

PLATOON #1

Japanese Reinforced Platoon
Early War IJA

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** **100**

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

IJA Infantry Squad (Armies of Imperial Japan page 20) **Regular** **100**

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

INFANTRY

IJA Engineer Squad (New Guinea page 91) **Regular** **73**

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

MACHINE GUN

Medium Machine Gun team (Armies of Imperial Japan page 26) **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun	36"	5	n/a	Team (3 men), Fixed

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

ARTILLERY

Type 91 105mm Field Gun (Armies of Imperial Japan page 28) **Regular** **95**

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

PLATOON #2

Japanese Reinforced Platoon
Early War IJA

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** **100**

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

IJA Infantry Squad (Armies of Imperial Japan page 20) **Regular** **100**

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

MACHINE GUN

Medium Machine Gun team (Armies of Imperial Japan page 26) **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun	36"	5	n/a	Team (3 men), Fixed

SNIPER

Sniper team (Armies of Imperial Japan page 26) **Regular** **50**

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

FLAMETHROWER

Flamethrower team (Armies of Imperial Japan page 26) **Veteran** **65**

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry flamethrower	6"	D6	+3	Team (2 men), Flamethrower

ARTILLERY

Type 91 105mm Field Gun (Armies of Imperial Japan page 28) **Regular** **95**

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

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.

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

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 (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.

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).

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 Infantry flamethrower	1
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	39
Japanese Medium howitzer	2
Japanese Medium Machine gun	2
Japanese NCO with Rifle	4
Japanese NCO with Submachine gun	1
Japanese Second Lieutenant	2
Japanese Sniper team	2
Japanese Spotter	2