

PLATOON #1

1944, Burma
lista 2 de septiembre

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**IJA Infantry Squad (Armies of Imperial Japan page 20)****Regular****120****Qty Weapons****Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a				
8	Infantry with Rifle	24"	1	n/a				
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a				

IJN Scout Team (Armies of Imperial Japan page 28)**Veteran****54****Qty Weapons****Range Shots Pen Special**

	Scouts							Scouts
	Behind enemy lines							Behind enemy lines
1	NCO with Submachine gun	12"	2	n/a	Assault			
2	Infantry with Submachine gun	12"	2	n/a	Assault			

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

IJA Engineer Squad (New Guinea page 91)**Veteran****124****Qty Weapons****Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a				
6	Infantry with Rifle	24"	1	n/a				
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower			

MACHINE GUN**IJA Machine Gun Section (New Guinea page 94)****Regular****123****Qty Weapons****Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a				
6	Infantry with Rifle	24"	1	n/a				
1	Medium Machine gun	36"	5	n/a	Team (3 men), Fixed			
	IJA Machine Gun Section							Overmanned team, Fixed (MMG only)

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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MORTAR**Light Mortar team (Armies of Imperial Japan page 27)****Inexperienced****24****Qty Weapons****Range Shots Pen Special**

1	Light Mortar	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1")			
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Light Mortar team (Armies of Imperial Japan page 27)**Inexperienced****24****Qty Weapons****Range Shots Pen Special**

1	Light Mortar	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1")			
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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)			
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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					
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					
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)					
ARTILLERY										
Type 94/Type 1 37mm Anti Tank Gun (Armies of Imperial Japan page 30)							Regular	50		
Qty Weapons		Range	Shots	Pen	Special					
1	Light anti-tank gun	48"	1	+4	Team (3 men), Gun shield, Fixed, HE (1")					
ARMOURED CARS										
Type 95 Kurogane (no transport) (Armies of Imperial Japan page 38)							Regular	38		
Vehicle		Type	Trans	DV						
Qty Weapons		Range	Shots	Pen	Special					
1	Type 95 Kurogane	Wheeled	-	6+						
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc					
TANKS AND SP GUNS										
Captured M3 Stuart light tank (Armies of the United States page 35)							Regular	155		
Vehicle		Type	Trans	DV						
Qty Weapons		Range	Shots	Pen	Special					
1	Captured M3 Stuart light tank	Tracked	-	8+	Vulnerable					
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")					
	Co-axial MMG	36"	5	n/a						
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc					
991	Recce vehicle	0	0	0+	Recce					
	0				+0					
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc					
	Twin Forward facing hull-mounted LMGs	36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)					
TRANSPORTS										
Type 95 Kurogane (Armies of Imperial Japan page 38)							Regular	23		
Vehicle		Type	Trans	DV						
Qty Weapons		Range	Shots	Pen	Special					
1	Type 95 Kurogane	Wheeled	4	6+						
	0				+0					
Light Truck (Armies of Imperial Japan page 37)							Regular	46		
Vehicle		Type	Trans	DV						
Qty Weapons		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					
	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.

Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

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 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

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

Overmanned team

The MMG is restricted by the normal rules for a team weapon, with the following exceptions. One man is required to fire the MMG, whilst up to two men will act as loaders if available. Any men not loading the MMG may fire their rifles as normal. If the model carrying the MMG is destroyed, the remainder of the team will continue to operate as a normal rifle-armed infantry squad without the MMG.

Reece

(p118)

Scouts

Unless mounted, this unit may set up in the same manner as snipers or observers. (The unit may use forward deployment where the mission permits)

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.

Vulnerable

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

Pick List	
Japanese Captured M3 Stuart light tank	1
Japanese Infantry flamethrower	1
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Light Machine gun (requires loader)	1
Japanese Infantry with Rifle	20
Japanese Infantry with Sharpened Bamboo Spear	14
Japanese Infantry with Submachine gun	2
Japanese Light anti-tank gun	1
Japanese Light Mortar	2
Japanese Light Truck	1
Japanese Medium Machine gun	1
Japanese NCO with Rifle	3
Japanese NCO with Sharpened Bamboo Spear	1
Japanese NCO with Submachine gun	1
Japanese Second Lieutenant	1
Japanese Sniper team	2
Japanese Suicide Anti-Tank Team	3
Japanese Type 95 Kurogane	1
Japanese Type 95 Kurogane	1