

## PLATOON #1

## Japanese Reinforced Platoon

## OFFICER

<b>Second Lieutenant (Armies of Imperial Japan page 17)</b>	<b>Regular</b>	<b>50</b>
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Qty Weapons	Range	Shots	Pen	Special
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1 Second Lieutenant				
with Pistol				Assault
with Submachine gun				Assault
with Rifle				
Officer is Tough Fighter (if equipped with sword)				Tough Fighters

## INFANTRY SQUADS

<b>Bamboo Spear Fighter Squad (Late-War) (Armies of Imperial Japan page 25) full strength</b>	<b>Inexperienced</b>	<b>105</b>
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Qty Weapons	Range	Shots	Pen	Special
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1 NCO with Sharpened Bamboo Spear		-	-	May not shoot
14 Infantry with Sharpened Bamboo Spear		-	-	May not shoot
Entire squad is Green				Green
Entire squad equipped with anti-tank grenades				Tank hunters

<b>Bamboo Spear Fighter Squad (Late-War) (Armies of Imperial Japan page 25) full strength</b>	<b>Inexperienced</b>	<b>105</b>
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Qty Weapons	Range	Shots	Pen	Special
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1 NCO with Sharpened Bamboo Spear		-	-	May not shoot
14 Infantry with Sharpened Bamboo Spear		-	-	May not shoot
Entire squad is Green				Green
Entire squad equipped with anti-tank grenades				Tank hunters

## POLITICAL OFFICER

<b>Kempeitai Political Officer (Armies of Imperial Japan page 17)</b>	<b>Inexperienced</b>	<b>15</b>
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Qty Weapons	Range	Shots	Pen	Special
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1 Political Officer				
with Pistol				Assault
with Submachine gun				Assault
with Rifle				
Show Your Loyalty!				Show Your Loyalty!

## INFANTRY

<b>Bamboo Spear Fighter Squad (Late-War) (Armies of Imperial Japan page 25) full strength</b>	<b>Inexperienced</b>	<b>105</b>
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Qty Weapons	Range	Shots	Pen	Special
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1 NCO with Sharpened Bamboo Spear		-	-	May not shoot
14 Infantry with Sharpened Bamboo Spear		-	-	May not shoot
Entire squad is Green				Green
Entire squad equipped with anti-tank grenades				Tank hunters

<b>Japanese/Manchukuo Cavalry Squad (Ostfront page 12) full strength</b>	<b>Regular</b>	<b>130</b>
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Qty Weapons	Range	Shots	Pen	Special
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1 NCO with Cavalry carbine	24"	1	n/a	Cavalry carbine
9 Infantry with Cavalry carbine	24"	1	n/a	Cavalry carbine
Entire squad mounted upon horses				Cavalry
2 HQ models mounted as Cavalry				

<b>SNLF Rikusentai Paratrooper Squad (Armies of Imperial Japan page 24)</b>	<b>Veteran</b>	<b>152</b>
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Qty Weapons	Range	Shots	Pen	Special
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8 Infantry with Rifle	24"	1	n/a	
1 NCO with Submachine gun	12"	2	n/a	Assault
2 Infantry with Submachine gun	12"	2	n/a	Assault

## MORTAR

<b>Heavy Mortar team (Armies of Imperial Japan page 27)</b>	<b>Regular</b>	<b>75</b>
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Qty Weapons	Range	Shots	Pen	Special
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1 Heavy Mortar	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
1 Spotter				Spotter

## SNIPER

<b>Sniper team (Armies of Imperial Japan page 26)</b>	<b>Veteran</b>	<b>65</b>
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Qty Weapons	Range	Shots	Pen	Special
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1 Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
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with Pistol

Assault

### ANTI-TANK

**Suicide Anti-Tank Team** (Armies of Imperial Japan page 26) **Veteran** **26**

Qty	Weapons	Range	Shots	Pen	Special
1	Suicide Anti-Tank Team	-	-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)

### ARTILLERY

**Type 91 105mm Field Gun** (Armies of Imperial Japan page 28) **Regular** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (6 men), Gun shield, Fixed, Howitzer, HE (3")

### ARMOURED CARS

**Type 92 Hokoku-Go Armoured Car** (Armies of Imperial Japan page 30) **Veteran** **90**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
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

### TANKS AND SP GUNS

**Type 95 Ha-Go Light Tank** (Armies of Imperial Japan page 31) **Regular** **90**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Type 95 Ha-Go Light Tank	Tracked	-	7+ One-man turret
	Turret-mounted low-velocity light anti-tank gun	48"	1	+3 Low velocity light anti-tank gun, 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

**General Purpose Truck** (Armies of Imperial Japan page 37) **Regular** **56**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	General Purpose Truck	Wheeled	13	6+
	<b>Tow:</b> 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.

#### Cavalry

(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recce vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

#### Cavalry carbine

Carbines count as pistols when used from horseback, and rifles when used on foot

#### 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)

#### 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 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 (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.

## **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)

## **Low velocity light anti-tank gun**

Weapon counts as a light anti-tank gun, but with an armour penetration rating of +3 instead of the usual +4

## **May not shoot**

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

## **One-man Turret**

Must make an order test when issuing an Advance order, even if the tank is not pinned

## **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.

## **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 (4 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.

<b>Pick List</b>	
Japanese General Purpose Truck	1
Japanese Heavy Mortar	1
Japanese HQ models mounted as Cavalry	2
Japanese Infantry with Cavalry carbine	9
Japanese Infantry with Rifle	8
Japanese Infantry with Sharpened Bamboo Spear	42
Japanese Infantry with Submachine gun	2
Japanese Medium howitzer	1
Japanese NCO with Cavalry carbine	1
Japanese NCO with Sharpened Bamboo Spear	3
Japanese NCO with Submachine gun	1
Japanese Political Officer	1
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Spotter	1
Japanese Suicide Anti-Tank Team	1
Japanese Type 92 Hoko-Go Armoured Car	1
Japanese Type 95 Ha-Go Light Tank	1