

PLATOON #1

Japanese Reinforced Platoon

OFFICER**First Lieutenant** (Armies of Imperial Japan page 17) **Regular** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
	Officer is Tough Fighter (if equipped with sword)				Tough Fighters
1	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS**IJA Grenadier Squad** (Armies of Imperial Japan page 21) **Regular** **115**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
1	Light Mortar (requires loader)	12"-24"	1	HE	Indirect fire, HE (1")

IJA Infantry (Dual Weapon) Squad (Armies of Imperial Japan page 20) **Regular** **145**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	Light Mortar (requires loader)	12"-24"	1	HE	Indirect fire, HE (1")

HIGHER OFFICER**Captain** (Armies of Imperial Japan page 17) **Veteran** **138**

Qty	Weapons	Range	Shots	Pen	Special
1	Captain				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
	Officer is Tough Fighter (if equipped with sword)				Tough Fighters
1	Infantry (equipped as modeled)		-	-	

POLITICAL OFFICER**Kempeitai Political Officer** (Armies of Imperial Japan page 17) **Inexperienced** **22**

Qty	Weapons	Range	Shots	Pen	Special
1	Political Officer				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
	Show Your Loyalty!				Show Your Loyalty!
1	Infantry (equipped as modeled)		-	-	

MEDIC**Medic** (Armies of Imperial Japan page 17) **Regular** **33**

Qty	Weapons	Range	Shots	Pen	Special
1	Medic				
	with Pistol				Assault
1	Infantry (equipped as modeled)		-	-	

FORWARD OBSERVER**Mitsubishi A6M Zero Fighter** (Armies of Imperial Japan page 0) **Regular** **160****FLAG****Infantry Squad Flag** (Ostfront page 12) **50**

Qty	Weapons	Range	Shots	Pen	Special
2	infantry with a flag instead of weapons		-	-	Rally to the Colours!

INFANTRY**IJA Veteran Squad** (Armies of Imperial Japan page 20) **Veteran** **153**

Qty	Weapons	Range	Shots	Pen	Special
9	Infantry with Rifle	24"	1	n/a	

1	NCO with Submachine gun Entire squad equipped with anti-tank grenades	12"	2	n/a	Assault Tank hunters			
IJA Infantry Squad (Armies of Imperial Japan page 20) full strength							Regular	150
Qty Weapons		Range	Shots	Pen	Special			
1	NCO with Rifle	24"	1	n/a				
14	Infantry with Rifle	24"	1	n/a				
IJA Veteran Squad (Armies of Imperial Japan page 20)							Veteran	173
Qty Weapons		Range	Shots	Pen	Special			
8	Infantry with Rifle	24"	1	n/a				
1	NCO with Submachine gun	12"	2	n/a	Assault			
1	Infantry with Light Machine gun (requires loader) Entire squad equipped with anti-tank grenades	36"	4	n/a	Tank hunters			
Japanese Night Infiltrators (New Guinea page 92)							Veteran	60
Qty Weapons		Range	Shots	Pen	Special			
1	NCO with Rifle	24"	1	n/a				
3	Infantry with Rifle Forward deployment Night Infiltrators Tough Fighters	24"	1	n/a	Forward deployment Night Infiltrators Tough Fighters			
Japanese Night Infiltrators (New Guinea page 92)							Veteran	90
Qty Weapons		Range	Shots	Pen	Special			
1	NCO with Rifle	24"	1	n/a				
5	Infantry with Rifle Forward deployment Night Infiltrators Tough Fighters	24"	1	n/a	Forward deployment Night Infiltrators Tough Fighters			
MACHINE GUN								
Medium Machine Gun team (Armies of Imperial Japan page 26)							Regular	50
Qty Weapons		Range	Shots	Pen	Special			
1	Medium Machine gun	36"	5	n/a	Team (3 men), Fixed			
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")			
1	Spotter				Spotter			
SNIPER								
Lone Sniper (New Guinea page 94)							Regular	55
Qty Weapons		Range	Shots	Pen	Special			
1	Lone Sniper with Rifle	36"	1	n/a	Lone Sniper, Bold attacker			
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								
Anti-tank Rifle team (Armies of Imperial Japan page 26)							Regular	30
Vehicle		Type	Trans	DV				
Qty Weapons		Range	Shots	Pen	Special			
	Anti-tank rifle	36"	1	+2	Team (2 men)			
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)			
Improvised Anti-tank Team (New Guinea page 95)							Regular	60
Qty Weapons		Range	Shots	Pen	Special			
1	NCO with Rifle	24"	1	n/a				
4	Infantry with Rifle Improvised tank hunters Forward Position Extra selection	24"	1	n/a	Improvised tank hunters Forward Position Extra selection			

Improvised Anti-tank Team (New Guinea page 95)	Veteran	32
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	Qty Weapons	Range	Shots	Pen	Special
	1 NCO with Rifle	24"	1	n/a	
	1 Infantry with Rifle	24"	1	n/a	
	Improvised tank hunters				Improvised tank hunters
	Forward Position				Forward Position
	Extra selection				Extra selection

ARTILLERY

Type 41 75mm Mountain Gun (Armies of Imperial Japan page 28)	Regular	50
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	Qty Weapons	Range	Shots	Pen	Special
	1 Light howitzer	48"(24-60)	1	HE	Team (3 men), Fixed, Gun shield, Howitzer, HE (2")

ARMOURED CARS

Type 92 Tankette (Armies of Imperial Japan page 36)	Regular	90
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	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 97 Chi-Ha Medium Tank (Armies of Imperial Japan page 33)	Regular	135
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	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.

Bold attacker

Ignore the effects of having one pin marker assigned to him. Further pin markers act as normal.

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.

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 deployment

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

Forward position

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

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)

Kamikaze (vehicle hit PEN +8)

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)

Lone Sniper

As it does not have the team weapon rule, the sniper does not suffer the -1 to hit for not having a spotter.

Night Infiltrators

Night Infiltrators may only be used in scenarios using the Night Fighting special rules.

Rally to the Colours!

One man in an infantry squad can replace all of his weapons with a flag. All friendly infantry and artillery units within 12" of the flag-bearing model can re-roll failed Order tests when ordered to Rally. In addition, if the Rally Order is successfully issued, the unit rolls two dice to determine how many pin markers are discarded and chooses the highest result. However, while the unit carrying the flag has a Down or Ambush order dice on it, the flag is kept hidden and has no effect.

Recce

(p118)

Show Your Loyalty!

If a Green friendly Japanese unit within 6" of the Kempeitai officer rolls for its Green special rule, the player may re-roll the result.

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 Captain	1
Japanese First Lieutenant	1
Japanese Infantry (equipped as modeled)	4
Japanese Infantry flamethrower	1
Japanese infantry with a flag instead of weapons	2
Japanese Infantry with Light Machine gun (requires loader)	2
Japanese Infantry with Rifle	58
Japanese Light howitzer	1
Japanese Light Mortar (requires loader)	2
Japanese Lone Sniper with Rifle	1
Japanese Medic	1
Japanese Medium Machine gun	1
Japanese Medium Mortar	1
Japanese NCO with Rifle	7
Japanese NCO with Submachine gun	2

Japanese Political Officer	1
Japanese Spotter	1
Japanese Suicide Anti-Tank Team	1
Japanese Type 92 Tankette	1
Japanese Type 97 Chi-Ha Medium Tank	1