

## PLATOON #1

Japanese Reinforced Platoon

## OFFICER

Second Lieutenant (Armies of Imperial Japan page 17)

Regular

50

## Qty Weapons

## Range

## Shots Pen Special

1 Second Lieutenant

with Pistol

6"

1 n/a Assault

with Submachine gun

12"

2 n/a Assault

with Rifle

24"

1 n/a

Officer is Tough Fighter (if equipped with sword)

Tough Fighters

## INFANTRY SQUADS

IJA Grenadier Squad (Armies of Imperial Japan page 21)

Regular

165

## Qty Weapons

## Range

## Shots Pen Special

1 NCO with Rifle

24"

1 n/a

5 Infantry with Rifle

24"

1 n/a

3 Light Mortar (requires loader)

12"-24"

1 HE Indirect fire, HE (1")

IJA Grenadier Squad (Armies of Imperial Japan page 21)

Regular

165

## Qty Weapons

## Range

## Shots Pen Special

1 NCO with Rifle

24"

1 n/a

5 Infantry with Rifle

24"

1 n/a

3 Light Mortar (requires loader)

12"-24"

1 HE Indirect fire, HE (1")

## INFANTRY

IJA Infantry Squad (Armies of Imperial Japan page 20)

Regular

100

## Qty Weapons

## Range

## Shots Pen Special

1 NCO with Rifle

24"

1 n/a

9 Infantry with Rifle

24"

1 n/a

IJA Infantry Squad (Armies of Imperial Japan page 20)

Regular

90

## Qty Weapons

## Range

## Shots Pen Special

1 NCO with Rifle

24"

1 n/a

8 Infantry with Rifle

24"

1 n/a

IJA Infantry Squad (Armies of Imperial Japan page 20)

Regular

100

## Qty Weapons

## Range

## Shots Pen Special

1 NCO with Rifle

24"

1 n/a

9 Infantry with Rifle

24"

1 n/a

## MORTAR

Medium Mortar team (Armies of Imperial Japan page 27)

Regular

60

## Qty Weapons

## Range

## Shots Pen Special

1 Medium Mortar

12"-60"

1 HE Team (3 men), Fixed, Indirect fire, HE (2")

Spotter

Spotter

## FLAMETHROWER

Flamethrower team (Armies of Imperial Japan page 26)

Regular

50

## Qty Weapons

## Range

## Shots Pen Special

1 Infantry flamethrower

6"

D6 +3 Team (2 men), Flamethrower

## 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)

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)

## ARTILLERY

Type 92 70mm Infantry Gun (Armies of Imperial Japan page 28)

Inexperienced

32

## Qty Weapons

## Range

## Shots Pen Special

1 Light howitzer

48"(24-60)

1 HE Team (3 men), Fixed, Gun shield, Howitzer, HE (1"), Light shell

## TOWS

Mule Team (Armies of Imperial Japan page 27)

Inexperienced

4

## Vehicle

## Type

## Trans DV

Qty	Weapons	Range	Shots	Pen	Special
1	Mule team	Infantry	-	3+	Move as infantry, Stubborn (Mule), Gun assembly
<b>Tow:</b> Any light gun or light howitzer					

## TANKS AND SP GUNS

**SS-KI Armoured Work Vehicle** (Armies of Imperial Japan page 30)

Regular

110

Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen Special
1	SS-KI Armoured Work Vehicle	Tracked	-	7+ Flammable, Mine rake, Bridging
	Front or Left or Right arc flamethrower	12"	D6+1	+3 Front arc, Left arc, Right arc, Multiple flamethrowers, Small vehicle flamethrower
	Forward-facing MMG	36"	5	n/a Front arc

## TRANSPORTS

**Light Truck** (Armies of Imperial Japan page 37)

Regular

46

Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen Special
1	Light Truck	Wheeled	8	6+
<b>Tow:</b> 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.

### Bridging

Whenever you give a Down order to this unit, you may mark it as having its ramps extended. While ramps are extended the vehicle cannot move, but other vehicles may drive over it and 3" in front and behind it, treating the area as open ground, though vehicles may not use Run orders to cross. You must give the vehicle a further Down order to fold the ramps back up before you can move the vehicle again.

### 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.

### Flammable

When rolling on the Damage Effects chart, add an extra +1 to the roll to represent the increased risk from carrying around so much volatile fuel for the flamethrower.

### Forward position

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

### 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)

### **Light shell**

Due to the small amount of explosive in its lightweight ammunition, this light howitzer has a rating of HE (D3) rather than the normal (D6)

### **Mine rake**

Clear minefields on a roll of 4 or more despite only having a damage value of 7+

### **Multiple flamethrowers**

May only use one flamethrower per turn.

### **Small vehicle flamethrower**

A small vehicle flamethrower is somewhat less powerful than those mounted on larger vehicles, so the number of hits it causes is D6 instead of D6+1.

### **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).

### **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 (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 Infantry flamethrower	1
Japanese Infantry with Rifle	36
Japanese Light howitzer	1
Japanese Light Mortar (requires loader)	6
Japanese Light Truck	1
Japanese Medium Mortar	1
Japanese Mule team	1
Japanese NCO with Rifle	5
Japanese Second Lieutenant	1
Japanese SS-KI Armoured Work Vehicle	1
Japanese Suicide Anti-Tank Team	2