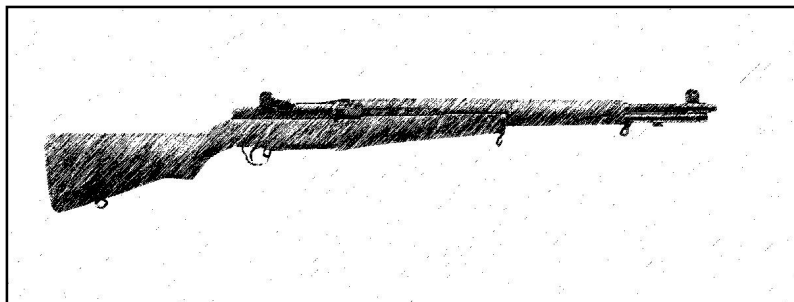


3:16 WW2 Pacific "Island Hell" Weapons List



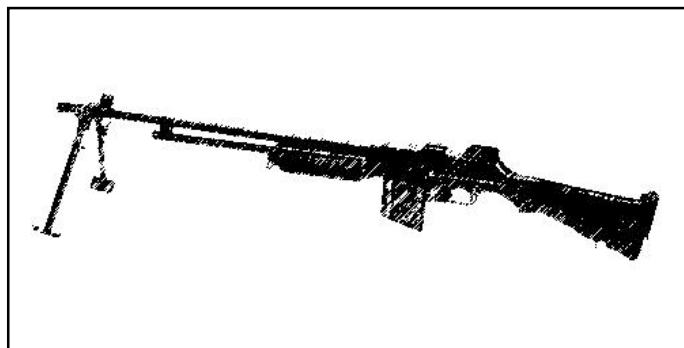
M1 GARAND RIFLE, CALIBER .30

The M1 semi-auto rifle is a Marine's simplest weapon for killing the enemy. Just point-and-shoot. You got eight rounds in the clip, which means eight kills, right?

.30 M1 GARAND	CLOSE	NEAR	FAR
Basic Profile	1	d6	d6
Best	d10	2d6	2d6

BROWNING AUTOMATIC RIFLE, CALIBER .30 (BAR)

The BAR uses the same ammo as the M1 Garand, but features a heavier barrel, bipod and 20-round magazine. It's quite a handful on full-auto. But oh so nice for clearing firezones.



.30 BAR	CLOSE	NEAR	FAR
Basic Profile	1	d10	1
Best	d10	2d10	d10



M1A1 THOMPSON SUBMACHINE GUN, CALIBER .45

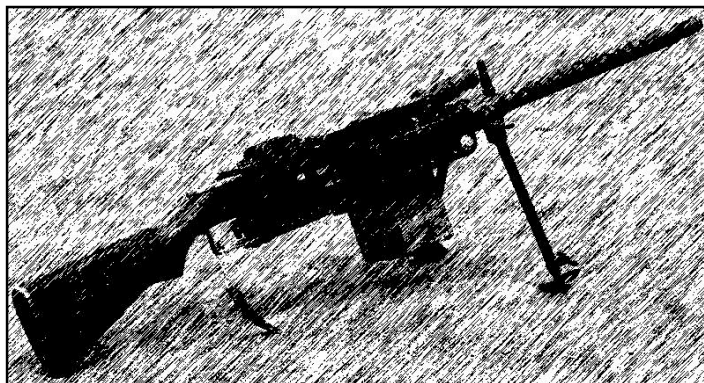
This is no gangster Tommy Gun; this is the real deal for filling the enemy full of lead. It carries a 30-round clip and is useful for letting them know where you stand.

.45 THOMPSON SMG	CLOSE	NEAR	FAR
Basic Profile	1	2d6	0
Best	d10	3d10	d6

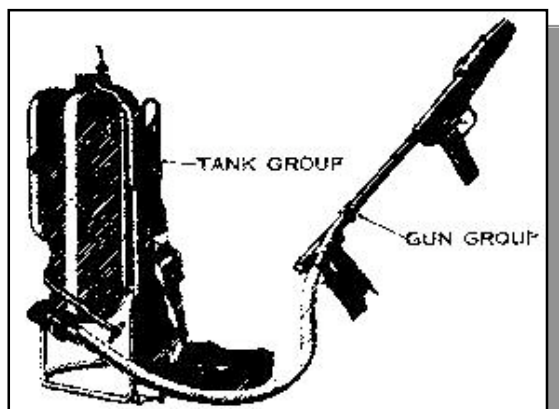
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M1919A1 BROWNING MACHINE GUN, CALIBER.30

The belt fed .30 machine gun is heavy as hell and was designed to be fired from a bipod or tripod mount. But you are a Marine, so you ll have no problem slinging this over your shoulder and walking fire right into the enemy.



.30 Browning MG	CLOSE	NEAR	FAR
Basic Profile	0	2d10	0
Best	d6	d100	d6



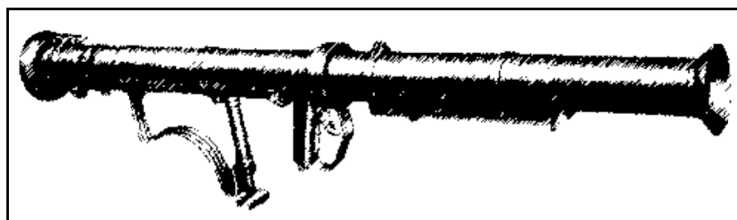
M2 FLAMETHROWER

Nothing says I care... about setting you on fire like this deadly weapon. A nasty addition to the Marine toolkit, the flamethrower will incinerate anything in its 50-yard path.

M2 FLAMETHROWER	CLOSE	NEAR	FAR
Basic Profile	2d6	1	--
Best	3d10	d10	--

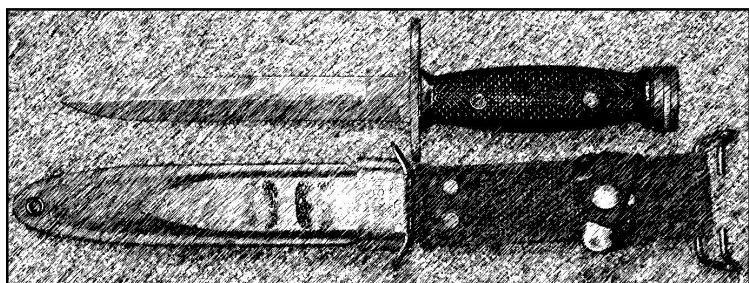
M1A1 BAZOOKA

Sometimes you want to bring on the pain from a distance. And the bazooka allows you to do just that. It fires a 3.5 inch rocket downrange to a satisfying explosion. Lock and load.



M1A1 Bazooka	CLOSE	NEAR	FAR
Basic Profile	--	0	2d10
Best	--	d6	d100

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M4 BAYONET (HAND-TO-HAND)

[Can automatically switch to this weapon]

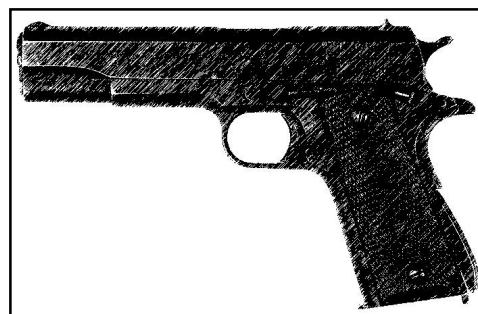
When a Marine needs to get up close and personal with the enemy, nothing will do like a sharp blade. Just remember your Basic Training and give the knife a good twist once it goes in.

Bayonet	CLOSE	NEAR	FAR
Basic Profile	1	CLOSE COMBAT ONLY	
Best	d10	CLOSE COMBAT ONLY	

COLT M1911A1 PISTOL, CALIBER .45 (SIDEARM)

The Colt .45 works every time. Nuff said.

.45 COLT	CLOSE	NEAR	FAR
Basic Profile	d6	d6	--
Best	2d6	2d6	--



GRENADE, FRAGMENTATION

[Can automatically switch to this weapon]

Frag grenades are a Marine's best friend when trying to clear bunkers or caves of the enemy. Just remember that they are NOT to be used on your officers, no matter how badly they piss you off.

FRAG GRENADE	CLOSE	NEAR	FAR
Basic Profile	d10*	1*	--
Best	2d10*	d10*	--

**SPECIAL EFFECT: Grenades cause a kill to any PC at Close Range with the enemy who failed their die roll this Combat Round.*