

#### 4. British Commando Infantry



The British Commandos were formed during the Second World War in June 1940, following a request from the British Prime Minister, Winston Churchill, for a force that could carry out raids against German-occupied Europe.

**Attack: 1**  
**Defense: 2**  
**Move: 1**  
**Cost: + 1**  
**Maximum on game board: 6**  
**Enter game from: Game start (Early 1940)**

The UK can have a maximum of 6 British Commando infantry units on the game board.

Same rules apply as for US Marines (see *US Marine Infantry*).

Units lost in combat can be reproduced.



#### 5. US Marine Infantry



In World War II, the US Marines played a central role in the Pacific War. The battles of Guadalcanal, Guam, Saipan, Iwo Jima and Okinawa saw fierce fighting between US Marines and the Imperial Japanese Army.

**Attack: 1**  
**Defense: 2**  
**Move: 1**  
**Cost: + 1**  
**Maximum on game board: 12**  
**Enter game from: Game start (Early 1940)**

The United States can have a maximum of 12 US Marine Infantry (USM) on the game board. The cost is 1 IPC in addition to an infantry unit that is already on the game board from a previous turn.

The purchase of US Marine infantry units does not count towards the production capacity of the Industrial Complex.

USM are special infantry units that bring extra power to an attack.

A US Marine unit attacks at "3" when supported by an artillery unit and is active in the same turn as it is purchased – and is active until lost in combat.

**Example:**

A US infantry unit can be upgraded to USM anywhere on the game board as long as the infantry unit is in a friendly territory that has an undamaged factory or underground factory in it; in the *Purchase & Repair Units* phase, pay 1 IPC and replace the infantry unit with the USM – now the USM is ready for combat etc. in this turn.

USM operate under infantry rules.

Elite infantry units cannot be upgraded to USM.

Units lost in combat can be reproduced.