

**PLATOON #1**Japanese Reinforced Platoon  
Nacional**OFFICER****Second Lieutenant (Armies of Imperial Japan page 17)** Regular 60**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
1	Infantry (equipped as modeled)	-	-		

**INFANTRY SQUADS****IJA Infantry Squad (Armies of Imperial Japan page 20)** Regular 140**Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
13	Infantry with Rifle	24"	1	n/a	

**IJA Infantry Squad (Armies of Imperial Japan page 20)** Regular 140**Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
13	Infantry with Rifle	24"	1	n/a	

**POLITICAL OFFICER****Kempeitai Political Officer (Armies of Imperial Japan page 17)** Inexperienced 15**Qty Weapons Range Shots Pen Special**

1	Political Officer with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
	Show Your Loyalty!				Show Your Loyalty!

**FORWARD OBSERVER****Forward Observer (Artillery) (Armies of Imperial Japan page 17)** Regular 100**Qty Weapons Range Shots Pen Special**

1	Artillery Forward Observer with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault

**INFANTRY****IJA Engineer Squad (New Guinea page 91)** Regular 93**Qty Weapons Range Shots Pen Special**

5	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

**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

**IJA Infantry Squad (Armies of Imperial Japan page 20)** Regular 133**Qty Weapons Range Shots Pen Special**

12	Infantry with Rifle	24"	1	n/a	
1	NCO 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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**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)		
<b>Suicide Anti-Tank Team (Armies of Imperial Japan page 26)</b>						<b>Inexperienced</b>	<b>14</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	Suicide Anti-Tank Team		-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)		
<b>Suicide Anti-Tank Team (Armies of Imperial Japan page 26)</b>						<b>Inexperienced</b>	<b>14</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	Suicide Anti-Tank Team		-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)		
<b>ARTILLERY</b>							
<b>Type 41 75mm Mountain Gun (Armies of Imperial Japan page 28)</b>						<b>Regular</b>	<b>50</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Fixed, Gun shield, Howitzer, HE (2")		
<b>TOWS</b>							
<b>Mule Team (Armies of Imperial Japan page 27)</b>						<b>Inexperienced</b>	<b>4</b>
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Mule team	Infantry	-	3+	Move as infantry, Stubborn (Mule), Gun assembly		
	<b>Tow:</b> Any light gun or light howitzer						
0				+0			
<b>ARMOURED CARS</b>							
<b>Type 92 Hokoku-Go Armoured Car (Armies of Imperial Japan page 30)</b>						<b>Regular</b>	<b>75</b>
Qty	Vehicle	Type	Trans	DV	Weapons		
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		
<b>TANKS AND SP GUNS</b>							
<b>Captured M3 Stuart light tank (Armies of the United States page 35)</b>						<b>Regular</b>	<b>155</b>
Qty	Vehicle	Type	Trans	DV	Weapons		
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			
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc		
	Twin Forward facing hull-mounted LMGs	36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)		
<b>TRANSPORTS</b>							
<b>Light Truck (Armies of Imperial Japan page 37)</b>						<b>Regular</b>	<b>31</b>
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Light Truck	Wheeled	8	6+			
	<b>Tow:</b> 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.

### 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

### **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)

### **May not shoot**

Men armed with bamboo spears may not shoot but can fight normally in close quarters

### **Recce**

(p118)

### **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.

### **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 (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.

### **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

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Japanese Artillery Forward Observer	1
Japanese Captured M3 Stuart light tank	1
Japanese Infantry (equipped as modeled)	1
Japanese Infantry with Flamethrower (requires assistant)	1
Japanese Infantry with Rifle	43
Japanese Infantry with Sharpened Bamboo Spear	14
Japanese Light howitzer	1
Japanese Light Truck	1
Japanese Medium Mortar	1
Japanese Mule team	1
Japanese NCO with Rifle	2
Japanese NCO with Sharpened Bamboo Spear	1
Japanese NCO with Submachine gun	2
Japanese Political Officer	1
Japanese Second Lieutenant	1
Japanese Suicide Anti-Tank Team	3
Japanese Type 92 Hoko-Go Armoured Car	1