

## PLATOON #1

1944, Burma  
Cesar Nacional 2023

## 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** **93**

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

8 Infantry with Rifle 24" 1 n/a  
1 NCO with Submachine gun 12" 2 n/a Assault

**IJA Infantry Squad** (Armies of Imperial Japan page 20) **Regular** **83**

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

7 Infantry with Rifle 24" 1 n/a  
1 NCO 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 Infantry Squad** (Armies of Imperial Japan page 20) **Regular** **93**

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

8 Infantry with Rifle 24" 1 n/a  
1 NCO with Submachine gun 12" 2 n/a Assault

**IJA Engineer Squad** (New Guinea page 91) **Veteran** **101**

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

4 Infantry with Rifle 24" 1 n/a  
1 NCO with Submachine gun 12" 2 n/a Assault  
1 Infantry with Flamethrower (requires assistant) 6" D6 +3 Flamethrower

## 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")

**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")

## 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

**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) **Veteran** **65**

**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)		
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<b>Suicide Anti-Tank Team (Armies of Imperial Japan page 26)</b>				<b>Inexperienced</b>	<b>14</b>
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<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
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1	Suicide Anti-Tank Team	-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)		
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**ARTILLERY**

<b>Type 91 105mm Field Gun (Armies of Imperial Japan page 28)</b>				<b>Regular</b>	<b>95</b>
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<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
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1	Medium howitzer	60"(30-72)	1	HE Team (6 men), Gun shield, Fixed, Howitzer, HE (3")		
1	Spotter			Spotter		

**ARMoured CARS**

<b>Type 95 Kurogane (no transport) (Armies of Imperial Japan page 38)</b>				<b>Regular</b>	<b>38</b>
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<b>Qty Weapons</b>	<b>Vehicle</b>	<b>Range</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Special</b>
1	Type 95 Kurogane		Wheeled	-	6+	
	Pintle-mounted MMG	36"		5	n/a	Flak, 360 degree arc

**TANKS AND SP GUNS**

<b>Captured M3 Stuart light tank (Armies of the United States page 35)</b>				<b>Regular</b>	<b>140</b>
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<b>Qty Weapons</b>	<b>Vehicle</b>	<b>Range</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Special</b>
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+	Recce
	0				+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**

<b>Light Truck (Armies of Imperial Japan page 37)</b>				<b>Regular</b>	<b>46</b>
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<b>Qty Weapons</b>	<b>Vehicle</b>	<b>Range</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Special</b>
1	Light Truck		Wheeled	8	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

<b>Type 95 Kurogane (Armies of Imperial Japan page 38)</b>				<b>Regular</b>	<b>23</b>
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<b>Qty Weapons</b>	<b>Vehicle</b>	<b>Range</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>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.

**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.

### **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

### **HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **HE (3")**

(p68) PEN: +3, PIN: D3 (2D6 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

### **Recce**

(p118)

### **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 (6 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

Japanese Captured M3 Stuart light tank	1
Japanese Infantry flamethrower	1
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	27
Japanese Infantry with Sharpened Bamboo Spear	14
Japanese Light Truck	1
Japanese Medium howitzer	1
Japanese Medium Mortar	2
Japanese NCO with Sharpened Bamboo Spear	1
Japanese NCO with Submachine gun	4
Japanese Second Lieutenant	1
Japanese Sniper team	2
Japanese Spotter	1
Japanese Suicide Anti-Tank Team	2
Japanese Type 95 Kurogane	1
Japanese Type 95 Kurogane	1