

**PLATOON #1**

\*Version 3 - Japanese - Rifle Platoon  
Turneringsjapaner

**PLATOON COMMANDER**

Platoon Commander (Version 3 Rulebook page 269)

**Regular**

30

Qty	Weapons	Range	Shots	Pen	Special
1	Platoon Commander				
	with Pistol	6"	1	n/a	
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault
	with Sword		-	-	Tough Fighters

**INFANTRY**

Militia Squad (Late-War) (Version 3 Rulebook page 271) full strength

**Inexperienced**

105

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
14	Infantry with Rifle	24"	1	n/a	

Militia Squad (Late-War) (Version 3 Rulebook page 271) full strength

**Inexperienced**

105

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
14	Infantry with Rifle	24"	1	n/a	

**ANTI-TANK**

Suicide Anti-Tank Team (Version 3 Rulebook page 272)

**Inexperienced**

14

Qty	Weapons	Range	Shots	Pen	Special
1	Suicide Anti-Tank Team		-	-	Kamikaze, Infiltrator, Tank hunters, Extra Selection (Japanese)

**LIGHT MORTAR**

Light Motar Team (Version 3 Rulebook page 272)

**Regular**

30

Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1")

Light Motar Team (Version 3 Rulebook page 272)

**Regular**

30

Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1")

**TRANSPORTS**

Type 95 Kurogane (Version 3 Rulebook page 277)

**Inexperienced**

15

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Type 95 Kurogane				
		Wheeled	4	6+	

**PLATOON #2**

\*Version 3 - Japanese - Heavy Weapons Platoon  
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**PLATOON COMMANDER**

Platoon Commander (Version 3 Rulebook page 269)

**Regular**

30

Qty	Weapons	Range	Shots	Pen	Special
1	Platoon Commander				
	with Pistol	6"	1	n/a	
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault
	with Sword		-	-	Tough Fighters

**HEAVY WEAPONS**

Motar Team (Version 3 Rulebook page 272)

**Regular**

70

Qty	Weapons	Range	Shots	Pen	Special
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
	Spotter				Spotter

**Motar Team** (Version 3 Rulebook page 272)**Regular**

70

Qty	Weapons	Range	Shots	Pen	Special
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
	Spotter				Spotter

**MORTAR****Motar Team** (Version 3 Rulebook page 272)**Regular**

70

Qty	Weapons	Range	Shots	Pen	Special
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
	Spotter				Spotter

**Motar Team** (Version 3 Rulebook page 272)**Regular**

30

Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1")

**Motar Team** (Version 3 Rulebook page 272)**Regular**

30

Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1")

**PLATOON #3**\*Version 3 - Japanese - Armoured Platoon  
Turneringsjapaner**COMMAND VEHICLE****Medium Tanks** (Version 3 Rulebook page 274)**Regular**

135

Qty	Vehicle	Weapons	Type	Trans	DV	Special
1	Type 97 Chi-Ha Medium Tank		Tracked	-	8+	
		Turret-mounted light howitzer	48"(30-60")	1	HE	Howitzer, HE (2")
		Turret-mounted rear-facing MMG	36"	6	n/a	Turret rear arc
		Forward facing hull-mounted MMG	36"	6	n/a	Front arc

**CMD VEHICLE OPTIONS****Command Vehicle rule (v3)** (Version 3 Rulebook page 188)**Regular**

10

Command Vehicle special rule

**VEHICLE****Medium Tanks** (Version 3 Rulebook page 274)**Regular**

135

Qty	Vehicle	Weapons	Type	Trans	DV	Special
1	Type 97 Chi-Ha Medium Tank		Tracked	-	8+	
		Turret-mounted light howitzer	48"(30-60")	1	HE	Howitzer, HE (2")
		Turret-mounted rear-facing MMG	36"	6	n/a	Turret rear arc
		Forward facing hull-mounted MMG	36"	6	n/a	Front arc

**Tankettes** (Version 3 Rulebook page 276)**Regular**

90

Qty	Vehicle	Weapons	Type	Trans	DV	Special
1	Type 92 Tankette		Tracked	-	7+	Recce
		Turret-mounted MMG	36"	6	n/a	
		Forward facing hull-mounted HMG	48"	6	+1	Front arc

**Unit Special Rules****Assault**

(v3 page 96) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as having the Tough Fighters special rule (Tough Fighters: When a model with this special rule fails to damage in close quarters against enemy infantry or artillery units, it can re-roll the failed rolls to damage)

**Command Vehicle**

(v3 page 149) Adds a morale bonus of +1 to itself and to any other friendly vehicle within 12" (not cumulative with morale bonus, and other command vehicles). In addition, when it activates, it can use one 'You men, snap to action!' extra dice on any one friendly vehicle within 12", except for other command vehicles. Command vehicles count as platoon commanders for the purpose of receiving orders from other officers.

### **Extra Selection (Japanese)**

(v3 page 272) You may take up to 3 suicide anti-tank teams as 1 selection in each platoon selector that includes anti-tank teams. 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**

(v3 page 96) When ordered to *Fire*, fixed weapons do not move from their position, but can instead be rotated on the spot to face any direction, and can then fire suffering the normal -1 to hit for 'fire on the move'. When ordered to *Run*, fixed weapons that are carried and crewed by infantry teams move the normal 12" over open ground or 6" or rough ground, obstacles, etc. Fixed weapon units can never assault other units. If assaulted by an enemy, the gun itself is ignored and the crew models are assaulted as normal. Any artillery piece defined as light or medium can be moved by the crew with a *Run* order, as normal for fixed weapons - except that those units can only move 6" rather than 12" with a *Run* order. Heavy and super-heavy anti-tank guns and heavy howitzers, as well as any lighter gun whose crew is reduced to a single man, cannot be moved by their crew with a *Run* order.

### **HE (1")**

(v3 page 97) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

### **HE (2")**

(v3 page 97) PEN: +2, PIN: D2 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

### **HE (3")**

(v3 page 97) 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**

(v3 page 100) 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**

(v3 page 101) - cannot hit targets within their minimum range, measured from the centre of the weapon itself. Units hit by indirect fire receive no cover saves of any kind. However, if the target unit is or goes *Down* when shot at with indirect fire, the number of hits suffered is still halved. When fired against vehicles, hits from indirect fire weapons always strike the top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the Armoured Vehicle Damage Results Tables. Cannot fire indirect fire weapons from *Ambush*. Indirect fire weapons can fire smoke (page 128).

### **Infiltrator**

(v3 page 120) If the unit takes a cover save while it does not have an *Advance* or *Run* order dice on it, it receives an additional +1 to the roll. In addition, the unit might benefit from special deployment rules, as detailed in the scenario being played (see page 161).

### **Kamikaze**

(v3 page 272) 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).

### **Recce**

(v3 page 150)

### **Spotter**

(v3 page 102) Cannot be placed within coherency of the weapon crew. Either the weapon crew or the spotter can be given an order - but not both. Spotters can never assault or fire any weapon against enemy units. Spotter without an order die next to it counts as *Down*. Cannot spot for inexperienced indirect fire weapon. When associated weapons unit is destroyed, spotter is removed also. Spotters are always ignored for the purpose of victory conditions. If spotter destroyed, does weapons team or artillery unit is not affected (other than no spotter). If already ranged in when spotter destroyed, can continue firing at 2+.

### **Tank hunters**

(v3 page 122) 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. In addition, these troops don't suffer from the Tank Fear rule when assaulting fully-enclosed armoured vehicles.

### **Team (2 men)**

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (4 men)**

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Tough Fighters**

(v3 page 122) When a model with this special rule fails to damage in close quarters against enemy infantry or artillery units, it can re-roll the failed rolls to damage.

### **Japanese Army Special Rules**

#### **Death Before Dishonour**

Every unit in this list has the Fanatics special rule, as described on page 120. In addition, infantry and artillery units automatically pass morale checks for being assaulted by enemy tanks (note that artillery pieces are still destroyed as normal).

#### **Banzai Charge**

If the unit is ordered to assault and fails its order test to Run, measure the range to the target, if the unit was in range, you can re-roll the failed Order test to assault.

### Show Your Loyalty!

IJA armies can include a single *Kempeitai* political officer for each rifle platoon. *Kempeitai* officers don't confer any morale bonus to nearby troops. However, the presence of these feared officers is useful in steeling the nerve of untried units, such as militia. When a green friendly Japanese unit within 6" of the *Kempeitai* officer rolls for its Green special rule, the player may re-roll the result.

#### PickList

Japanese Heavy Mortar team	3
Japanese Infantry with Rifle	28
Japanese Light Mortar team	4
Japanese NCO with Rifle	2
Japanese Platoon Commander	2
Japanese Spotter	3
Japanese Suicide Anti-Tank Team	1
Japanese Type 92 Tankette	1
Japanese Type 95 Kurogane	1
Japanese Type 97 Chi-Ha Medium Tank	2