

## PLATOON #1

Japanese Reinforced Platoon  
25NOV2021-ESPAÑA-1100PTS

## OFFICER

**Second Lieutenant (Armies of Imperial Japan page 17)** **Regular** **60**

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
1	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**

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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

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1	NCO with Sharpened Bamboo Spear		-	-	May not shoot
14	Infantry with Sharpened Bamboo Spear		-	-	May not shoot
	Entire squad is Green				Green

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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

**Japanese Night Infiltrators (New Guinea page 92)** **Veteran** **42**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
2	Infantry with Rifle	24"	1	n/a	
	Forward deployment				Forward deployment
	Night Infiltrators				Night Infiltrators

**Japanese Night Infiltrators (New Guinea page 92)** **Veteran** **42**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
2	Infantry with Rifle	24"	1	n/a	
	Forward deployment				Forward deployment

MORTAR							
<b>Heavy Mortar team</b> (Armies of Imperial Japan page 27)						<b>Inexperienced</b>	<b>46</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Heavy Mortar	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")		
SNIPER							
<b>Sniper team</b> (Armies of Imperial Japan page 26)						<b>Veteran</b>	<b>65</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Sniper team with Pistol	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol) Assault		
FLAMETHROWER							
<b>Flamethrower team</b> (Armies of Imperial Japan page 26)						<b>Regular</b>	<b>50</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Infantry flamethrower	6"	D6	+3	Team (2 men), Flamethrower		
ANTI-TANK							
<b>Anti-tank Rifle team</b> (Armies of Imperial Japan page 26)						<b>Regular</b>	<b>30</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Shots</b>	<b>Pen</b>	
	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
	Anti-tank rifle	36"	1	+2	Team (2 men)		
<b>Suicide Anti-Tank Team</b> (Armies of Imperial Japan page 26)						<b>Inexperienced</b>	<b>14</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
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>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
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>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Suicide Anti-Tank Team		-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)		
ARTILLERY							
<b>Type 91 105mm Field Gun</b> (Armies of Imperial Japan page 28)						<b>Regular</b>	<b>85</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Medium howitzer	60"(30-72)	1	HE	Team (6 men), Gun shield, Fixed, Howitzer, HE (3")		
ARMoured CARS							
<b>Type 87 Armoured Car</b> (Armies of Imperial Japan page 35)						<b>Regular</b>	<b>70</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Shots</b>	<b>Pen</b>	
	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Type 87 Armoured Car	Wheeled	-	7+			
	Turret-mounted MMG	36"	5	n/a			
	Turret-mounted MMG	36"	5	n/a			
TANKS AND SP GUNS							
<b>Type 97-Kai Shinhoto Chi-Ha Medium Tank</b> (Armies of Imperial Japan page 33)						<b>Regular</b>	<b>155</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Shots</b>	<b>Pen</b>	
	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
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		
TRANSPORTS							
<b>Type 95 Kurogane</b> (Armies of Imperial Japan page 38)						<b>Regular</b>	<b>23</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Shots</b>	<b>Pen</b>	
	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</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.

### **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 - 1 on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

### **Forward deployment**

Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)

### **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 (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

### **Night Infiltrators**

Night Infiltrators may only be used in scenarios using the Night Fighting special rules.

### **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 (4 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.

<b>Pick List</b>	
Japanese Heavy Mortar	1
Japanese Infantry (equipped as modeled)	1
Japanese Infantry flamethrower	1
Japanese Infantry with Rifle	4
Japanese Infantry with Sharpened Bamboo Spear	70
Japanese Medium howitzer	1
Japanese NCO with Rifle	2
Japanese NCO with Sharpened Bamboo Spear	5
Japanese Political Officer	1
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 87 Armoured Car	1
Japanese Type 95 Kurogane	1
Japanese Type 97-Kai Shinhoto Chi-Ha Medium Tank	1