

GEHEIM



HUETTE 13

**U.S. MARINE CORPS
EXPEDITIONARY TASK FORCE**



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United States Marine Corps Expeditionary Task Force

(With thanks to RG Bilton of the Konflikt '47 Facebook group for the inspiration and hard work that led to this list)

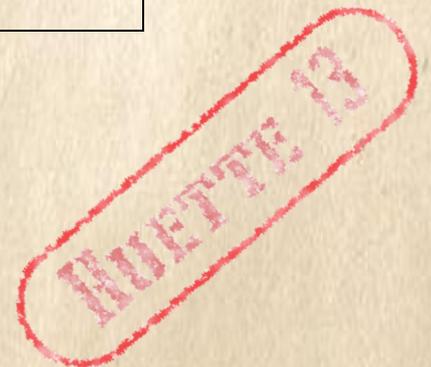
As the battle for the Pacific draws on, the attrition suffered by the USMC and accompanying Army units has caused concern amongst senior officers. There is a realisation that well equipped, elite forces are going to be needed to capture and hold the toughest objectives and the US Marine Corps has been selected to lead the development of these specialist forces in the Theatre.

Learning lessons from earlier engagements and maximising the use of the newest and most effective weaponry available, the specialist USMC Expeditionary Task Forces were swiftly mustered and began intensive operational training.

By late 1947 they are ready for combat and are being deployed against remote Japanese outposts where the terrain restricts numbers and restricts supporting fire from naval guns or air support.

USMC ETF Reinforced Platoon Table

REINFORCED PLATOON	ETF Marine Corps*
Lieutenant (1 st or 2 nd)	1
Infantry Squads	3-5
Senior Officer	0-1
Medic	0-1
Forward Observer (artillery)	0-1
Forward Observer (Air)	0-1
Machine Gun Team	0-3
Med Mortar	0-2
Sniper Team	0-2
Flamethrower Team	0-2
Anti-Tank Team	0-2
Light & Medium Artillery or AT Guns	0-1
Scout Walker	0-1
Light Walker	0-1
Medium Walker	0-1
Transport per Infantry Team/Squad	0-1
Tow per artillery piece	0-1
* ETF, Paragon or Paragon Support squads only. No heavy armoured weapon or artillery teams.	



USMC ETF Special rules

These special rules apply to any force using the USMC ETF Reinforced Platoon Table above and they replace the US National Rules presented in the core rulebook.

Modern Communications

An extensive radio network and numerous communications systems supported the chain of command. This gives the US Marines a tremendous advantage over their less technically accomplished opponents. When units take an order test to move from reserve onto the table, do not apply the usual -1 penalty, but use their basic morale value instead.

Gung-Ho

The Marine Corps prides itself on its positive spirit and never-say-die attitude. When a unit in this force passes an order test it removes one pin marker as normal, then roll a d6. On a 5 or a 6 it may remove a second pin marker.

Naval Support

The firepower provided by the US Navy's big guns and aircraft is intended to soften up the enemy before the ETF launch their assault. In any scenario with a preparatory bombardment, roll two d6 instead of one for each enemy unit and choose which dice to use on the Preparatory Bombardment Table.

Adapt and Overcome

If an infantry squad's NCO is killed then roll a D6, on a roll of 4 or more one of the troopers takes over the squad and becomes the NCO. To represent this this, leave the NCO in place and remove any other model instead. If the NCO is replaced, then the unit doesn't suffer the usual -1 morale penalty for losing its NCO.

Headquarters Units

Officer

Selection: Lieutenant, Senior Officer for Captain/Major
Cost: Second Lieutenant, 65pts (Veteran)
First Lieutenant, 90pts (Veteran)
Captain, 125pts (Veteran)
Major, 165pts (Veteran)
Composition: 1 officer and up to 2 further men
Weapons: Pistol, SMG, Shotgun or rifle/carbine as depicted on the models
Options: - The officer may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

Gunnery Sergeant

Selection: Senior Officer or Lieutenant if Senior Officer already selected
Cost: 25pts (Veteran)
Composition: 1 Gunnery Sergeant and up to 2 further men
Weapons: Pistol, SMG, Shotgun or rifle/carbine as depicted on the models
Options: - The Gunnery Sergeant may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)
Special Rules: - If the Gunnery Sergeant is within 6" of the Platoon commander. When using the Lieutenant's abilities or morale bonus, you can measure from the Gunnery Sergeant model. This effectively extends the Lieutenants area of influence on

Medic and Forward Observer are selected from the standard unit entries on page 147 of the Konflikt '47 Rulebook but must be selected at Veteran.



Infantry Squads and Teams

ETF Marine Squad

- Selection:** Infantry Squad
- Cost:** 91pts (Veteran)
- Composition:** 1 NCO and 6 men
- Weapons:** Rifles
- Options:**
- Add up to 6 additional men with rifles for +13pts (Veteran) each.
 - Any model can replace their rifle with an SMG or Shotgun for +3pts each.
 - Up to 2 men can replace their rifle with a BAR automatic rifle for +5pts each
 - Any model can carry a pistol in addition to their other weapons for +1pt each.
 - up to 1 man can replace their rifle with a Heavy Tesla rifle for +15pts, one other man becomes a loader
 - Up to 1 man can replace their rifle with a grenade launcher for +25pts, another model must be designated as a loader
 - The entire squad may be given anti-tank grenades at +2pts per model.
- Special Rules:** Tank hunters (if grenades taken)

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ETF Support Squad

- Selection:** Infantry Squad
- Cost:** 91pts (Veteran)
- Composition:** 1 NCO and 6 men
- Weapons:** Carbines
- Options:**
- The NCO and up to 2 men can replace their rifle with an SMG for +3pts each.
 - Up to 3 men can replace their rifle with a light mortar or LMG for +20pts each, for each mortar or LMG added, another man becomes a loader
 - Any model can carry a pistol in addition to their other weapons for +1pt each.
- Special Rules:** A squad can contain either mortars or LMGs, but not both.

Dragonfly Squad

After the introduction of the Fireflies within the US Army, the Marine corps were quick to see the advantages such a force could deliver within the Pacific Theatre. With the recent demise of the Paramarines in mid '44, and the difficulties experienced against the Japanese the Corps had determined the need for mobile firepower, so utilised the training and manpower already provided by the Paramarines to kickstart the Dragonfly project.

- Selection:** Infantry Squad
- Cost:** 126pts (Veteran)
- Composition:** 1 NCO and 6 men
- Weapons:** SMG
- Options:**
- Add up to 6 additional men with SMGs for +18pts (Veteran) each.
 - Up to 2 men can replace their rifle with an LMG for +17pts each, for each LMG added, another man becomes a loader
 - Any model can carry a pistol in addition to their other weapons for +1pt each
 - up to 1 man can replace their rifle with a Heavy Tesla rifle for +15pts, one other man becomes a loader
 - Up to 1 man can replace their rifle with a grenade launcher for +25pts, another model must be designated as a loader
 - The entire squad may be given anti-tank grenades at +2pts per model.
- Special Rules:** Tank hunters (if grenades taken)
Flight

ETF Recon Element

Taking over from where the Marine Raiders left off, the Marines Recon Element receive extensive jungle and island training allowing them to act as forward scouts and pathfinders, the members of these teams are drawn from across the country being the finest athletes at their schools, there are rumours that they are part of the Paragon Programme but this line of enquiry is quickly shut down when raised.

- Selection:** Infantry Squad
Cost: 116pts (Veteran)
Composition: 1 NCO and 3 men
Weapons: SMG or Shotgun
Options:
- Add up to 3 additional men with SMGs or shotguns for +29pts (Veteran) each.
 - Any model can carry a pistol in addition to their other weapons for +1pt each.
 - The entire squad may be given anti-tank grenades at +2pts per model.
- Special Rules:** Tank hunters (if grenades taken)
IR Vision
Elite
Fast
Behind Enemy Lines

Paragon Squads, Paragon Support Units, Flamethrower Teams, Bazooka Teams, Medium and Heavy Machine Gun Teams, Sniper Teams and Medium Mortar Teams are all selected as Veteran options using the unit entries in the Konflikt '47 Rulebook.

Field Artillery and Anti-Tank Guns

Light Artillery, Medium Artillery, Light AT Gun, Tesla AT Gun and Medium AT Gun are all selected as Veteran options from the unit entries on pages 152-153 in the Konflikt '47 rulebook.

Walkers

M3A2 Pondskeer Scout Walker

Having suffered at the hands of German and Soviet recon walkers, the US looked to develop a lightweight scout walker that could operate in highly difficult terrain and provide a recon vehicle more suited to the jungle and island terrain encountered in the Pacific. The M3A2 Pondskeer was conceived by the US Marine Corps, to be light and small enough to deploy from an infantry landing craft, the Pondskeer acts as a recon vehicle or as a weapons platform when up-gunned.

- Selection:** Scout Walker (Two Pondskeers may be selected for a single Scout Walker choice)
Cost: 95pts (Veteran)
Damage Value: 6+
Weapons: 360-degree pintle-mounted HMG, forward mounted hull MMG
Options:
- May add a second HMG on the pintle mount for +15pts
- Special Rules:**
- Recon (if armed with single HMG)
 - Open-topped
 - Agile
 - Walker

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M3A3 Ponds kater Assault Walker

With the success of the M3A2, the Marine Corps wanted to expand on the role of the Ponds kater. Several concepts were brought before the procurement committee, with the first being the Close Support variant, after seeing the success of flamethrowers across the Pacific and the armoured flamethrowers in Europe it was decided that something similar was needed.

- Selection:** Scout Walker (Two Ponds katers may be selected for a single Scout Walker choice)
- Cost:** 90pts (Veteran)
- Damage Value:** 6+
- Weapons:** 360-degree pintle-mounted HMG, forward facing, hull mounted infantry flamethrower
- Options:** - May add a second HMG on the pintle mount for +25pts
- Special Rules:** - Open-topped
- Agile
- Walker

M3A4 Armoured Ponds kater Support Walker

With the success of the M3A2, the Marine Corps wanted to expand on the role of the Ponds kater. Several concepts were brought before the procurement committee, the Second concept was the armoured variant. Fully enclosing the walker provided some additional protection for the crew, and its ability to mount and fire the M18 Recoilless gun enables it to provide antitank support while unofficially it would also be used against bunkers and dug in infantry.

- Selection:** Light Walker
- Cost:** 100pts (Veteran)
- Damage Value:** 7+
- Weapons:** one forward-facing 57mm M18 Recoilless gun, and one forward facing, hull mounted MMG
- Special Rules:** - Agile
- Walker

Coyote, Jackal, Grizzly, Bruin, Kodiak and **Mudskipper** can be selected as veteran options from the relevant unit entries in the Konflikt '47 rulebook.

Transports and Tows

The ETF has access to the full range of vehicles available to the US in the Konflikt '47 Rulebook and the Resurgence and Defiant supplements. However, the nature of ETF operations often means that transports and tows are rarely seen alongside the ETF in combat.

