

**PLATOON #1**

Japanese Reinforced Platoon

**OFFICER****Second Lieutenant (Armies of Imperial Japan page 17)** **Veteran** **65****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 Veteran Squad (Armies of Imperial Japan page 20)** **Veteran** **137****Qty Weapons** **Range** **Shots Pen Special**

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

**IJA Veteran Squad (Armies of Imperial Japan page 20)** **Veteran** **137****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	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****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****Medium Mortar team (Armies of Imperial Japan page 27)** **Regular** **50****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

**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		
<b>ANTI-TANK</b>							
<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>320mm Type 98 (1938) Spigot Mortar</b> (Mariana & Palau Islands page 126)						<b>Regular</b>	<b>80</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	320mm Type 98 (1938) Spigot Mortar	12"-72"	1	HE	Team (5 men), Fixed, Indirect Fire, HE (4"), HE (special)		
1	Spotter				Spotter		
<b>ARMoured CARS</b>							
<b>Type 95 Kurogane (no transport)</b> (Armies of Imperial Japan page 38)						<b>Regular</b>	<b>38</b>
Qty	Vehicle Weapons	Type	Trans	DV	Range Shots Pen Special		
1	Type 95 Kurogane	Wheeled	-	6+			
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc		
<b>TANKS AND SP GUNS</b>							
<b>Type 97-Kai Shinhoto Chi-Ha Medium Tank</b> (Armies of Imperial Japan page 33)						<b>Regular</b>	<b>155</b>
Qty	Vehicle Weapons	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		
<b>TRANSPORTS</b>							
<b>General Purpose Truck</b> (Armies of Imperial Japan page 37)						<b>Regular</b>	<b>56</b>
Qty	Vehicle Weapons	Type	Trans	DV	Range Shots Pen Special		
1	General Purpose Truck	Wheeled	13	6+			
	<b>Tow:</b> 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.

### 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.

### **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 (4")**

(p68) PEN: +4, PIN: D6 (3D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

### **HE (special)**

Different from a normal heavy mortar, the Spigot Mortar uses the 4" diameter template, has a Pen value of +1 and causes D6+2 pins.

### **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

### **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 (5 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 320mm Type 98 (1938) Spigot Mortar	1
Japanese General Purpose Truck	1
Japanese Infantry flamethrower	1
Japanese Infantry with Light Machine gun (requires loader)	2

Japanese Infantry with Rifle	14
Japanese Infantry with Sharpened Bamboo Spear	42
Japanese Medium Mortar	1
Japanese NCO with Rifle	2
Japanese NCO with Sharpened Bamboo Spear	3
Japanese Political Officer	1
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Spotter	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 95 Kurogane	1
Japanese Type 97-Kai Shinhoto Chi-Ha Medium Tank	1