

PLATOON #1

IJA Kwantung Army, 1937
(Empires in Flames)

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 Veteran Squad (Armies of Imperial Japan page 20)

Veteran

107

Qty Weapons

Range

Shots Pen Special

7 Infantry with Rifle

24"

1

n/a

1 NCO with Submachine gun

12"

2

n/a Assault

IJA Veteran Squad (Armies of Imperial Japan page 20)

Veteran

107

Qty Weapons

Range

Shots Pen Special

7 Infantry with Rifle

24"

1

n/a

1 NCO with Submachine gun

12"

2

n/a Assault

FORWARD OBSERVER

Forward Observer (Artillery) (Armies of Imperial Japan page 17)

Regular

100

Qty Weapons

Range

Shots Pen Special

1 Artillery Forward Observer

with Rifle

with Pistol

Assault

with Submachine gun

Assault

INFANTRY

IJA Engineer Squad (New Guinea page 91)

Veteran

88

Qty Weapons

Range

Shots Pen Special

3 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

Japanese/Manchukuo Cavalry Squad (Ostfront page 12)

Regular

65

Qty Weapons

Range

Shots Pen Special

1 NCO with Cavalry carbine

24"

1

n/a Cavalry carbine

4 Infantry with Cavalry carbine

24"

1

n/a Cavalry carbine

Entire squad mounted upon horses

Cavalry

Tough Fighters

Tough Fighters

MORTARS

Heavy Mortar team (Armies of Imperial Japan page 27)

Regular

75

Qty Weapons

Range

Shots Pen Special

1 Heavy Mortar

12"-72"

1

HE Team (4 men), Fixed, Indirect fire, HE (3")

1 Spotter

Spotter

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)				
ARTILLERY								
Type 41 75mm Mountain Gun (Armies of Imperial Japan page 28)							Inexperienced	50
Qty	Weapons	Range	Shots	Pen	Special			
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Fixed, Gun shield, Howitzer, HE (2")			
2	Extra Loader							
Type 41 75mm Mountain Gun (Armies of Imperial Japan page 28)							Inexperienced	50
Qty	Weapons	Range	Shots	Pen	Special			
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Fixed, Gun shield, Howitzer, HE (2")			
2	Extra Loader							
ARMoured CARS								
Type 92 Hokoku-Go Armoured Car (Armies of Imperial Japan page 30)							Inexperienced	60
	Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	Special			
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			
Type 92 Hokoku-Go Armoured Car (Armies of Imperial Japan page 30)							Inexperienced	60
	Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	Special			
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 89 Yi-Go Medium Tank (Armies of Imperial Japan page 32)							Inexperienced	100
	Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	Special			
1	Type 89 Yi-Go Medium Tank	Tracked	-	8+	Slow			
	Turret-mounted light howitzer	48"(24-60)	1	HE	Howitzer, HE (2")			
	Turret-mounted rear-facing MMG	36"	5	n/a	Turret rear arc			
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc			
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)			
TRANSPORTS								
Light Truck (Armies of Imperial Japan page 37)							Regular	46
	Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	Special			
1	Light Truck	Wheeled	8	6+				
	Tow: 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			

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.

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)

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 (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)

Recce

(p118)

Slow

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run

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 (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.

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.

Pick List	
Japanese Artillery Forward Observer	1
Japanese Extra Loader	4
Japanese Heavy Mortar	1
Japanese Infantry flamethrower	1
Japanese Infantry with Cavalry carbine	4
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	17
Japanese Light howitzer	2
Japanese Light Truck	1
Japanese NCO with Cavalry carbine	1
Japanese NCO with Submachine gun	3
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Spotter	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 89 Yi-Go Medium Tank	1
Japanese Type 92 Hoku-Go Armoured Car	2