2	2/1	-	-	-	-	-	-	-	-	-	-
C	2/2	2/2	2/2	2/1	-	-	-	-	-	-	-	-	-	-

HERO



4



# QUIET JACK

MASTER SERGEANT FRANK STONE,  
USMC



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A B

**AND STAY DOWN:** Any Unit hit by Quiet Jack's .30 cal MG removes any Under Fire tokens on it and gains a Suppression token if it does not already have one.

**CHEAT DEATH:** If Quiet Jack is eliminated, roll a die. On a or , cancel one point of Damage and Quiet Jack survives, but gains a Stunned token.

**EXPERT - BARE KNUCKLES:** Hit on rolls of as well as . Does not apply to Units Joined.

**NOTHIN'S EASY:** Any Unit Joined by Quiet Jack immediately removes all Under Fire and Suppression tokens and cannot gain Under Fire or Suppression tokens.

TA192  
2014



# QUIET JACK

MASTER SERGEANT  
FRANK STONE, USMC

- AND STAY DOWN • CHEAT DEATH •
- NOTHIN'S EASY •
- EXPERT - BARE KNUCKLES •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	<b>A</b>	1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	2/1	2/1	
	<b>B</b>	1x BARE KNUCKLES													
C	2/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-	

HERO



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# CRAZY JIMMY

FIRST SERGEANT JAMES T MURPHY, USMC

**ACE PILOT:** May mount a Vehicle, using their skills while in the Vehicle. When the Vehicle Activates, roll a die. On a or Ace Pilot gains a third Action.

**CRAZY JIMMY:** If this Hero performs a March Move, piloted Vehicle has a Cover Save until his next Activation.

**LUCKY:** Once per game, may re-roll all of the dice for one weapon during their Attack action.

**OFFICER:** May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

WA233  
2014

# CRAZY JIMMY

FIRST SERGEANT  
JAMES T MURPHY, USMC

• ACE PILOT • CRAZY JIMMY •  
• LUCKY • OFFICER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x SHOTGUN	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
<b>B</b> 1x .45 ACP PISTOL	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-

HERO



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# THE SAINTS

USMC DEMOLITION SQUAD



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# THE SAINTS

USMC DEMOLITION SQUAD



TA183  
2014

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b>	2x M4	.45 SUBMACHINE-GUN												
<b>3</b>	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-
<b>2</b>	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
<b>C</b>	1/3	1/3	1/3	1/3	1/3	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
<b>D</b>	5x MACHETE													
<b>C</b>	1/2	1/2	1/2	1/1	-	-	-	-	-	-	-	-	-	-





# CHOPPERS

## USMC HEAVY MACHINE-GUN SQUAD

**ADVANCED REACTIVE FIRE:** Can attempt a Reactive Attack at up to Range 6, counting as when rolling for number of Actions. Does not apply to Units Joined.

**SUPPORT WEAPON:** Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

TA028  
2014



# CHOPPERS

## USMC HEAVY MACHINE-GUN SQUAD

- ADVANCED REACTIVE FIRE.
- SUPPORT WEAPON.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
	<b>A</b>	1x .50 CAL HMG													
10	9/2	9/2	7/1	5/1	5/2	4/1	1/1	-	-	-	-	-	-	-	-
6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	-	2/1	1/1	-
3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-	-





# LEATHERNECKS

## USMC MORTAR SQUAD



# LEATHERNECKS

## USMC MORTAR SQUAD

- SUPPORT WEAPON.
- M47 120MM MORTAR: ARTILLERY.



TA017  
2014

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
4-12	A	1x M47 120MM MORTAR	1	2	3	4	5	6	7	1	2	3	4	5	6
	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
3	B	2x M4.45 SUBMACHINE-GUN	1	2	3	4	5	6	7	1	2	3	4	5	6
	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	C	2x SHOTGUN	1	2	3	4	5	6	7	1	2	3	4	5	6
	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1













# MAVERICKS

## USMC RIFLE SQUAD

**MOVE AND FIRE:** May take an extra Move Action immediately after performing an Attack or Sustained Attack Action using Ranged Weapons. Applies to Heroes that Join this Unit as well.

TA181  
2014



# MAVERICKS

## USMC RIFLE SQUAD

• MOVE AND FIRE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b>	5x M47 BAR AUTOMATIC RIFLE													
<b>6</b>	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	-	2/1	1/1
<b>B</b>	5x MACHETE													
<b>C</b>	1/2	1/2	1/2	1/1	-	-	-	-	-	-	-	-	-	-





## HOT SHOTS

### USMC ANTI-TANK SQUAD

**GRENADE:** Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



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WA193  
2014



## HOT SHOTS

### USMC ANTI-TANK SQUAD

• M18 RECOILLESS RIFLE: GRENADE •

2 5 1  
↑ ↑ ↓

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 2x M18 RECOILLESS RIFLE	↓/1	↓/1	↓/1	↓/1	1/3	1/3	1/2	1/2	1/2	1/1	1/1	-	-	-
<b>B</b> 3x M47 BAR AUTOMATIC RIFLE	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-
<b>C</b> 5x MACHETTE	1/2	1/2	1/2	1/1	-	-	-	-	-	-	-	-	-	-







# STEEL MARINES

## USMC HEAVY ENGINEER SQUAD



**FLAME:** Targets get no Saves from this weapon and are Suppressed.

**GRENADE:** Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

**CUTTING:** When hits, roll again scoring another hit on . Continue rolling until fail to hit.



# STEEL MARINES

## USMC HEAVY ENGINEER SQUAD

- FLAMETHROWER: FLAME •
- M10 BAZOOKA: GRENADE •
- POWER DRILL: CUTTING •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x M10 BAZOOKA	2/3	2/3	2/3	2/3	2/2	2/2	2/4	2/4	2/3	1/3	1/2	-	-	-
<b>B</b> 2x FLAMETHROWER														
<b>C</b> 3x POWER DRILL	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-



# BUSHMASTER

M1D LIGHT ASSAULT WALKER-ANTI-TANK



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WA237  
2014



# BUSHMASTER

M1D LIGHT ASSAULT  
WALKER-ANTI-TANK



3 6 2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x TWIN M20 75MM RECOILLESS GUN	↘/1	↘/1	↘/1	↘/1	2/2	2/2	2/4	2/3	1/3	1/2	1/2	-	-	FRONT
<b>B</b> 1x .30 CAL MG	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	FRONT



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# MICKEY (LIGHT)

M3A2 MEDIUM COMBAT  
WALKER—CLOSE SUPPORT

**GRENADE:** Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TA188  
2014



# MICKEY (LIGHT)

M3A2 MEDIUM COMBAT  
WALKER—CLOSE SUPPORT

• M1 75MM HOWITZER: GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	1x M1 75MM HOWITZER													
8	↘/2	↘/1	↘/1	↘/1	1/2	1/4	1/3	1/3	1/2	1/2	1/1	-	-	-
	1x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
	TURRET													
	TURRET													
	FRONT													





# STEEL RAIN (LIGHT)

M3F2 MEDIUM COMBAT WALKER  
ASSAULT ENGINEER

**GRENADE:** Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

**RELOAD:** When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.



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2014

## STEEL RAIN (LIGHT)

M3F2 MEDIUM COMBAT WALKER  
ASSAULT ENGINEER



• PETARD MORTAR: GRENADE, RELOAD •



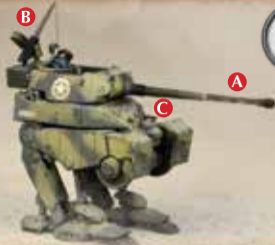
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	<b>A</b> 1x PETARD MORTAR													
4	↘/5	↘/4	↘/3	↘/2	↘/2	↘/2	↘/5	↘/4	↘/4	↘/3	↘/3			
	<b>B</b> 1x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	<b>C</b> 1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
	TURRET													
	TURRET													
	FRONT													





# POUNDER (LIGHT)

M3C2 MEDIUM COMBAT  
WALKER-ANTI-TANK



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2014

# POUNDER (LIGHT)

M3C2 MEDIUM COMBAT  
WALKER-ANTI-TANK



3 5 3



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	<b>A</b> 1x 17 PDR GUN	↓/2	↓/1	↓/1	↓/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	1/3	1/3
16	↓/2	↓/1	↓/1	↓/1	↓/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	1/3	1/3
	<b>B</b> 1x .50 CAL MG	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	2/2	2/2	1/1
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	<b>C</b> 1x .30 CAL MG	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
	TURRET													
	TURRET													
	FRONT													



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# BARKING DOG (LIGHT)

M3G2 MEDIUM COMBAT  
WALKER—ANTI-TANK



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**RELOAD:** When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TA189  
2014



## BARKING DOG (LIGHT)

M3G2 MEDIUM COMBAT  
WALKER—ANTI-TANK

• SIX M40 RECOILLESS GUNS: RELOAD •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x SIX M40 RECOILLESS GUNS													
12	↘/3	↘/2	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1	↘/1
	B 1x .50 CAL MG													
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-
	C 1x .30 CAL MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
	TURRET													
	-	-	-	-	4/5	4/4	2/4	2/3	-	-	-	-	-	-
	TURRET													
	-	-	-	-	2/2	2/2	1/1	-	-	-	-	-	-	-
	FRONT													
	-	-	-	-	-	-	-	-	-	-	-	-	-	-





# DEVASTATOR

M7D HEAVY ASSAULT WALKER, PHASER



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- DOZER BLADE:** Take Dozer Special Action gain a Cover Save until vehicle takes a Move or March Move Action.
- SMOKE LAUNCHERS:** Once per game, take Smoke Launchers Action to place Smoke on Unit.
- PHASER:** Targets get no Cover Save from this weapon (but may still have an Infantry Save).

TA190  
2014



## DEVASTATOR

M7D HEAVY ASSAULT WALKER, PHASER

- DOZER BLADE • SMOKE LAUNCHERS •
- 480W ASSAULT PHASER GUN • PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	FRONT
												1 2 3
8	14/1	14/1	14/1	14/1	4/4	4/4	4/4	4/4	4/4	4/4	4/4	4/4
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2 2/2 1/1
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	1 2 3



HUGE VEHICLE



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