

**PLATOON #1**

Japanese Reinforced Platoon

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

12	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** **120****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	

**INFANTRY****IJA Engineer Squad (New Guinea page 91) full strength** **Regular** **143****Qty Weapons** **Range** **Shots Pen Special**

10	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

**IJA Infantry Squad (Armies of Imperial Japan page 20)** **Regular** **120****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
11	Infantry with Rifle	24"	1	n/a	

**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

**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
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**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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**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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**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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**ARTILLERY**

**320mm Type 98 (1938) Spigot Mortar (Mariana & Palau Islands page 126)** **Inexperienced** **49**

Qty	Weapons	Range	Shots	Pen	Special
1	320mm Type 98 (1938) Spigot Mortar	12"-72"	1	HE	Team (5 men), Fixed, Indirect Fire, HE (4"), HE (special)

**TOWS****Mule Team (Armies of Imperial Japan page 27)** **Inexperienced** **4**

Qty	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special
1	Mule team	Infantry	-	3+	Move as infantry, Stubborn (Mule), Gun assembly
	<b>Tow:</b> Any light gun or light howitzer				
0				+0	

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

Qty	Vehicle	Type	Trans	DV	
Qty	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****SS-KI Armoured Work Vehicle (Armies of Imperial Japan page 30)** **Regular** **110**

Qty	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special
1	SS-KI Armoured Work Vehicle	Tracked	-	7+	Flammable, Mine rake, Bridging
	Front or Left or Right arc flamethrower	12"	D6+1	+3	Front arc, Left arc, Right arc, Multiple flamethrowers, Small vehicle flamethrower
	Forward-facing MMG	36"	5	n/a	Front arc

**TRANSPORTS****General Purpose Truck (Armies of Imperial Japan page 37)** **Regular** **56**

Qty	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special
1	General Purpose Truck	Wheeled	13	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

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

Qty	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special
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.

**Bridging**

Whenever you give a Down order to this unit, you may mark it as having its ramps extended. While ramps are extended the vehicle cannot move, but other vehicles may drive over it and 3" in front and behind it, treating the area as open ground, though vehicles may not use Run orders to cross. You must give the vehicle a further Down order to fold the ramps back up before you can move the vehicle again.

**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.

**Flammable**

When rolling on the Damage Effects chart, add an extra +1 to the roll to represent the increased risk from carrying around so much volatile fuel for the flamethrower.

**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 assembly**

To simulate the fact that the gun was actually transported disassembled, when the gun is unlimbered the artillery unit receives a pin marker. When the gun is limbered, the mule team (and consequently the transported artillery unit) receives a pin marker.

**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.

**HE (special)**

Different from a normal heavy mortar, the Spigot Mortar uses the 4" diameter template, has a Pen value of +1 and causes D6+2 pins.

**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

**Mine rake**

Clear minefields on a roll of 4 or more despite only having a damage value of 7+

**Multiple flamethrowers**

May only use one flamethrower per turn.

**Small vehicle flamethrower**

A small vehicle flamethrower is somewhat less powerful than those mounted on larger vehicles, so the number of hits it causes is D6 instead of D6+1.

**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.

**Stubborn (Mule)**

When taking an order test and doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order dice to Down and add 1 pin marker to the team. This rule does not apply if Fubar is rolled.

**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.

<b>Pick List</b>	
Japanese 320mm Type 98 (1938) Spigot Mortar	1
Japanese General Purpose Truck	1
Japanese Infantry flamethrower	1
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	44
Japanese Infantry with Sharpened Bamboo Spear	14
Japanese Medium Mortar	1
Japanese Mule team	1
Japanese NCO with Rifle	2
Japanese NCO with Sharpened Bamboo Spear	1
Japanese NCO with Submachine gun	2
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese SS-KI Armoured Work Vehicle	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 95 Kurogane	1
Japanese Type 95 Kurogane	1