

**PLATOON #1**

Japanese Reinforced Platoon  
1150 wargen

**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**

**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

**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

**INFANTRY**

**IJA Engineer Squad (New Guinea page 91)** **Veteran** **101**

**Qty Weapons Range Shots Pen Special**

4	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) full strength** **Regular** **183**

**Qty Weapons Range Shots Pen Special**

14	Infantry with Rifle	24"	1		n/a
1	NCO with Submachine gun	12"	2		n/a Assault
	Entire squad equipped with anti-tank grenades				Tank hunters

**IJA Infantry Squad (Armies of Imperial Japan page 20) full strength** **Regular** **183**

**Qty Weapons Range Shots Pen Special**

14	Infantry with Rifle	24"	1		n/a
1	NCO with Submachine gun	12"	2		n/a Assault
	Entire squad equipped with anti-tank grenades				Tank hunters

**MACHINE GUN**

**Medium Machine Gun team (Armies of Imperial Japan page 26)** **Regular** **50**

**Qty Weapons Range Shots Pen Special**

1	Medium Machine gun	36"	5		n/a Team (3 men), Fixed
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**MORTAR**

**Medium Mortar team (Armies of Imperial Japan page 27)** **Regular** **60**

**Qty Weapons Range Shots Pen Special**

1	Medium Mortar	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
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

**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)

**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**

**320mm Type 98 (1938) Spigot Mortar** (Mariana & Palau Islands page 126) **Regular** **80**

**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)

1 Spotter Spotter

**ARMOURED CARS**

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

**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) **Veteran** **132**

**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**

**Light Truck** (Armies of Imperial Japan page 37) **Regular** **31**

**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

**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.

## 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.

## 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 (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.

Pick List	
Japanese 320mm Type 98 (1938) Spigot Mortar	1
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	32
Japanese Infantry with Sharpened Bamboo Spear	28
Japanese Light Truck	1
Japanese Medium Machine gun	1

Japanese Medium Mortar	1
Japanese NCO with Sharpened Bamboo Spear	2
Japanese NCO with Submachine gun	3
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Spotter	2
Japanese SS-KI Armoured Work Vehicle	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 95 Kurogane	1