

CHAIN OF COMMAND



JAPAN - ISLAND DEFENCE

THE RIFLE PLATOON

This Japanese Rifle Platoon represents the standard unit organisation, described by the Allies as 'Type A'. It is the organisation used for defending their island conquests throughout the Pacific, from 1942 to the end of the war.

All Japanese units count as Regular.

PLATOON FORCE RATING:

Regular: 0

Command Dice: 5

PLATOON HEADQUARTERS			
Rikugun Shō-i (Second Lieutenant) or Rikugun Chū-i (First Lieutenant), <i>Senior Leader</i> , with pistol and sword			
Gunsō (Sergeant), <i>Senior Leader</i> , with rifle			
GRENADE DISCHARGER SQUAD			
Corporal, <i>Junior Leader</i> , with rifle			
MORTAR TEAM	MORTAR TEAM	MORTAR TEAM	MORTAR TEAM
Type 89 Launcher Two crew	Type 89 Launcher Two crew	Type 89 Launcher Two crew	Type 89 Launcher Two crew

SQUADS ONE TO THREE	
Corporal, <i>Junior Leader</i> , with rifle	
LMG SQUAD	
One LMG with three crew	
Five riflemen	

JAPANESE SUPPORT LIST

LIST ONE

Engineer Mine Clearance *Team*, 3 men
 Engineer Wire Cutting *Team*, 3 men
 Engineer Demolition *Team*, 3 men
 Satchel charge
 Minefield
 Barbed Wire
 Entrenchments for one *Team*
 Type 95 reconnaissance car, no crew

LIST TWO

Roadblock
 Marksman
 Tank Killer *Team*, 2 men
 Pre-Game Barrage
 Wooden bunker for one *Team*
 Type 94 Te Ke with *Junior Leader*
 'Osaka' M92 armoured car with *Junior Leader*
 Sumida 6x6 armoured car with *Junior Leader*

LIST THREE

Engineer Flamethrower *Team*, 3 men
 Type 92 MMG on tripod mount, 5 crew
 20mm Type 97 AT rifle *Team*, 5 men
 Type 95 Ha Go tank with *Junior Leader*
 37mm Type 94 Anti-Tank gun with five crew and *Junior Leader*
 Type 95 Ha Go tank with *Junior Leader*
 Type 92 Ka Mi with *Junior Leader*
 Type 92 combat car with *Junior Leader*

LIST FOUR

Engineer *Section* with *Junior Leader*
 Regular Infantry *Section* with *Junior Leader*
 Forward Observer and 7.5cm Type 41 infantry gun battery
 70mm Type 92 infantry gun with *Junior Leader* and five crew
 Type 98 20mm Machine Cannon with five crew
 Type 89 I-Go tank with *Junior Leader*
 Type 97 Chi-Ha tank with *Junior Leader*
 Type 89 Vickers-Crossley armoured car with *Junior Leader*

GENERAL SUPPORT NOTES

The Type A force should have very limited heavy support options. To reflect a maximum of one armoured vehicle may be selected and no support options other than static defences, such as entrenchments, wire or bunkers, may be selected twice in any one game.

JAPANESE NATIONAL CHARACTERISTICS

FOR THE EMPEROR!

With their backs to the wall, the Japanese are still unlikely to surrender. When their Force Morale falls to zero, or below, they will not quit the field, but will be limited to one Command Dice for the remainder of the game. In scenarios where the objective is to oblige the Japanese force to withdraw from the table, this will now require that force to be destroyed.

FIXED BAYONETS

The Japanese soldier was drilled in bayonet fighting more than any other nation, it being seen as the deciding weapon in combat. Japanese tactics were to pin a target with part of their force while other units moved to their flanks to deliver an unstoppable charge. To reflect this training the Japanese in 1941 and 1942 are always considered Aggressive troops in Close Combat.

GRENADE DISCHARGER SQUAD

The Type 89 Grenade Discharger is treated like a rifle grenade on the Master Arsenal Table, but has a minimum range of 12" and no maximum range. They may target any unit which can be seen by friendly troops but it counts any target which it can see as being in close range, and it cannot see as being at effective range. If an enemy is within 12" the crew may use their rifles to engage the enemy.

The Type 89 is predominantly armed with H.E. shells, but does have a small number of smoke rounds. To reflect this each weapon is allowed one round of smoke. If more smoke rounds are wanted then the team may resupply with individual rounds from a friendly Jump-Off point as normal.

MARKSMAN

Less emphasis was placed on the development of trained snipers in the Imperial Japanese Army than in the Allied forces. As a result a Japanese marksman operates like a sniper but with the following amendments. He hits at close range on 3 to 6, at effective range on 4 to 6. He does not increase the chance of hitting a Leader with the target group.

JAPANESE LMG

The Japanese light machine guns all suffered issues with jamming and as such they fire with 5D6. They are, however, equipped with a sling and bayonet for use in the assault and are consequently treated as an SMG in close combat.

JAPANESE SUPPORT OPTIONS

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Table. All tanks and armoured cars come with a *Junior Leader*. Transport only vehicles, such as the car are simply vehicles which come with no crew. Remember, you will need to allocate men to drive these.

SATCHEL CHARGE & TANK KILLER TEAMS

The satchel charge is shown on Table Seven, *Hand-Held Anti-Tank Weapons* as are the Molotov cocktails used by Tank Killer teams in this period, which are listed there as Petrol Bombs. Unless issued to a specific Anti-Tank *Team* or *Section*, the satchel charge may be used once by any *Section* on the table when commanded by the *Senior Leader* commanding the platoon who is, we assume, carrying it with him up to that point.

How the charge works is detailed in Section 9.3.4, *Tank Hunters*.

THE JAPANESE ARSENAL TABLE

The Arsenal Table below covers a wide range of Japanese support options. For infantry weapons and some armoured vehicle armament see Table Four, *The Master Arsenal Table*.

JAPANESE ARSENAL TABLE					
ARMoured VEHICLES					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
Type 89 I-Go	3	5	4	Slow	Rear-facing turret MG. No forward turret MG
Type 95 Ha Go	2	3	3	Average	
Type 97 Chi-Ha	4	5	4	Average	
Type 97 ShinHoTo Chi-Ha	4	6	4	Average	Hull MG, Rear turret MG
Type 92 Ka Mi	2	3	3	Average	Co-axial MG, Hull MG
Type 94 Te Ke	1	-	MG	Average	No secondary weapon, small, Low profile
Type 97 Te Ke	3	3	3	Average	No secondary weapon, small, Low profile
Type 92 Combat Car	2	1	HMG	Average	Small
Type 1 Ho Hi	5	7	6	Average	
Type 87 Vickers-Crossley	2	-	Two MGs	Wheeled	No Hull MG
'Osaka' M92 Armoured Car	2	-	MG	Wheeled	
Sumida 6x6 Armoured Car	2	-	MG	Wheeled	None
Type 95 Reconnaissance Car	0	-	-	Wheeled	None
ANTI-TANK GUNS					
ANTI-TANK WEAPONS	A.P.		H.E.		
37mmType 94 Anti-Tank gun	4		3		
47mm Type 1 Anti-Tank gun	6		4		
70mm Type 92 infantry gun	3		5		
Type 97 AT rifle	3		1		
Type 98 20mm Machine Cannon	4		6		