

PLATOON #1

** v3 Armies of Imperial Japan - Rifle (All)

PLATOON COMMANDER

Platoon Commander (Armies of Imperial Japan (v3) page 26)

Veteran

65

Qty Weapons

Range Shots Pen Special

- | | | | | | |
|---|---|-----|---|-----|----------------------------|
| 1 | Officer with Pistol | 6" | 1 | n/a | Assault |
| | Officer has Shin Gunto in addition to other weapons | | | | Shin Gunto, Tough Fighters |
| 2 | Infantry with Rifle | 24" | 1 | n/a | |

INFANTRY

SNLF Squad (Late-war) (Armies of Imperial Japan (v3) page 31)

Veteran

109

Qty Weapons

Range Shots Pen Special

- | | | | | | |
|---|--|---------|---|-----|---|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 5 | Infantry with Rifle | 24" | 1 | n/a | |
| | SNLF (Veteran) | | | | Iron Discipline |
| 1 | men have Type 89 Grenade Launcher in addition to other weapons | 12"-24" | 1 | HE | Requires loader, Indirect fire, HE (1"), Type 89 Grenade Launcher |

IJA Infantry Squad (Late-war) (Armies of Imperial Japan (v3) page 29)

Veteran

116

Qty Weapons

Range Shots Pen Special

- | | | | | | |
|---|-----------------------------|-----|---|-----|--|
| 6 | Infantry with Rifle | 24" | 1 | n/a | |
| | Type B (IJA Infantry Squad) | | | | Type B (IJA Infantry Squad) |
| 1 | NCO with Submachine gun | 12" | 2 | n/a | Assault |
| | Veteran Jungle Fighters | | | | Behind enemy lines, Ambush Tactics, Fieldcraft (artillery) |

Sennyuu Infiltration Team (Armies of Imperial Japan (v3) page 35)

Veteran

70

Qty Weapons

Range Shots Pen Special

- | | | | | | |
|---|---------------------|-----|---|-----|-------------|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 4 | Infantry with Rifle | 24" | 1 | n/a | |
| | Infiltrator | | | | Infiltrator |

FORWARD OBSERVER

Air Force Forward Observer (Armies of Imperial Japan (v3) page 27)

Veteran

91

Qty Weapons

Range Shots Pen Special

- | | | | | | |
|---|--|-----|---|-----|----------------------------|
| | Infiltrator | | | | Infiltrator |
| | Observer has Shin Gunto in addition to other weapons | | | | Shin Gunto, Tough Fighters |
| | No Ground-attack Aircraft | | | | No Ground-attack Aircraft |
| 2 | Infantry with Rifle | 24" | 1 | n/a | |
| 1 | Observer with Submachine gun | 12" | 2 | n/a | Assault |

ANTI-TANK

Suicide Anti-tank Team - Nikuhaku (Armies of Imperial Japan (v3) page 40)

Regular

20

Qty Weapons

Range Shots Pen Special

- | | | | | | |
|---|-----------------------------------|---|---|---|---|
| 1 | Suicide Anti-Tank Team - Nikuhaku | - | - | - | Kamikaze (Nikuhaku), Infiltrator, Tank hunters, Extra Selection (Nikuhaku/Kirikomi Tai) |
|---|-----------------------------------|---|---|---|---|

LIGHT MORTAR

Light Mortar Team (Armies of Imperial Japan (v3) page 44)

Veteran

43

Qty Weapons

Range Shots Pen Special

- | | | | | | |
|---|-----------------------------|-------|---|----|--|
| 1 | Light Mortar team (Type 89) | 6-36" | 1 | HE | Team (2 men), Indirect fire, HE (1"), Type 89 Grenade Launcher |
|---|-----------------------------|-------|---|----|--|

TRANSPORTS

General-purpose Truck (Armies of Imperial Japan (v3) page 67)

Inexperienced

22

Vehicle

Type Trans DV

Qty Weapons

Range Shots Pen Special

- | | | | | | |
|---|--|---------|----|----|--|
| 1 | General Purpose Truck | Wheeled | 13 | 6+ | |
| | Tow: light howitzer; light or medium anti-tank gun, light anti-aircraft gun | | | | |

PLATOON #2

*v3 Armies of Imperial Japan - Heavy Weapon (All)

PLATOON COMMANDER

Platoon Commander (Armies of Imperial Japan (v3) page 26)

Veteran

78

Qty Weapons

Range Shots Pen Special

- | | | | | | |
|---|---|-----|---|-----|----------------------------|
| 1 | Officer with Pistol | 6" | 1 | n/a | Assault |
| | Officer has Shin Gunto in addition to other weapons | | | | Shin Gunto, Tough Fighters |
| 2 | Infantry with Rifle | 24" | 1 | n/a | |
| | One of the men has Signaling Bugle in addition to their weapons | | | | Signaling Bugle |

HEAVY WEAPONS**Medium Machine Gun Team** (Armies of Imperial Japan (v3) page 39)**Veteran****68****Qty Weapons****Range Shots Pen Special**

1	Medium Machine gun	36"	5	n/a	Team (3 men), Fixed
	SNLF (Veteran)				Iron Discipline

Medium Machine Gun Team (Armies of Imperial Japan (v3) page 39)**Veteran****68****Qty Weapons****Range Shots Pen Special**

1	Medium Machine gun	36"	5	n/a	Team (3 men), Fixed
	SNLF (Veteran)				Iron Discipline

ANTI-TANK**Improvised Anti-tank Team** (Armies of Imperial Japan (v3) page 42)**Veteran****80****Qty Weapons****Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
	Improvised tank hunters				Improvised tank hunters, Tank hunters
	Infiltrator				Infiltrator

PLATOON #3

*v3 Armies of Imperial Japan - Artillery (All)

PLATOON COMMANDER**Platoon Commander** (Armies of Imperial Japan (v3) page 26)**Regular****30****Qty Weapons****Range Shots Pen Special**

1	Officer with Pistol	6"	1	n/a	Assault
	Officer has Shin Gunto in addition to other weapons				Shin Gunto, Tough Fighters

ARTILLERY**Type 41/Type 94 75mm Mountain Gun (Mid/Late-war)** (Armies of Imperial Japan (v3) page 45)**Regular****70****Qty Weapons****Range Shots Pen Special**

1	Light Howitzer	48"(24-60)	1	HE	Team (3 men), Fixed, Gun Shield, Howitzer, HE (2"), Fieldcraft
	Gun shield				Gun shield
2	Extra crewman				Armour-piercing shells
	Armour-piercing shells				Armour-piercing shells

Type 41/Type 94 75mm Mountain Gun (Mid/Late-war) (Armies of Imperial Japan (v3) page 45)**Regular****70****Qty Weapons****Range Shots Pen Special**

1	Light Howitzer	48"(24-60)	1	HE	Team (3 men), Fixed, Gun Shield, Howitzer, HE (2"), Fieldcraft
	Gun shield				Gun shield
2	Extra crewman				Armour-piercing shells
	Armour-piercing shells				Armour-piercing shells

SPECIAL RULES**Ambush Tactics****Armour-piercing shells****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.

Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

Extra Selection (Nikuhaku/Kirikomi Tai)**Fieldcraft**

Units with Fieldcraft using Hidden Set-Up may start the game already in Ambush. In addition, in the first turn of the game, all Fieldcraft units treat all Rough Ground and Obstacles as Open ground for the purpose of movement.

Fieldcraft (artillery)

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.

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.

Improvised tank hunters

The unit has the normal rules for tank hunters but also counts as tough fighters when attacking vehicles. However they always use the superficial damage chart against fully enclosed armoured targets.

Indirect fire

(p71)

Infiltrator

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).

Iron Discipline

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Kamikaze (Nikuhaku)

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No Ground-attack Aircraft

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Shin Gunto

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Signaling Bugle

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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.

Type 89 Grenade Launcher

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Type B (IJA Infantry Squad)

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Pick List

Japanese Extra crewman	4
Japanese General Purpose Truck	1
Japanese Infantry with Rifle	25
Japanese Light Howitzer	2
Japanese Light Mortar team (Type 89)	1
Japanese Medium Machine gun	2

Japanese men have Type 89 Grenade Launcher in addition to other weapons	1
Japanese NCO with Rifle	3
Japanese NCO with Submachine gun	1
Japanese Observer with Submachine gun	1
Japanese Officer with Pistol	3
Japanese Suicide Anti-Tank Team - Nikuhaku	1