

Japanese Reinforced Platoon

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ANTI-TANK

Suicide Anti-Tank Team (Armies of Imperial Japan page 26)	Inexperienced	14
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Qty	Weapons	Range	Shots	Pen	Special
1	Suicide Anti-Tank Team	-	-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)

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1	Suicide Anti-Tank Team	-	-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)

ARMoured CARS

Type 92 Tankette (Armies of Imperial Japan page 36)	Regular	90
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Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots Pen Special
1	Type 92 Tankette	Tracked	- 7+ Recce
	Turret-mounted MMG	36"	5 n/a
	Forward facing hull-mounted HMG	36"	3 +1 Front arc

TANKS AND SP GUNS

Type 4 Ke-Nu Light Tank (Armies of Imperial Japan page 32)	Regular	115
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Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots Pen Special
1	Type 4 Ke-Nu Light Tank	Tracked	- 7+
	Turret-mounted light howitzer	48"(24-60)	1 HE Howitzer, HE (2")
	Turret-mounted rear-facing MMG	36"	5 n/a Turret rear arc
	Forward facing hull-mounted MMG	36"	5 n/a Front arc

TRANSPORTS

Type 1 Ho-Ki Carrier (Armies of Imperial Japan page 38)	Regular	86
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Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots Pen Special
1	Type 1 Ho-Ki Carrier	Tracked	13 7+ Open-topped
	Tow: light or medium howitzers; light or medium anti-tank guns, light anti-aircraft guns		
	Forward-facing pintle-mounted MMG	36"	5 n/a Front arc, Flak

Light Truck (Armies of Imperial Japan page 37)	Regular	46
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Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots Pen Special
1	Light Truck	Wheeled	8 6+
	Tow: light howitzer; light or medium anti-tank gun, light anti-aircraft gun		
	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 flamerthrower, add +1 to damage effects chart.

Forward position

Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)

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)

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)

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 (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.

Pick List	
Japanese Air Force Forward Observer	1
Japanese Infantry (equipped as modeled)	1
Japanese Infantry flamethrower	1
Japanese Infantry with Rifle	27
Japanese Infantry with Submachine gun	2
Japanese Light Mortar (requires loader)	6
Japanese Light Truck	1
Japanese Medium Mortar	1
Japanese NCO with Rifle	4
Japanese NCO with Submachine gun	1
Japanese Second Lieutenant	1
Japanese Sniper team	1
Japanese Suicide Anti-Tank Team	2
Japanese Type 1 Ho-Ki Carrier	1
Japanese Type 4 Ke-Nu Light Tank	1
Japanese Type 92 Tankette	1