

ARMoured CARS

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

Qty	Vehicle Weapons	Type Range	Trans	DV Shots Pen Special
1	Type 95 Kurogane Pintle-mounted MMG	Wheeled 36"	-	6+ 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 Weapons	Type Range	Trans	DV Shots Pen Special
1	Captured M3 Stuart light tank Turret-mounted light anti-tank gun Co-axial MMG Forward facing hull-mounted MMG	Tracked 48" 36" 36"	-	8+ Vulnerable +4 HE (1") n/a n/a Front arc
991	Recce vehicle 0 Twin Forward facing hull-mounted LMGs	0 36"	0	0+ Recce +0 n/a Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)

TRANSPORTS

General Purpose Truck (Armies of Imperial Japan page 37) **Regular** **41**

Qty	Vehicle Weapons	Type Range	Trans	DV Shots Pen Special
1	General Purpose Truck Tow: light howitzer; light or medium anti-tank gun, light anti-aircraft gun 0	Wheeled	13	6+ +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.

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

Rece

(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.

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 General Purpose Truck	1
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	51
Japanese Infantry with Sharpened Bamboo Spear	14
Japanese Light automatic cannon	1
Japanese Medium Mortar	1
Japanese NCO with Rifle	3
Japanese NCO with Sharpened Bamboo Spear	1
Japanese NCO with Submachine gun	1
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 95 Kurogane	1