

PLATOON #1

Japanese Reinforced Platoon

OFFICER**First Lieutenant** (Armies of Imperial Japan page 17)**Veteran****103****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****175****Qty Weapons****Range Shots Pen Special**

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

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)	36"	4	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

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)	-	-		

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!
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INFANTRY**IJA Infantry (Dual Weapon) Squad** (Armies of Imperial Japan page 20)**Regular****138****Qty Weapons****Range Shots Pen Special**

6	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)	36"	4	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****138****Qty Weapons****Range Shots Pen Special**

6	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)	36"	4	n/a
1	Light Mortar (requires loader)	12"-24"	1	HE Indirect fire, HE (1")

IJA Veteran Squad (Armies of Imperial Japan page 20)

Veteran

203

Qty Weapons Range Shots Pen Special

10	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)	36"	4	n/a

Entire squad equipped with anti-tank grenades

Tank hunters

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
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ANTI-TANK

Suicide Anti-Tank Team (Armies of Imperial Japan page 26)

Regular

20

Qty Weapons Range Shots Pen Special

1	Suicide Anti-Tank Team	-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)
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Suicide Anti-Tank Team (Armies of Imperial Japan page 26)

Regular

20

Qty Weapons Range Shots Pen Special

1	Suicide Anti-Tank Team	-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)
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Suicide Anti-Tank Team (Armies of Imperial Japan page 26)

Regular

20

Qty Weapons Range Shots Pen Special

1	Suicide Anti-Tank Team	-	-	Kamikaze (vehicle hit PEN +8), Forward position, Tank hunters, Extra Selection (Japanese)
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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

Forward position

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

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

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.

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.

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.

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.

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)	3
Japanese infantry with a flag instead of weapons	2
Japanese Infantry with Light Machine gun (requires loader)	4
Japanese Infantry with Rifle	36
Japanese Light Mortar (requires loader)	5
Japanese Lone Sniper with Rifle	1
Japanese NCO with Rifle	1
Japanese NCO with Submachine gun	4
Japanese Political Officer	1
Japanese Suicide Anti-Tank Team	3