EASYARMY.COM Order Dice: 19 Total Points: 1099 1944, Burma **OFFICER** Regular Second Lieutenant (Armies of Imperial Japan page 17) 50 **Qty Weapons** Range Shots Pen Special Second Lieutenant with Pistol Assault with Submachine gun Assault with Rifle Officer is Tough Fighter (if equipped with sword) Tough Fighters INFANTRY SQUADS Veteran IJN Scout Team (Armies of Imperial Japan page 28) Range Shots Pen Special **Qty Weapons** Scouts Scouts Behind enemy lines Behind enemy lines 12" NCO with Submachine gun 2 n/a Assault Infantry with Submachine gun 12" 2 n/a Assault IJN Scout Team (Armies of Imperial Japan page 28) Veteran **Qty Weapons** Range Shots Pen Special Scouts Scouts Behind enemy lines Behind enemy lines NCO with Submachine gun 12" 2 n/a Assault 12" 2 Infantry with Submachine gun n/a Assault INFANTRY Bamboo Spear Fighter Squad (Late-War) (Armies of Imperial Japan page 25) Inexperienced 70 **Qty Weapons** Range Shots Pen Special NCO with Sharpened Bamboo Spear - May not shoot 13 Infantry with Sharpened Bamboo Spear May not shoot Entire squad is Green Green IJA Veteran Squad (Armies of Imperial Japan page 20) Veteran 117 **Qty Weapons** Range Shots Pen Special NCO with Rifle 24" 1 n/a 24" Infantry with Rifle 1 n/a IJA Veteran Squad (Armies of Imperial Japan page 20) 117 Veteran Range Shots Pen Special **Qty Weapons** NCO with Rifle 24" n/a 24" Infantry with Rifle 1 n/a 88 IJA Engineer Squad (New Guinea page 91) Veteran Range Shots Pen Special **Qty Weapons** 24" Infantry with Rifle 1 n/a 12" NCO with Submachine gun 2 n/a Assault Infantry with Flamethrower (requires assistant) 6" D6 +3 Flamethrower **MORTAR** Inexperienced 35 Medium Mortar team (Armies of Imperial Japan page 27) **Qty Weapons** Range Shots Pen Special 12"-60" HE Team (3 men), Fixed, Indirect fire, HE (2") Medium Mortar Medium Mortar team (Armies of Imperial Japan page 27) Inexperienced 35 **Qty Weapons** Range Shots Pen Special Medium Mortar 12"-60" HE Team (3 men), Fixed, Indirect fire, HE (2") Sniper team (Armies of Imperial Japan page 26) Regular 50 **Qty Weapons** Range Shots Pen Special Sniper team 36" n/a Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol) with Pistol Assault 50 Sniper team (Armies of Imperial Japan page 26) Regular **Qty Weapons** Range Shots Pen Special 36" Sniper team n/a Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)

Assault

with Pistol

Planethrower team (Armies of Imperial Japan page 26)				F	LAMETHROWER		
Infantry flamethrower	Flamethrower team (Armies of Imperial Japan page	26)				Regular	5
Infantry flamethrower	Qty Weapons	Range	Shots	Pen	Special		
Suicide Anti-Tank Team (Armies of Imperial Japan page 26)		_			-		
Suicide Anti-Tank Team Sampe Shots Pen Special	-				ANTI-TANK		
Suicide Anti-Tank Team (Armies of Imperial Japan page 26)	Suicide Anti-Tank Team (Armies of Imperial Japan	n page 26)				Inexperienced	1
Suicide Anti-Tank Team (Armies of Imperial Japan page 29)	Qty Weapons	Range	Shots	Pen	Special		
Note	1 Suicide Anti-Tank Team		-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank	hunters, Extra Selection (.	Japanese
Suicide Anti-Tank Team	Suicide Anti-Tank Team (Armies of Imperial Japan	n page 26)				Inexperienced	
Type 98 20mm AA Gun (Armies of Imperial Japan page 29)	Qty Weapons	Range	Shots	Pen	Special		
Vectoran Clay Vectoran Clay	1 Suicide Anti-Tank Team		-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank	hunters, Extra Selection (.	Japanese
Qiy Weapons Range Shots Pen Special Light automatic cannon 48" 2 + 2 Team (3 men), Fixed, Flak, HE (1") ARMOURED CARS Type 95 Kurogane (no transport) (Armiss of Imperial Japan page 38) Name of Pintle-mounted MMG Shots Pen Special Type 95 Kurogane Wheeled 7					ARTILLERY		
Light automatic cannon	Type 98 20mm AA Gun (Armies of Imperial Japan	page 29)				Veteran	
Type 5 Kurogane (no transport) (Armies of Imperial Japana page 38	Qty Weapons	Range	Shots	Pen	Special		
Process Proc	1 Light automatic cannon	48"	2	+2	Team (3 men), Fixed, Flak, HE (1")		
Vehicle Qty Weapons Range Type 95 Kurogane Wheeled				A	RMOURED CARS		
Note	Type 95 Kurogane (no transport) (Armies of Imp	erial Japan	page 38)			Regular	;
1 Type 95 Kurogane Wheeled 7	Vehicle						
Pintle-mounted MMG 36" 5 n/a Flak, 360 degree are TANKS AND SP GUNS		Range	Shots	Pen	Special		
Captured M3 Stuart light tank (Armies of the United States page 35) Regular	1 Type 95 Kurogane	Wheeled	-	6+			
Vehicle	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc		
Vehicle Type Sange Shots Pen Special				TA	NKS AND SP GUNS		
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 Pront arc 0 0 0 0+ Recce 0 Twin Forward facing hull-mounted LMGs 36" 4 n/a Front arc, Must shoot at same target as hull-mounted MMG (4 shots each) Type 95 Kurogane (Armies of Imperial Japan page 38") Type Trans DV Pen Special 1 Type 95 Kurogane (Armies of Imperial Japan page 37) Pen Special Light Truck (Armies of Imperial Japan page 37) Regular Vehicle (Armies of Imperial Jap	•	_				Regular	14
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Light Truck (Armies of Imperial Japan page 37) Vehicle Type Weapons Range Shots Pen Special Light Truck Wheeled 8 6+ Tow: light howitzer; light or medium anti-tank gun, light anti-aircraft gun 0 +0	· · · · · · · · · · · · · · · · · · ·	vv Heeled	7				
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Tow: light howitzer; light or medium anti-tank gun, light anti-aircraft gun 0 +0	C.7						
0 +0	1 Light Truck						
	_				un		
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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 flamerthrower, 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

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

Recce

(p118)

Scouts

Unless mounted, this unt 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 Rifle	19
Japanese Infantry with Sharpened Bamboo Spear	13

Japanese Infantry with Submachine gun	4	
Japanese Light automatic cannon	1	
Japanese Light Truck	1	
Japanese Medium Mortar	2	
Japanese NCO with Rifle	2	
Japanese NCO with Sharpened Bamboo Spear	1	
Japanese NCO with Submachine gun	3	
Japanese Second Lieutenant	1	
Japanese Sniper team	2	
Japanese Suicide Anti-Tank Team	2	
Japanese Type 95 Kurogane	1	
Japanese Type 95 Kurogane	1	