



## 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 98 20mm AA Gun** (Armies of Imperial Japan page 29) **Veteran** 54

Qty	Weapons	Range	Shots	Pen	Special
1	Light automatic cannon	48"	2	+2	Team (3 men), Fixed, Flak, HE (1")

## ARMOURED CARS

**Type 95 Kurogane (no transport)** (Armies of Imperial Japan page 38) **Regular** 38

Qty	Vehicle	Type	Trans	DV	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** 140

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Captured M3 Stuart light tank	Tracked	-	8+	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	
					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

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Type 95 Kurogane	Wheeled	4	6+					
								+0	

**Light Truck** (Armies of Imperial Japan page 37) **Regular** 46

Qty	Vehicle	Type	Trans	DV	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	
					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.

### **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 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 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