



JAPAN 1944

THE RIFLE PLATOON

The Japanese Rifle Platoon is a unit born with an emphasis in the close combat, but able to adapt to other situations.

PLATOON FORCE RATING:

Regular: +2

Command Dice: 5

PLATOON HEADQUARTERS

Lieutenant *Senior Leader*, with pistol and sword
NCO *Senior Leader*, with rifle and sword

SECTIONS ONE TO THREE

Junior Leader, with rifle

LMG SECTION

Type 11 or 96 LMG
Four crew
Eight riflemen

SECTIONS FOUR

Junior Leader, with rifle

50MM GRENADE DISCHARGER SECTION

Three Type 89 Grenade Discharger
Two crew each
Six riflemen

JAPANESE SUPPORT LIST

LIST ONE

Satchel Charge
Medical Orderly
Engineer Wire Cutting *Team*, 3 men
Engineer Demolition *Team*, 3 men
Adjutant
Minefield
Barbed Wire
Car, no crew
Entrenchments for one *Section* or *Team*

LIST TWO

Roadblock
Sniper *Team*
Type 92 7,7mm MMG *Team*, 3 men
Pre-Game Barrage

LIST THREE

Type 97 20mm AT Gun *Team*, 3 men
Type 11 70mm Mortar *Team*, 3 men
AT Suicide *Team*, 3 men
Type 94 TK tankette MG armed with *Junior Leader*

LIST FOUR

Type 94 37mm AT gun with 5 crew and *Junior Leader*
Engineer *Section* with *Junior Leader*
Type 92 7,7mm MMG *Team*, *Junior Leader* and 3 men
Type 95 *Ha-Go* tank, 37mm gun armed with *Junior Leader*
Forward Observer and 81mm mortar battery
20mm AA Gun, 5 crew with *Junior Leader*

LIST FIVE

Type 97 *Chi-Ha* tank 57mm armed with *Junior Leader*
Type 1 47mm AT gun with 5 crew and *Junior Leader*
Type 92 70mm infantry gun with 5 crew and *Junior Leader*

LIST SIX

Type 97 *Kai Shinhoto Chi-Ha* 47mm AT armed with *Junior Leader*

JAPANESE NATIONAL CHARACTERISTICS.

Gyokusai.

With three *Chain of Command* dice, the Japanese player can announce a desperate step, a Gyokusai ("Crushing of the Jewels") that will send ALL his forces to a self-sacrificial battle with the intention to win it or die in the name of the Emperor.

From that moment, all the infantry/cavalry and armored troops of the player will lose their Shock points and, on the other hand, they will have the obligation of charge against the enemy to fight in close combat with it... during the rest of the game.

Most of the support options on the list are self-explanatory and their qualities are 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 to allocate men to drive these.

SATCHEL CHARGE.

This one is shown on Table Seven, *Hand-Held Anti-Tank Weapons*. The 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*. A maximum of two satchel charges may be selected.

50mm GRENADE DISCHARGER.

This weapon has only three rounds of smoke; the rest being HE grenades. It has not theoretical minimum range, but at less than 12", the crew would normally use their rifles for reasons of their own safety. However, if using a 50mm grenade discharger to fire on a target under 12", roll a D6 for each hit achieved. On a roll of 3 to 6, the shrapnel from the round has hit the target Unit and the enemy will dice for the Hit Effect as normal. On a roll of 1 or 2, the shrapnel from the round has hit the mortar Team and they must roll for the Hit Effect on Table 6.

AT SUICIDE TEAM.

This is a Tank Hunter team equipped with different AT weapons such as AT Mines, Petrol Bombs, Satchel Charges, etc. The figure will say which weapon is used. There are not special rules for the suicidal tactics used.

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					
TANKS					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
Type 94 TK tankette MGs	2	-	MG	Average	Low profile, Small
Type 95 Ha-Go 37mm	3	3	3	Average	
Type 97 Chi-Ha 57mm	4	4	3	Slow	
Type 97 Kai Shinhoto Chi-Ha 47mm AT	5	5	3	Slow	
ANTI-TANK GUNS					
ANTI-TANK WEAPONS	A.P.			H.E.	
Type 94 37mm AT gun	5			3	
Type 1 47mm AT gun	6			3	
20mm AA Gun	4			6	
Type 97 Anti-Tank Rifle	3			1	