

PLATOON #1

Imperial Japanese Army and Navy, Guam 1944
TORNEO 2 SEPT

OFFICER

First Lieutenant (Armies of Imperial Japan page 17) **Regular** **75**

Qty Weapons **Range** **Shots Pen Special**

1 First Lieutenant
with Pistol Assault
with Submachine gun Assault
with Rifle
Officer is Tough Fighter (if equipped with sword) Tough Fighters

INFANTRY SQUADS

IJA Veteran Squad (Armies of Imperial Japan page 20) **Veteran** **117**

Qty Weapons **Range** **Shots Pen Special**

1 NCO with Rifle 24" 1 n/a
8 Infantry with Rifle 24" 1 n/a

IJA Veteran Squad (Armies of Imperial Japan page 20) **Veteran** **117**

Qty Weapons **Range** **Shots Pen Special**

1 NCO with Rifle 24" 1 n/a
8 Infantry with Rifle 24" 1 n/a

POLITICAL OFFICER

Kempeitai Political Officer (Armies of Imperial Japan page 17) **Inexperienced** **15**

Qty Weapons **Range** **Shots Pen Special**

1 Political Officer
with Pistol Assault
with Submachine gun Assault
with Rifle
Show Your Loyalty! Show Your Loyalty!

INFANTRY

IJA Engineer Squad (New Guinea page 91) **Regular** **93**

Qty Weapons **Range** **Shots Pen Special**

5 Infantry with Rifle 24" 1 n/a
1 NCO with Submachine gun 12" 2 n/a Assault
1 Infantry with Flamethrower (requires assistant) 6" D6 +3 Flamethrower

Bamboo Spear Fighter Squad (Late-War) (Armies of Imperial Japan page 25) **full strength** **Inexperienced** **75**

Qty Weapons **Range** **Shots Pen Special**

1 NCO with Sharpened Bamboo Spear - - May not shoot
14 Infantry with Sharpened Bamboo Spear - - May not shoot
Entire squad is Green Green

Japanese Night Infiltrators (New Guinea page 92) **Veteran** **45**

Qty Weapons **Range** **Shots Pen Special**

1 NCO with Rifle 24" 1 n/a
2 Infantry with Rifle 24" 1 n/a
Forward deployment Forward deployment
Night Infiltrators Night Infiltrators
Tough Fighters Tough Fighters

Japanese Night Infiltrators (New Guinea page 92) **Veteran** **45**

Qty Weapons **Range** **Shots Pen Special**

1 NCO with Rifle 24" 1 n/a
2 Infantry with Rifle 24" 1 n/a
Forward deployment Forward deployment
Night Infiltrators Night Infiltrators
Tough Fighters Tough Fighters

MORTAR

Medium Mortar team (Armies of Imperial Japan page 27) **Regular** **60**

Qty Weapons **Range** **Shots Pen Special**

1 Medium Mortar 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2")
1 Spotter Spotter

ANTI-TANK

Suicide Anti-Tank Team (Armies of Imperial Japan page 26) **Inexperienced** 14

Qty Weapons	Range	Shots Pen	Special
1 Suicide Anti-Tank Team	-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)

Suicide Anti-Tank Team (Armies of Imperial Japan page 26) **Inexperienced** 14

Qty Weapons	Range	Shots Pen	Special
1 Suicide Anti-Tank Team	-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)

FLAMETHROWER

Flamethrower team (Armies of Imperial Japan page 26) **Regular** 50

Qty Weapons	Range	Shots Pen	Special
1 Infantry flamethrower	6"	D6 +3	Team (2 men), Flamethrower

SNIPER

Sniper team (Armies of Imperial Japan page 26) **Regular** 50

Qty Weapons	Range	Shots Pen	Special
1 Sniper team with Pistol	36"	1 n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol) Assault

Sniper team (Armies of Imperial Japan page 26) **Regular** 50

Qty Weapons	Range	Shots Pen	Special
1 Sniper team with Pistol	36"	1 n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol) Assault

ARTILLERY

Type 98 20mm AA Gun (Armies of Imperial Japan page 29) **Veteran** 54

Qty Weapons	Range	Shots Pen	Special
1 Light automatic cannon	48"	2 +2	Team (3 men), Fixed, Flak, HE (1")

TANKS AND SP GUNS

Type 97-Kai Shinhoto Chi-Ha Medium Tank (Armies of Imperial Japan page 33) **Regular** 155

Qty Weapons	Vehicle	Type	Trans	DV	Range	Shots Pen	Special
1 Type 97-Kai Shinhoto Chi-Ha Medium Tank		Tracked	-	8+			
	Turret-mounted medium anti-tank gun		60"	1	+5	HE (1")	
	Turret-mounted rear-facing MMG		36"	5	n/a	Turret rear arc	
	Forward facing hull-mounted MMG		36"	5	n/a	Front arc	

TRANSPORTS

Type 95 Kurogane (Armies of Imperial Japan page 38) **Regular** 23

Qty Weapons	Vehicle	Type	Trans	DV	Range	Shots Pen	Special
1 Type 95 Kurogane		Wheeled	4	6+			
	0			+0			

Light Truck (Armies of Imperial Japan page 37) **Regular** 46

Qty Weapons	Vehicle	Type	Trans	DV	Range	Shots Pen	Special
1 Light Truck		Wheeled	8	6+			
	Tow: light howitzer; light or medium anti-tank gun, light anti-aircraft gun			+0			
	0			+0			
	Forward-facing pintle-mounted MMG		36"	5	n/a	Front arc, Flak	

SPECIAL RULES

Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Extra Selection (Japanese)

You may take up to 3 suicide anti-tank teams as 1 selection in each reinforced platoon. Note that you can do this in addition to an anti-tank rifle team in selectors that allow you to field an anti-tank team

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must

test to hold their fire (page 67)

Flamethrower

(p67). Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

Forward deployment

Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)

Forward position

Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)

Green

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

Indirect fire

(p71)

Kamikaze (vehicle hit PEN +8)

If a suicide anti-tank team assaults an enemy vehicle and the model manages to move into contact with the target, remove it and immediately resolve a hit against the vehicle with a Penetration value of +8 (no other penetration modifiers apply)

May not shoot

Men armed with bamboo spears may not shoot but can fight normally in close quarters

Night Infiltrators

Night Infiltrators may only be used in scenarios using the Night Fighting special rules.

Show Your Loyalty!

If a Green friendly Japanese unit within 6" of the Kempeitai officer rolls for its Green special rule, the player may re-roll the result.

Sniper (Sniper with rifle & pistol- Spotter with pistol)

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Tough Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Pick List

Japanese First Lieutenant	1
Japanese Infantry flamethrower	1
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	25

Japanese Infantry with Sharpened Bamboo Spear	14
Japanese Light automatic cannon	1
Japanese Light Truck	1
Japanese Medium Mortar	1
Japanese NCO with Rifle	4
Japanese NCO with Sharpened Bamboo Spear	1
Japanese NCO with Submachine gun	1
Japanese Political Officer	1
Japanese Sniper team	2
Japanese Spotter	1
Japanese Suicide Anti-Tank Team	2
Japanese Type 95 Kurogane	1
Japanese Type 97-Kai Shinhoto Chi-Ha Medium Tank	1