



## USMC INFANTRY SQUAD

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Enjoying massive logistical support, the USMC has expanded its role to enable it to fight any enemy and expect victory.

*Sergeant w/M16A4*

**Team 1:** Corporal w/ M16A4, 2 x Riflemen w/ M16A4, Gunner w/M249 SAW

**Team 2:** Corporal w/ M16A4, 2 x Riflemen w/ M16A4, Gunner w/M249 SAW

Drop Team 2 for -80 points. Add one or two teams for +80 points each. These teams will be identical to Team 2 and may be split off from the unit as normal.

Size	Move	Close Combat	Target	Armour	Kill
1	4"	2xD6	4+	5+	6+

### Squad

Weapons

#### M16A4 Assault Rifle

Range: 24" Damage: D6

#### M203 Grenade Launcher

Range: 16" Damage: D6+1

#### M249 SAW

Range: 30" Damage: 2xD6

**Land Warrior:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the M16A4 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Intelligence Feeds:** Any army with at least one of these units may re-roll its dice for set up and deployment.

**Fire Teams:** Teams may be split off from the squad to act as independent units, with the Corporals acting as unit leaders. The Sergeant must join one of these teams and act as its unit leader. This may be done before the start of the battle or at the beginning of any turn.

**M203 Grenade Launcher:** One Rifleman in each team has an underslung grenade launcher attached to his M16A4. This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction.

**M249 SAW:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Material

Options

Statistics

Special Rules