

PLATOON #1

Japanese Reinforced Platoon

OFFICER**Second Lieutenant (Armies of Imperial Japan page 17)** **Regular** **70****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	
2	Infantry (equipped as modeled)	-	-		

INFANTRY SQUADS**Japanese/Manchukuo Cavalry Squad (Ostfront page 12) full strength** **Regular** **140****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Cavalry carbine	24"	1	n/a	Cavalry carbine
9	Infantry with Cavalry carbine	24"	1	n/a	Cavalry carbine
	Entire squad mounted upon horses				Cavalry
	Tough Fighters				Tough Fighters
2	HQ models mounted as Cavalry				

Japanese/Manchukuo Cavalry Squad (Ostfront page 12) full strength **Regular** **135****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Cavalry carbine	24"	1	n/a	Cavalry carbine
9	Infantry with Cavalry carbine	24"	1	n/a	Cavalry carbine
	Entire squad mounted upon horses				Cavalry
	Tough Fighters				Tough Fighters
1	HQ models mounted as Cavalry				

POLITICAL OFFICER**Kempeitai Political Officer (Armies of Imperial Japan page 17)** **Inexperienced** **22****Qty Weapons** **Range** **Shots Pen Special**

1	Political Officer				
	with Pistol			Assault	
	with Submachine gun			Assault	
	with Rifle				
	Show Your Loyalty!			Show Your Loyalty!	
1	Infantry (equipped as modeled)	-	-		

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

Militia Squad (Late-War) (Armies of Imperial Japan page 25) full strength **Inexperienced** **105****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
14	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

IJN Scout Team (Armies of Imperial Japan page 28) **Veteran** **54****Qty Weapons** **Range** **Shots Pen Special**

	Scouts				Scouts
	Behind enemy lines				Behind enemy lines
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault

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)					Veteran	65
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Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team with Pistol	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol) Assault

ANTI-TANK

Anti-tank Rifle team (Armies of Imperial Japan page 26)					Regular	30
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Qty	Vehicle	Weapons	Type	Range	Trans	DV	Shots	Pen	Special
		Anti-tank rifle		36"	1	+2			Team (2 men)

Suicide Anti-Tank Team (Armies of Imperial Japan page 26)					Veteran	26
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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)					Veteran	26
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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)					Veteran	26
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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 91 105mm Field Gun (Armies of Imperial Japan page 28)					Regular	95
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (6 men), Gun shield, Fixed, Howitzer, HE (3")
1	Spotter				Spotter

TOWS

Mule Team (Armies of Imperial Japan page 27)					Veteran	6
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Qty	Vehicle	Weapons	Type	Range	Trans	DV	Shots	Pen	Special
1	Mule team		Infantry		-	3+			Move as infantry, Stubborn (Mule), Gun assembly
	Tow: Any light gun or light howitzer								
0									+0

ARMoured CARS

Type 92 Hokoku-Go Armoured Car (Armies of Imperial Japan page 30)					Regular	75
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Qty	Vehicle	Weapons	Type	Range	Trans	DV	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 97-Kai Shinhoto Chi-Ha Medium Tank (Armies of Imperial Japan page 33)					Regular	155
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Qty	Vehicle	Weapons	Type	Range	Trans	DV	Shots	Pen	Special
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

Light Truck (Armies of Imperial Japan page 37)					Regular	46
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Qty	Vehicle	Weapons	Type	Range	Trans	DV	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.

Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

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 recon 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 flamethrower, 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 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.

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)

Rece

(p118)

Scouts

Unless mounted, this unit may set up in the same manner as snipers or observers. (The unit may use forward deployment where the mission permits)

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.

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).

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 (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.

Pick List	
Japanese HQ models mounted as Cavalry	3
Japanese Infantry (equipped as modeled)	3
Japanese Infantry with Cavalry carbine	18
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	17
Japanese Infantry with Submachine gun	2
Japanese Light Truck	1
Japanese Medium howitzer	1
Japanese Medium Mortar	1
Japanese Mule team	1
Japanese NCO with Cavalry carbine	2
Japanese NCO with Rifle	1
Japanese NCO with Submachine gun	2
Japanese Political Officer	1
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Spotter	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 92 Hoku-Go Armoured Car	1
Japanese Type 97-Kai Shinhoto Chi-Ha Medium Tank	1