

## PLATOON #1

\*Version 3 - Japanese - Rifle Platoon

## PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 269)

Regular

50

## Qty Weapons

Range Shots Pen Special

1	Platoon Commander				
	with Pistol	6"	1	n/a	Assault
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault
	with Sword		-	-	Tough Fighters
2	Infantry (equipped as modeled)		-	-	

## INFANTRY

IJA or SNLF Squad (Version 3 Rulebook page 270)

Regular

75

## Qty Weapons

Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

IJA or SNLF Squad (Version 3 Rulebook page 270)

Regular

75

## Qty Weapons

Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

IJA or SNLF Grenadier Squad (Version 3 Rulebook page 270)

Regular

110

## Qty Weapons

Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
2	Infantry with Light Mortar (requires loader)	12"-24"	1	HE	Indirect fire, HE (1")

IJA or SNLF Grenadier Squad (Version 3 Rulebook page 270)

Regular

110

## Qty Weapons

Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
2	Infantry with Light Mortar (requires loader)	12"-24"	1	HE	Indirect fire, HE (1")

## ANTI-TANK

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

Regular

20

## Qty Weapons

Range Shots Pen Special

1	Suicide Anti-Tank Team		-	-	Kamikaze, Infiltrator, Tank hunters, Extra Selection (Japanese)
---	------------------------	--	---	---	---

## PLATOON #2

\*Version 3 - Japanese - Rifle Platoon

## PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 269)

Regular

50

## Qty Weapons

Range Shots Pen Special

1	Platoon Commander				
	with Pistol	6"	1	n/a	Assault
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault
	with Sword		-	-	Tough Fighters
2	Infantry (equipped as modeled)		-	-	

## INFANTRY

Bamboo Spear Fighter Squad (Late-War) (Version 3 Rulebook page 271)

Inexperienced

60

## Qty Weapons

Range Shots Pen Special

1	NCO with Sharpened Bamboo Spear		-	-	May not shoot
9	Infantry with Sharpened Bamboo Spear		-	-	May not shoot
	Entire squad is Green				Green

IJA or SNLF Squad (Version 3 Rulebook page 270)

Veteran

95

## Qty Weapons

Range Shots Pen Special

6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault

IJA or SNLF Squad (Version 3 Rulebook page 270)

Veteran

95

Qty	Weapons	Range	Shots	Pen	Special		
6	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
ANTI-TANK							
Suicide Anti-Tank Team (Version 3 Rulebook page 272)						Regular	20
Qty	Weapons	Range	Shots	Pen	Special		
1	Suicide Anti-Tank Team		-	-	Kamikaze, Infiltrator, Tank hunters, Extra Selection (Japanese)		
Suicide Anti-Tank Team (Version 3 Rulebook page 272)						Regular	20
Qty	Weapons	Range	Shots	Pen	Special		
1	Suicide Anti-Tank Team		-	-	Kamikaze, Infiltrator, Tank hunters, Extra Selection (Japanese)		
PLATOON #3							
*Version 3 - Japanese - Heavy Weapons Platoon							
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	Assault		
	with Rifle	24"	1	n/a			
	with Submachine gun	12"	2	n/a	Assault		
	with Sword		-	-	Tough Fighters		
HEAVY WEAPONS							
Medium Machine Gun Team (Version 3 Rulebook page 271)						Regular	50
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed		
Mortar Team (Version 3 Rulebook page 272)						Regular	55
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")		
	Spotter				Spotter		
MORTAR							
Mortar Team (Version 3 Rulebook page 272)						Regular	55
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")		
	Spotter				Spotter		
PLATOON #4							
*Version 3 - Japanese - Armoured Platoon							
COMMAND VEHICLE							
Medium Tanks (Version 3 Rulebook page 274)						Regular	135
Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	Special		
1	Type 97 Chi-Ha Medium Tank	Tracked	-	8+			
	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		
CMD VEHICLE OPTIONS							
Command Vehicle rule (v3) (Version 3 Rulebook page 188)							10
Command Vehicle special rule							
VEHICLE							
Medium Tanks (Version 3 Rulebook page 274)						Regular	135
Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	Special		
1	Type 97 Chi-Ha Medium Tank	Tracked	-	8+			
	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		
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.

### Command Vehicle

(p118) Adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (but no Snap to action extra dice)

### 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.

### 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.

### 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)

### 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).

### Kamikaze

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)

### May not shoot

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

### 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 (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 (equipped as modeled)	4
Japanese Infantry with Light Machine gun (requires loader)	2
Japanese Infantry with Light Mortar (requires loader)	4
Japanese Infantry with Rifle	28
Japanese Infantry with Sharpened Bamboo Spear	9
Japanese Medium Machine gun team	1
Japanese Medium Mortar team	2
Japanese NCO with Rifle	4
Japanese NCO with Sharpened Bamboo Spear	1
Japanese NCO with Submachine gun	2
Japanese Platoon Commander	3
Japanese Suicide Anti-Tank Team	3
Japanese Type 97 Chi-Ha Medium Tank	2