



**THE FEW
THE PROUD
THE MARINES**
A GLOBAL WAR EXPANSION SET

HistoricalBoardGaming.com

“Global Command Series”

The Few, the Proud, the Marines U.S. MARINE CORPS EXPANSION

A Global War 2nd Edition 3d Printed Expansion, v1.1

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Overview

In this expansion you get everything you need to include the *UNITED STATES MARINE CORPS* (USMC) in your game. In this set we provide you with Historical Board Gaming’s USMC units as well as new 3D printed vessel – the LSM (Landing Ship Medium) to put your Marines where you need them. These rules were written for Global War -2nd edition but are compatible with Global War 1st edition and Axis & Allies 1940. Some slight adjustments needed to play with either system are listed in the appendix.

Set Contents

“The Few, the Proud, the Marines” Expansion

- 1 Set U.S. Marines
- 1 Set Marine Markers
- 1 Set of Rules
- 1 LSM (3D printed)

SF1.0 AMPHIBIOUS WARFARE

SF1.0 *Amphibious Warfare*: The following are rule changes to amphibious warfare in Global War 1st edition and Axis & Allies 1940. These rules are the same rules as Global War -2nd edition.

SF 1.1 *Amphibious Assault*: On the first round of an amphibious assault, the only land units that can attack from a naval transport are regular infantry and marine units. Infantry units (not Marines) suffer *double casualties* on round one. Amphibiously assaulting units may not retreat and are chosen first in combat (ahead of aircraft or units

attacking the same area from land). All other amphibiously attacking units can attack as normal on round two.

SF 1.2 *Failed Assault*: If at the end of round one all amphibious assaulting infantry/marines are eliminated, no other units may amphibiously assault the territory.

Example: Two US Marines, two infantry, 1 armor and 2 artillery are amphibiously assaulting an island where there are 4 Japanese infantry defending. On round one of combat only the 2 US marines and 2 US infantry can attack. During combat the attacking player could choose to take 1 marine or 2 infantry as a casualty. If all 4 infantry/Marine units were eliminated, none of the additional units could attack on round two and the amphibious assault would be over.

SF 2.0 MARINES

SF1.0 *Marine*: Marines are a special type of infantry that does not suffer double casualties on round one of amphibious combat.

Marine

Unit	Attack	Defense	Move	Cost
Marine	2	4	1	4

SF 2.0 AMPHIBIOUS TANKS

SF1.0 *Amphibious Tank*: An amphibious tank can attack from a transport on round one of combat. An amphibious tank does not suffer double casualties on round one of an amphibious assault. An amphibious tank may not blitz.

LVT(A)-1 Amphibious Light Tank

Unit	Attack	Defense	Move	Cost
LVT(A)1	4	3	2	5

Availability: January 1942

SF 3.0 COMBAT ENGINEERS

4.1 *Combat Engineers*: The US Marine with a Flame Thrower and the Flame Throwing Sherman Tank represent full strength USMC units with attached Combat Engineers. An Engineer unit has the following characteristics:

4.11 *Anti-Fortification*: A combat engineer negates 1 from a fortification's modifier: Thus a fortification that affords a +2 bonus to a defender would provide only a +1 bonus.

4.12 *Construction*: A combat engineer unit reduces the time to build any facility (except a factory) by one turn (to a minimum of one turn).

4.13 *Defensive works*: Combat Engineers defending in a land zone can pair with other units to give those land units +1 defense on a 1:1 basis. (The engineer's defense is already included in its base stats).

Combat Engineer (Infantry) – US Marine with Flame Thrower

Unit	Attack	Defense	Move	Cost
Engineer	2	5	1	6

Combat Engineer (Armored) – Flame throwing Sherman

Unit	Attack	Defense	Move	Cost
Armored Engineer	6	6	2	8

SF 4.0 F4U CORSAIR

The F4U Corsair was a fighter aircraft used extensively by the US Marine Corps in World War II. The aircraft was one of the most successful piston-engine aircraft of World War II.

Unit	Attack	Defense	Move	Cost
F4U	7	6	4	11

Availability: January 1943

SF 2.0 AMHIBIOUS LANDING CRAFT

SF1.0 *Landing Craft*: A landing craft is a naval transport for all purposes. Landing craft have different abilities based on the type of craft. This set features the LSM (Landing Ship Medium). The LSM had a range of about 5,000nm, travelling at a slow 7 knots. It carried 54 infantry or a 5-9 vehicles (number dependent on weight). For protection the LSM carried two 40mm and four 20mm anti-aircraft guns.

Unit	Attack	Defense	Move	Cost
LSM	NA	NA	2	5

Availability: January 1944

Transport Capacity: 1 infantry or one other land unit of any type.

Special Ability: The landing craft can deliver one infantry-class unit (any unit represented by a human figure) or one armor (or light armor) in an amphibious assault. That unit does not suffer double casualties from an amphibious assault.

SF 4.0 USMC Elite Marine UNITS

4.1 *Elite Marines*: United States Marines can be purchased as elite units with improved attack/defense values. Use the US Marine Markers provided in this set to designate such units. Place them under US Marines at time of purchase. You may never have more elite Marines than there are USMC markers in this set.

Unit	Attack	Defense	Move	Cost
USMC Elite	3	5	1	5

SF 5.0 SET UP CHANGES

Nation	Change
USA	Replace infantry Unit in San Francisco with (1) US

Marine Unit.

APPENDIX B AXIS & ALLIES 1940

US Marine

Unit	Attack	Defense	Move	Cost
US Marine	1	2	1	4

US Marine (Elite) *Limited to Number of Markers in Set*

Unit	Attack	Defense	Move	Cost
Marine Elite	2	2	1	4

LVT(A)-1 Amphibious Tank

Unit	Attack	Defense	Move	Cost
LVT(A)-1	3	2	2	5

Combat Engineer (Infantry) – Infantry with Flame Thrower

Unit	Attack	Defense	Move	Cost
Engineer	1	3	1	6

Combat Engineer (Armored) – Flame Throwing Sherman Tank

Unit	Attack	Defense	Move	Cost
Armored Engineer	3	4	2	8

F4U Corsair

Unit	Attack	Defense	Move	Cost
F4U	4	3	4	12

Additional like pieces in this set can be purchased at [Historical Board Gaming](http://HistoricalBoardGaming.com).

If you have and corrections to this document or ideas to make it a better set please email us at info@historicalboardgaming.com



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