Order Dice: 19

Total Points: 1250

Range		YARMY.COM					Order Dice: 19 Total Point	ts: 125
Story 3 Rulchook page 269) Range Shots Pen Special								
Range								
Range Shots Pen Special	•		PLATO	ON CON	ММА	ANDER		_
1		n Commander (Version 3 Rulebook page 269)	_		_		Regular	50
24" 1 m/a 12" 2 m/a Assault 2 m/a	-	Veapons	Range	Shots	Pen	Special		
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12" 2		vith Pistol				Assault		
		vith Rifle						
INFANTRY Regular 7. Regular		vith Submachine gun	12"	2	n/a			
NFANTRY		with Sword		-	-	Tough Fighters		
Range Shots Pen Special	In	nfantry (equipped as modeled)		-	-			
Range Shots Pen Special 24" 1 n/a 24" 1 n/a achine gun (requires loader) 36" 5 n/a Range Shots Pen Special 24" 1 n/a Range Shots Pen Special 24" 1 n/a 36" 5 n/a Squad (Version 3 Rulebook page 270) Regular 110 Range Shots Pen Special 24" 1 n/a 24" 1 n/	F A	CNIEC		INFANT	RY			
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24" 1 n/a	-	Veapons				Special		
Regular Regu		CO with Rifle						
Range Shots Pen Special		fantry with Rifle						
Range 24" 1 n/a 24" 2 n/a	In	nfantry with Light Machine gun (requires loader)	36"	5	n/a			
24" 1	A or	SNLF Squad (Version 3 Rulebook page 270)					Regular	75
24" 1	y W	Veapons	Range	Shots	Pen	Special		
Range Shots Pen Special	N	CO with Rifle	24"	1	n/a			
Regular 11 Regular 11 Regular Regular	In	nfantry with Rifle	24"	1	n/a			
Range	In	nfantry with Light Machine gun (requires loader)	36"	5	n/a			
Range	A or	SNLF Grenadier Squad (Version 3 Rulebook page 270)					Regular	11
24" 1 n/a 24" 1 n/a 24" 1 n/a 24" 1 n/a 12"-24" 1 HE Indirect fire, HE (1")		Veapons	Range	Shots	Pen	Special	Regular	
12"-24" 1 n/a HE Indirect fire, HE (1")	-	CO with Rifle				Special		
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Range 24" 1		nfantry with Light Mortar (requires loader)	12"-24"	1	HE	indirect fire, HE (1")		
24" 1	A or	SNLF Grenadier Squad (Version 3 Rulebook page 270)					Regular	110
12"-24" 1 n/a HE Indirect fire, HE (1")	ty W	Veapons	Range	Shots	Pen	Special		
The contact (requires loader) 12"-24" 1 HE Indirect fire, HE (1")	N	CO with Rifle	24"	1	n/a			
Range	In	nfantry with Rifle	24"	1	n/a			
Range Shots Pen Special *Version 3 - Japanese - Rifle Platoon *PLATOON **COMMANDER *In /a Assault 24" 1	In	nfantry with Light Mortar (requires loader)	12"-24"	1	HE	Indirect fire, HE (1")		
Range Shots Pen Special *Version 3 - Japanese - Rifle Platoon *PLATOON COMMANDER *India Assault 24" 11 n/a Assault 24" 12" 2 n/a Assault 12" 2 n/a Assault - Tough Fighters modeled) *India Assault - Tough Fighters modeled) *Tough Fighters *Quad (Late-War) (Version 3 Rulebook page 271) Range Range Shots Pen Special *India Assault - Assa			1	ANTI-TA	NK			
*Version 3 - Japanese - Rifle Platoon *Version 3 - Japanese - Rifle Platoon *PLATOON COMMANDER *Range Shots Pen Special 6" 1 n/a Assault 24" 1 n/a 12" 2 n/a Assault Tough Fighters modeled) Tough Fighters modeled) Tough Fighters ### Tough Fighters		e Anti-Tank Team (Version 3 Rulebook page 272)					Regular	20
*Version 3 - Japanese - Rifle Platoon *PLATOON COMMANDER *Sion 3 Rulebook page 269) *Range Shots Pen Special 6" 1 n/a Assault 24" 1 n/a 12" 2 n/a Assault - Tough Fighters modeled) *INFANTRY *Quad (Late-War) (Version 3 Rulebook page 271) *Range Shots Pen Special *Inexperienced Shots Pen Special	•	Veapons	Range	Shots	Pen	•		
*Version 3 - Japanese - Rifle Platoon PLATOON COMMANDER sion 3 Rulebook page 269) Range Shots Pen Special 6" 1 n/a Assault 24" 1 n/a 12" 2 n/a Assault Tough Fighters modeled) INFANTRY quad (Late-War) (Version 3 Rulebook page 271) Range Shots Pen Special Bamboo Spear - May not shoot Green	Sı	uicide Anti-Tank Team		-	-	· · · · · · · · · · · · · · · · · · ·	nk hunters, Extra Selection (Japanese)	
PLATOON COMMANDER sion 3 Rulebook page 269) Range Shots Pen Special 6" 1 n/a Assault 24" 1 n/a 12" 2 n/a Assault - Tough Fighters modeled) NFANTRY quad (Late-War) (Version 3 Rulebook page 271) Range Shots Pen Special Bamboo Spear - May not shoot Green May not shoot Green								
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red Bamboo Spear May not shoot Green	w w In	vith Sword nfantry (equipped as modeled) oo Spear Fighter Squad (Late-War) (Version 3 Rulebook	x page 271)			Sandal.	Inexperienced	6
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ion 3 Rulebook page 270) Veteran 9:	w w In nmbo	with Sword Infantry (equipped as modeled) Oo Spear Fighter Squad (Late-War) (Version 3 Rulebook Veapons CO with Sharpened Bamboo Spear Infantry with Sharpened Bamboo Spear	x page 271)			May not shoot May not shoot	Inexperienced	6
	w W In In No.	with Sword Infantry (equipped as modeled) Oo Spear Fighter Squad (Late-War) (Version 3 Rulebook Weapons ICO with Sharpened Bamboo Spear	x page 271)			May not shoot May not shoot	Inexperienced	6
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24" 1 n/a	www.ww.in In No. In En A or	with Sword Infantry (equipped as modeled) Oo Spear Fighter Squad (Late-War) (Version 3 Rulebook Veapons CO with Sharpened Bamboo Spear Infantry with Sharpened Bamboo Spear Intire squad is Green SNLF Squad (Version 3 Rulebook page 270) Veapons	Range Range	Shots Shots	Pen - -	May not shoot May not shoot Green		
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	w	vith Submachine gun		-	-			
range show for opecar	www.ww.inn Inn No. Inn En A or	with Sword Infantry (equipped as modeled) Oo Spear Fighter Squad (Late-War) (Version 3 Rulebook Veapons CO with Sharpened Bamboo Spear Infantry with Sharpened Bamboo Spear Intire squad is Green SNLF Squad (Version 3 Rulebook page 270) Veapons	k page 271) Range	Shots - -	Pen - -	May not shoot May not shoot Green		
24" 1 n/a	www.ww.in aamboo In En En En Lin Li	with Sword of Spear Fighter Squad (Late-War) (Version 3 Rulebook Weapons CO with Sharpened Bamboo Spear offantry with Sharpened Bamboo Spear offantry with Sharpened Bamboo Spear offantry Squad (Version 3 Rulebook page 270) Weapons offantry with Rifle	Range Range 24"	Shots Shots	Pen - -	May not shoot May not shoot Green		
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Michaely with Riffe	Qty	Weapons	Range	Shots	Pen	Special		
Statictic Anti-Tank Team (Version 3 Ratebook page 222) Ogy Weapons Range Shots Pen Special Statictic Anti-Tank Team (Version 3 Ratebook page 222) Ogy Weapons Range Shots Pen Special Regular	6	_				•		
Suicide Anti-Tunk Teum (Version 3 Rulebook page 372) Qy Weapons Range Shots Pen Special	1	NCO with Submachine gun	12"	2	n/a	Assault		
Post			A	NTI-TA	NK			
Note	Suici	ide Anti-Tank Team (Version 3 Rulebook page 272)					Regular	20
Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Qy Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Qy Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 269) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 269) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 269) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 269) Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 269) Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 273) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide Anti-Tank Team (Yersion 3 Ratebook page 274) Weapons Range Suicide A	Otv	Weapons	Range	Shots	Pen	Special		
Suicide Anti-Tank Teum (Version 3 Rulebook page 271)	1	•		_		-	tra Selection (Japanese)	
Siscise Anti-Tank Team	Suici	ide Anti-Tank Team (Version 3 Rulebook page 272)				, , ,		20
Suicide Anti-Tank Team			Range	Shots	Pen	Special	Regular	
Platform Commander (Version 3 Rulchook page 269)	1	_	Kange	-		-	tra Selection (Jananese)	
Plate		SWOOD THE THE TOWN	DI	ATOO			(vapanese)	
Platon Commander (Versina 3 Rulebook puge 269)		*Vei						
Platform Commander (Version 3 Rulebook page 249)		, 5.						
Order	Plate	oon Commander (Version 3 Rulebook page 269)	TEMTOC		VIIVIZ		Regular	30
Plascon Commander with Fistol with Rife 24" 1 n'a			Range	Shots	Pen	Special	Regular	
with Piatol with Rile with Rile with Submachine gun with Sword	-	_	Kange	Shots	1 (11	Special		
with Salermachine gam with Salermachine gam with Salermachine gam with Salermachine gam with Sword 12" 2	1		6"	1	n/a	Assault		
with Submachine gun 12" 2						1 issuar		
With Sword He Verbina Figure				_		Assault		
Heading Machine Gun Team (Version 3 Rulebook page 271)		_	12	-	-			
New Section		Wallowold	шел	VV WE	A DO			_
Medium Machine gan team Mach	Mad	lium Machina Cun Taam (Version 3 Pulchaely page 271)	ПЕА	VI WE	AFU	No	Dogular	50
Medium Machine gun team			Dango	Shote	Don	Special	Regulai	30
Mortar Team (Version 3 Rulebook page 272) Regular	•	-	_			-		
Medium Mortar team		-	30	O	II/a	ream (5 men), rixed		
Medium Mortar team 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2") Spotter Spotter Spotter		• • •	_		_		Regular	55
Spotter	-	_	_			-		
Nortar Team (Version 3 Rulebook page 272) Regular	1		12"-60"	1	HE		(2")	
Note		Spotter				Spotter		
Oty Weapons Range Shots Pen Special				MORT	AR			
1 Medium Mortar team							Regular	55
Spotter	Qty	Weapons	Range	Shots		-		
Version 3 - Japanese - Armoured Platoon	1		12"-60"	1	HE		(2")	
Version 3 - Japanese - Armoured Platoon		Spotter				Spotter		
Medium Tanks (Version 3 Rulebook page 274) Vehicle Qty Weapons 1 Tracked - Range Shots Forward facing hull-mounted MMG Tracked - Servard facing hull-mounted MMG Towns and Vehicle rule (v3) (Version 3 Rulebook page 188) Towns and Vehicle special rule Turet-mounted leght howitzer **Notice rule (v3) (Version 3 Rulebook page 188) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 188) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 188) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 188) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 188) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 188) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 274) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 274) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 274) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 274) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 274) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 274) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 274) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 274) **Towns and Vehicle rule (v3) (Version 3 Rulebook page 274) **Towns are are are show and a rule rule rule (v3) (Version 3 Rulebook page 274) **Towns are are are show and a rule rule rule rule rule rule rule rule								
Medium Tanks (Version 3 Rulebook page 274) Vehicle Oty Weapons Tracked 1 Type 97 Chi-Ha Medium Tank Tracked Turret-mounted light howitzer Turret-mounted rear-facing MMG 36" 50 n/a Tornet rear are Tornet Noticle rule (v3) (Version 3 Rulebook page 188) Tornet Tanks (Version 3 Rulebook page 274) Medium Tanks (Version 3 Rulebook page 274) Medium Tanks (Version 3 Rulebook page 274) Turret-mounted light howitzer Regular Re		*						
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Command Vehicle special rule Vehicle Type Trans DV			CMD VE	CHICLE	E OP	ΓΙΟΝS		
Medium Tanks (Version 3 Rulebook page 274) Vehicle Oty Weapons Type Regular 1 Type 97 Chi-Ha Medium Tank Turret-mounted light howitzer 48"(24-60) 1 HE Howitzer, HE (2") Turret-mounted rear-facing MMG Forward facing hull-mounted MMG 36" 5 n/a Front arc	Com							10
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Forward facing hull-mounted MMG 36" 5 n/a Front arc								
SPECIAL RULES		Forward facing hull-mounted MMG	36"	5	n/a	Front arc		
SPECIAL RULES								
Assault		L.	SPF	CIAL R	RULE	S		

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.

4
2
4
28
9
1
2
4
1
2
3
3
2