

## PLATOON #1

Japanese Reinforced Platoon

## OFFICER

<b>Second Lieutenant</b> (Armies of Imperial Japan page 17)					<b>Regular</b>	<b>50</b>
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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

<b>Bamboo Spear Fighter Squad (Late-War)</b> (Armies of Imperial Japan page 25) full strength					<b>Inexperienced</b>	<b>75</b>
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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

<b>Militia Squad (Late-War)</b> (Armies of Imperial Japan page 25) full strength					<b>Inexperienced</b>	<b>105</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
14	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

## POLITICAL OFFICER

<b>Kempeitai Political Officer</b> (Armies of Imperial Japan page 17)					<b>Inexperienced</b>	<b>22</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Political Officer				Show Your Loyalty!
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
	Show Your Loyalty!				Show Your Loyalty!
1	Infantry (equipped as modeled)		-	-	

## ARTILLERY

<b>Type 4 Heavy Howitzer</b> (Armies of Imperial Japan page 29)					<b>Veteran</b>	<b>148</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Heavy howitzer	72"(36-84)	1	HE	Team (5 men), Gun shield, Fixed, Howitzer, HE (4")
1	Spotter				Spotter Spotter

## ARMOURED CARS

<b>Type 92 Hokoku-Go Armoured Car</b> (Armies of Imperial Japan page 30)					<b>Regular</b>	<b>75</b>
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Qty	Vehicle	Type	Trans	DV	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

## PLATOON #2

Japanese Reinforced Platoon

## OFFICER

<b>Second Lieutenant</b> (Armies of Imperial Japan page 17)					<b>Regular</b>	<b>60</b>
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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

<b>Bamboo Spear Fighter Squad (Late-War)</b> (Armies of Imperial Japan page 25) full strength					<b>Inexperienced</b>	<b>75</b>
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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

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

**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")

**ARTILLERY**

**320mm Type 98 (1938) Spigot Mortar** (Mariana & Palau Islands page 126) **Inexperienced** **49**

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)

**ARMOURED CARS**

**Type 92 Hokoku-Go Armoured Car** (Armies of Imperial Japan page 30) **Regular** **75**

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 4 Ho-Ro Assault Gun** (Armies of Imperial Japan page 31) **Regular** **155**

Qty	Weapons	Range	Shots	Pen	Special
1	Type 4 Ho-Ro Assault Gun	Tracked	-	7+	Open-topped
	Forward-facing heavy howitzer	72"(36-84)	1	HE	Front arc, Howitzer, HE (4")

**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.

**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.

**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 (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.

**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)

**May not shoot**

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

**Open-topped**

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### **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.

### **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).

### **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 Heavy howitzer	1
Japanese Infantry (equipped as modeled)	2
Japanese Infantry with Rifle	14
Japanese Infantry with Sharpened Bamboo Spear	42
Japanese Medium Mortar	1
Japanese NCO with Rifle	1
Japanese NCO with Sharpened Bamboo Spear	3
Japanese Political Officer	1
Japanese Second Lieutenant	2
Japanese Spotter	1
Japanese Type 4 Ho-Ro Assault Gun	1
Japanese Type 92 Hokoku-Go Armoured Car	2