

Suicide Anti-Tank Team (Armies of Imperial Japan page 26)	Inexperienced	14
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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)

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ARTILLERY

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

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	Type	Trans	DV	Weapons	Range	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	Type	Trans	DV	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				

Type 95 Kurogane (Armies of Imperial Japan page 38)	Regular	23
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Type 95 Kurogane	Wheeled	4	6+					
	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.

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

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

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).

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 flamethrower	1
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	34
Japanese Infantry with Sharpened Bamboo Spear	28
Japanese Light Truck	1
Japanese Medium Mortar	1
Japanese NCO with Rifle	3
Japanese NCO with Sharpened Bamboo Spear	2
Japanese Political Officer	1

Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Spotter	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 95 Kurogane	1
Japanese Type 97-Kai Shinhoto Chi-Ha Medium Tank	1