

**PLATOON #1**

Japanese Reinforced Platoon

**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 Infantry Squad (Armies of Imperial Japan page 20)** Regular 103**Qty Weapons Range Shots Pen Special**

6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

**IJA Infantry Squad (Armies of Imperial Japan page 20)** Regular 113**Qty Weapons Range Shots Pen Special**

7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

**POLITICAL OFFICER****Kempeitai Political Officer (Armies of Imperial Japan page 17)** Inexperienced 22**Qty Weapons Range Shots Pen Special**

1	Political Officer				
	with Pistol			Assault	
	with Submachine gun			Assault	
	with Rifle				
	Show Your Loyalty!			Show Your Loyalty!	
1	Infantry (equipped as modeled)		-	-	

**FORWARD OBSERVER****Forward Observer (Artillery) (Armies of Imperial Japan page 17)** Regular 110**Qty Weapons Range Shots Pen Special**

1	Artillery Forward Observer				
	with Rifle				
	with Pistol			Assault	
	with Submachine gun			Assault	
1	Infantry (equipped as modeled)		-	-	

**INFANTRY****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

**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

**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

**MORTAR****Heavy Mortar team (Armies of Imperial Japan page 27)** Regular 75

Qty	Weapons	Range	Shots	Pen	Special		
1	Heavy Mortar	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")		
1	Spotter				Spotter		
<b>SNIPER</b>							
<b>Sniper team</b> (Armies of Imperial Japan page 26)						<b>Regular</b>	<b>50</b>
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		
<b>ANTI-TANK</b>							
<b>Anti-tank Rifle team</b> (Armies of Imperial Japan page 26)						<b>Regular</b>	<b>30</b>
Qty	Weapons	Range	Shots	Pen	Special		
	Vehicle	Type	Trans	DV			
	Anti-tank rifle	36"	1	+2	Team (2 men)		
<b>Suicide Anti-Tank Team</b> (Armies of Imperial Japan page 26)						<b>Inexperienced</b>	<b>14</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	Suicide Anti-Tank Team		-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)		
<b>Suicide Anti-Tank Team</b> (Armies of Imperial Japan page 26)						<b>Inexperienced</b>	<b>14</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	Suicide Anti-Tank Team		-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)		
<b>Suicide Anti-Tank Team</b> (Armies of Imperial Japan page 26)						<b>Inexperienced</b>	<b>14</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	Suicide Anti-Tank Team		-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)		
<b>ARTILLERY</b>							
<b>Type 41 75mm Mountain Gun</b> (Armies of Imperial Japan page 28)						<b>Regular</b>	<b>60</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Fixed, Gun shield, Howitzer, HE (2")		
2	Extra Loader						
<b>ARMOURED CARS</b>							
<b>Type 92 Hokoku-Go Armoured Car</b> (Armies of Imperial Japan page 30)						<b>Regular</b>	<b>75</b>
Qty	Weapons	Range	Shots	Pen	Special		
	Vehicle	Type	Trans	DV			
1	Type 92 Hokoku-Go Armoured Car	Wheeled	-	7+	Recce		
	Turret-mounted MMG	36"	5	n/a			
	Forward-facing hull-mounted LMG	36"	4	n/a	Front arc		
<b>TANKS AND SP GUNS</b>							
<b>Type 1 Ho-Ni Tank Destroyer</b> (Armies of Imperial Japan page 31)						<b>Regular</b>	<b>120</b>
Qty	Weapons	Range	Shots	Pen	Special		
	Vehicle	Type	Trans	DV			
1	Type 1 Ho-Ni Tank Destroyer	Tracked	-	7+	Open-topped, Versatile		
	Forward-facing medium anti-tank gun	60"	1	+5	Front arc, HE (1")		
	(firing as light howitzer)	48"(24-60)	1	HE	Front arc, Howitzer, HE (2")		

## 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.

### 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.

## **Gun shield**

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

## **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

## **HE (3")**

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

## **Howitzer**

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

## **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

## **Open-topped**

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

## **Recce**

(p118)

## **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.

## **Team (4 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.

### Versatile

Can also fire as a light howitzer 48"(24-60), HE (2")

Pick List	
Japanese Artillery Forward Observer	1
Japanese Extra Loader	2
Japanese First Lieutenant	1
Japanese Heavy Mortar	1
Japanese Infantry (equipped as modeled)	2
Japanese Infantry with Light Machine gun (requires loader)	2
Japanese Infantry with Rifle	13
Japanese Infantry with Sharpened Bamboo Spear	42
Japanese Light howitzer	1
Japanese NCO with Sharpened Bamboo Spear	3
Japanese NCO with Submachine gun	2
Japanese Political Officer	1
Japanese Sniper team	1
Japanese Spotter	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 1 Ho-Ni Tank Destroyer	1
Japanese Type 92 Hoku-Go Armoured Car	1