

**PLATOON #1**

Japanese Reinforced Platoon  
Deezan nacional

**OFFICER**

**Second Lieutenant (Armies of Imperial Japan page 17)** **Regular** **70**

**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	
2	Infantry (equipped as modeled)	-	-		

**INFANTRY SQUADS**

**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	

**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**

**Japanese/Manchukuo Cavalry Squad (Ostfront page 12)** **Regular** **123**

**Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Cavalry carbine	24"	1	n/a	Cavalry carbine
8	Infantry with Cavalry carbine	24"	1	n/a	Cavalry carbine
	Entire squad mounted upon horses				Cavalry
3	HQ models mounted as Cavalry				

**Japanese/Manchukuo Cavalry Squad (Ostfront page 12)** **Regular** **101**

**Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Cavalry carbine	24"	1	n/a	Cavalry carbine
7	Infantry with Cavalry carbine	24"	1	n/a	Cavalry carbine
	Entire squad mounted upon horses				Cavalry
1	HQ models mounted as Cavalry				

**Japanese/Manchukuo Cavalry Squad (Ostfront page 12)** **Regular** **96**

**Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Cavalry carbine	24"	1	n/a	Cavalry carbine
7	Infantry with Cavalry carbine	24"	1	n/a	Cavalry carbine
	Entire squad mounted upon horses				Cavalry

**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

## 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)

**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 4 Heavy Howitzer** (Armies of Imperial Japan page 29) **Regular** 115

Qty Weapons	Range	Shots	Pen	Special
1 Heavy howitzer	72"(36-84)	1	HE	Team (5 men), Gun shield, Fixed, Howitzer, HE (4")

## ARMoured CARS

**Type 92 Hokoku-Go Armoured Car** (Armies of Imperial Japan page 30) **Regular** 75

Vehicle	Type	Trans	DV
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen Special</b>
1 Type 92 Hokoku-Go Armoured Car	Wheeled	-	7+ Recce
Turret-mounted MMG	36"	5	n/a
Forward-facing hull-mounted LMG	36"	4	n/a Front arc

## TANKS AND SP GUNS

**Type 4 Ho-Ro Assault Gun** (Armies of Imperial Japan page 31) **Regular** 155

Vehicle	Type	Trans	DV
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen Special</b>
1 Type 4 Ho-Ro Assault Gun	Tracked	-	7+ Open-topped
Forward-facing heavy howitzer	72"(36-84)	1	HE Front arc, Howitzer, HE (4")

## TRANSPORTS

**Type 95 Kurogane** (Armies of Imperial Japan page 38) **Regular** 23

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

## 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.

### Cavalry

(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recce vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

### Cavalry carbine

Carbines count as pistols when used from horseback, and rifles when used on foot

### 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.

### 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 (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.

### **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)

### **May not shoot**

Men armed with bamboo spears may not shoot but can fight normally in close quarters

### **Open-topped**

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### **Recce**

(p118)

### **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.

### **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.

Japanese Heavy howitzer	1
Japanese HQ models mounted as Cavalry	4
Japanese Infantry (equipped as modeled)	2
Japanese Infantry flamethrower	1
Japanese Infantry with Cavalry carbine	22
Japanese Infantry with Sharpened Bamboo Spear	28
Japanese Medium Mortar	1
Japanese NCO with Cavalry carbine	3
Japanese NCO with Sharpened Bamboo Spear	2
Japanese Political Officer	1
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 4 Ho-Ro Assault Gun	1
Japanese Type 92 Hokoku-Go Armoured Car	1
Japanese Type 95 Kurogane	1