



JAPAN 1942

THE RIFLE PLATOON

The Japanese troops committed to the Malayan campaign were well trained, equipped and prepared for their upcoming battles. Small unit tactics went down to platoon rather than squad level, with the officer making the decisions. The NCO were responsible for seeing these orders complied with rather than innovating. Japanese squads were not divided into teams but fought as one entity. When needed, scouts would be detached by the leader to go ahead. The grenade dischargers were kept together to concentrate fire as required by the platoon commander. Some Japanese sources state four crew for the Type 96 and 99 LMGs. These can be added without affecting the Platoon Force Rating.

PLATOON FORCE RATING:

Regular: +2

Elite: +7

COMMAND DICE: 5

PLATOON HEADQUARTERS		
Rikugun-Chūi or Rikugun-Shōi, <i>Senior Leader</i> , with pistol and sword		
Gunsō (Sergeant), <i>Senior Leader</i> , with rifle		
GRENADE DISCHARGER SQUAD		
Gochō (Corporal), <i>Junior Leader</i> , with rifle		
MORTAR TEAM	MORTAR TEAM	MORTAR TEAM
Type 89 Grenade Discharger Four crew	Type 89 Grenade Discharger Four crew	Type 89 Grenade Discharger Four crew

SECTIONS ONE TO THREE	
Gochō (Corporal), <i>Junior Leader</i> , with rifle	
LMG TEAM	RIFLE TEAM
LMG Three crew	Nine riflemen

JAPANESE SUPPORT LIST
LIST ONE
Engineer Mine Clearance <i>Team</i> , 3 men
Engineer Wire Cutting <i>Team</i> , 3 men
Engineer Demolition <i>Team</i> , 3 men
Entrenchments for one <i>Team</i>
Rifle grenade launcher Type 100
Satchel charge
Type 100 SMG
LIST TWO
Roadblock
Pre-Game Barrage
Ruse
Tank Killer Team, 2 men
Type 92 7.7mm MMG with five crew and <i>Junior Leader</i>
Type 95 Ha Go tank with <i>Junior Leader</i> (first one only; see List 3 for subsequent choices)
LIST THREE
Engineer Flamethrower <i>Team</i> , 3 men
Sniper <i>Team</i>
Type 92 70mm Infantry Gun with five crew and a <i>Junior Leader</i>
Type 95 Ha Go tank with <i>Junior Leader</i> (for second and subsequent choices of this tank)
Type 97 20mm AT rifle <i>Team</i> , 5 men
LIST FOUR
Engineer <i>Section</i> with <i>Junior Leader</i>
Forward Observer <i>Team</i> and Type 41 battery
Regular Infantry <i>Section</i> with <i>Junior Leader</i>
Type 94 37mm anti-tank gun with five crew and <i>Junior Leader</i>
Type 97 Chi-Ha tank with <i>Junior Leader</i>

JAPANESE NATIONAL CHARACTERISTICS

JUNGLE FIGHTERS

The Japanese had prepared well for the jungle and stressed aggressive mobility along with flank attacks. **Japanese Patrol Markers use 14"** as both their move distance and the distance from a friendly Patrol Marker which they must remain within. When deploying from Jump-Off Points, **regular troops deploy within 9" and elite troops within 12"**.

FIXED BAYONETS

Japanese combat philosophy fixated on close combat, with bayonet fighting being raised to a high art. Closing with and destroying the enemy was the ultimate aim of their tactics. Japanese troops always count as **"Aggressive"** troops in close combat.

NEO-BUSHIDO

The revised code of "Neo-Bushido" stressed submission to authority and the dominance of the spiritual over the material. No matter how hard things got, Japanese soldiers were expected to be undaunted and triumph through sheer will. Any Japanese team can **disregard two points of Shock** that it has when calculating the effects of that Shock.

JAPANESE FORCE MORALE

Japanese forces use the same Force Morale rules as other forces, with the following modifications:

- **Gain a +1 bonus to the Force Morale Level roll.** This stacks with the other modifiers for Green or Elite.
- **Gain a -1 bonus to any rolls on Table 16 – Bad Things Happen.** Any adjusted roll of 0 counts as No Effect.
- Table 17 – Force Morale Effects, is applied as normal except when the level reaches zero. When this occurs the Japanese force routs and each team and leader must roll a D6, with a roll of 4, 5 or 6 resulting in the team or leader committing suicide. Any team that cannot rout must commit suicide (never surrenders).

GRENADE DISCHARGER SQUAD

The Type 89 Grenade Discharger is treated like a light mortar, with a minimum range of 12" and no maximum range. It 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. Since the entire squad carries ammo for the dischargers, they do not run out of ammo on a roll of a double '1'.

If activated as a Section, all Grenade Dischargers must fire at the same target. Multiple Command Initiatives may be used to fire on separate targets.

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.

JAPANESE ARSENAL

The Type 100 Rifle Grenade Launcher and Type 100 SMG are upgrades that can be substituted into a Rifle Squad. They replace one of the rifle armed soldiers. The SMG can replace a rifle armed Junior Leader.

RUSE

The Japanese were no respecters of the European view that wars should be fought according to certain legal rules and principles. Consequently they were happy to use any number of tricks, ruses and general deceptions to gain an advantage over their opponent. As the war progressed their foes grew wise to

these, but to reflect their ability to wrong-foot their enemies in the early stages of the war the option of a Ruse will allow the Japanese player to either deploy one unit an additional 6" further from a Jump-Off point than would normally be the case (15" for regular troops, 18" for elite troops) OR to move a jump-off point up to 18" in any direction, so long as it is further than 12" from any enemy troops or Jump-Off Point.

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 4, *The Master Arsenal Table*.

JAPANESE ARSENAL TABLE					
ARMoured VEHICLES					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
Type 95 Ha Go	2	3	3	Average	Hull MG, Rear-facing turret MG
Type 97 Chi-Ha	4	5	4	Average	Hull MG, Rear-facing turret MG
ANTI-TANK GUNS					
ANTI-TANK WEAPONS	A.P.		H.E.		
Type 94 37mm Anti-Tank gun	4		3		
Type 92 70mm Infantry Gun	3		5		
Type 97 20mm AT rifle	3		1		

