

PLATOON #1

Japanese Reinforced Platoon

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)**Regular****130****Qty Weapons****Range Shots Pen Special**

- | | | | | | |
|---|---|-----|----|-----|--------------|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 9 | Infantry with Rifle | 24" | 1 | n/a | |
| 1 | Infantry with Flamethrower (requires assistant) | 6" | D6 | +3 | Flamethrower |

IJA Infantry Squad (Armies of Imperial Japan page 20) **full strength****Regular****150****Qty Weapons****Range Shots Pen Special**

- | | | | | | |
|----|---------------------|-----|---|-----|--|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 14 | Infantry with Rifle | 24" | 1 | n/a | |

IJA Infantry Squad (Armies of Imperial Japan page 20) **full strength****Regular****150****Qty Weapons****Range Shots Pen Special**

- | | | | | | |
|----|---------------------|-----|---|-----|--|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 14 | Infantry with Rifle | 24" | 1 | n/a | |

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") |
|---|---------------|---------|---|----|---|

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) | |
|---|------------------------|---|---|---|--|

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			
TOWS									
Mule Team (Armies of Imperial Japan page 27)								Inexperienced	4
	Vehicle		Type	Trans	DV				
Qty	Weapons		Range	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 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									
Captured M3 Stuart light tank (Armies of the United States page 35)								Regular	140
	Vehicle		Type	Trans	DV				
Qty	Weapons		Range	Shots	Pen	Special			
1	Captured M3 Stuart light tank		Tracked	-	8+	Vulnerable			
	Turret-mounted light anti-tank gun		48"	1	+4	HE (1")			
	Co-axial MMG		36"	5	n/a				
	Forward facing hull-mounted MMG		36"	5	n/a	Front arc			
991	Recce vehicle		0	0	0+	Recce			
	0				+0				
	Twin Forward facing hull-mounted LMGs		36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)			
TRANSPORTS									
Type 95 Kurogane (Armies of Imperial Japan page 38)								Regular	23
	Vehicle		Type	Trans	DV				
Qty	Weapons		Range	Shots	Pen	Special			
1	Type 95 Kurogane		Wheeled	4	6+				
	0				+0				
General Purpose Truck (Armies of Imperial Japan page 37)								Regular	56
	Vehicle		Type	Trans	DV				
Qty	Weapons		Range	Shots	Pen	Special			
1	General Purpose Truck		Wheeled	13	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.

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.

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

Recce

(p118)

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 (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.

Vulnerable

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

Pick List	
Japanese 320mm Type 98 (1938) Spigot Mortar	1
Japanese Captured M3 Stuart light tank	1
Japanese General Purpose Truck	1
Japanese Infantry flamethrower	1
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	37
Japanese Infantry with Sharpened Bamboo Spear	28
Japanese Medium Mortar	1
Japanese Mule team	1
Japanese NCO with Rifle	3
Japanese NCO with Sharpened Bamboo Spear	2
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Spotter	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 95 Kurogane	1
Japanese Type 95 Kurogane	1