

## PLATOON #1

1943, The Battle for Tarawa

## OFFICER

**Second Lieutenant** (Armies of Imperial Japan page 17) **Regular** **50****Qty Weapons** **Range** **Shots Pen Special**

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

## INFANTRY SQUADS

**SNLF Squad** (Armies of Imperial Japan page 22) **Veteran** **117****Qty Weapons** **Range** **Shots Pen Special**

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

**SNLF Squad** (Armies of Imperial Japan page 22) **Veteran** **117****Qty Weapons** **Range** **Shots Pen Special**

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

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## 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)
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**Suicide Anti-Tank Team** (Armies of Imperial Japan page 26) **Regular** **20****Qty Weapons** **Range** **Shots Pen Special**

1	Suicide Anti-Tank Team				Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)
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## MORTAR

**Medium Mortar team** (Armies of Imperial Japan page 27) **Inexperienced** **35****Qty Weapons** **Range** **Shots Pen Special**

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

**Sniper team** (Armies of Imperial Japan page 26) **Regular** **50****Qty Weapons** **Range** **Shots Pen Special**

1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
	with Pistol				Assault

**Sniper team** (Armies of Imperial Japan page 26) **Regular** **50****Qty Weapons** **Range** **Shots Pen Special**

1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
	with Pistol				Assault

## 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)		
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**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
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**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)

**ARTILLERY**

**Type 92 70mm Infantry Gun (Armies of Imperial Japan page 28)** **Regular** **40**

Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Fixed, Gun shield, Howitzer, HE (1"), Light shell

**TANKS AND SP GUNS**

**Type 95 Ha-Go Light Tank (Armies of Imperial Japan page 31)** **Regular** **90**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Type 95 Ha-Go Light Tank	Tracked	-	7+ One-man turret
	Turret-mounted low-velocity light anti-tank gun	48"	1	+3 Low velocity light anti-tank gun, 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

**SS-KI Armoured Work Vehicle (Armies of Imperial Japan page 30)** **Regular** **110**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	SS-KI Armoured Work Vehicle	Tracked	-	7+ Flammable, Mine rake, Bridging
	Front or Left or Right arc flamethrower	12"	D6+1	+3 Front arc, Left arc, Right arc, Multiple flamethrowers, Small vehicle flamethrower
	Forward-facing MMG	36"	5	n/a Front arc

**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.

**Bridging**

Whenever you give a Down order to this unit, you may mark it as having its ramps extended. While ramps are extended the vehicle cannot move, but other vehicles may drive over it and 3" in front and behind it, treating the area as open ground, though vehicles may not use Run orders to cross. You must give the vehicle a further Down order to fold the ramps back up before you can move the vehicle again.

**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.

**Flammable**

When rolling on the Damage Effects chart, add an extra +1 to the roll to represent the increased risk from carrying around so much volatile fuel for the flamethrower.

**Forward position**

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

**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

### 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)

### Light shell

Due to the small amount of explosive in its lightweight ammunition, this light howitzer has a rating of HE (D3) rather than the normal (D6)

### Low velocity light anti-tank gun

Weapon counts as a light anti-tank gun, but with an armour penetration rating of +3 instead of the usual +4

### Mine rake

Clear minefields on a roll of 4 or more despite only having a damage value of 7+

### Multiple flamethrowers

May only use one flamethrower per turn.

### One-man Turret

Must make an order test when issuing an Advance order, even if the tank is not pinned

### Small vehicle flamethrower

A small vehicle flamethrower is somewhat less powerful than those mounted on larger vehicles, so the number of hits it causes is D6 instead of D6+1.

### 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.

### 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 Infantry with Rifle	40
Japanese Light howitzer	1
Japanese Medium Mortar	1
Japanese NCO with Rifle	5
Japanese Second Lieutenant	1
Japanese Sniper team	2
Japanese SS-KI Armoured Work Vehicle	1
Japanese Suicide Anti-Tank Team	6
Japanese Type 95 Ha-Go Light Tank	1