



The Japanese soldier is strong and hardy, on the offensive he is determined and willing to sustain sacrificial losses without flinching. When committed to an assault plan Japanese soldiers adhere to it unremittingly even when severe casualties would dictate the need to abandon or modify the plan.

The Japanese soldier is an expert in camouflage and uses the art of ruse to their advantage. In defense they are determined and defiant, with good discipline and excellent fire control.

In a prepared position their resolve to overcome is fanatical.

- ❖ All jungle troops are treated as Regulars with 5 Command Dice
- ❖ Imperial Guard are treated as Veteran with 6 Command Dice

JAPANESE NATIONAL CHARACTERISTICS JUNGLE FIGHTERS

In the first year of war against the Allied forces the Japanese have developed a reputation for being audacious jungle fighters, able to move rapidly and silently through difficult terrain and surprise their opponent with an attack from close quarters. This has continued to be a characteristic that has been carried through to 1945. To reflect this Japanese Patrol Markers use 14" as both their move distance and the distance from a friendly Patrol Marker within which they must remain. Other than this additional 2" they operate as normal Patrol Markers. When deploying from a Jump-Off Point, regular Japanese troops must deploy within 9" of that point.

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 are always considered Aggressive troops in Close Combat.

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 or SMG and sword.

SQUADS ONE TO THREE

Corporal, *Junior Leader*, with rifle and sword

LMG SQUAD

One LMG with three crew six riflemen

GRENADE DISCHARGER SQUAD

Corporal, *Junior Leader*, with rifle and sword

MORTAR TEAM	MORTAR TEAM	MORTAR TEAM
One Type 89 Grenade Launcher Four crew with rifles	One Type 89 Grenade Launcher Four crew with rifles	One Type 89 Grenade Launcher Four crew with rifles

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.

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.

JAPANESE LMG

The Japanese light machine guns are equipped with a sling and bayonet for use in the assault and are consequently treated as an SMG in close combat.

JAPANESE PLATOON 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	
Medical Orderly	
Adjutant	
Jeep or Car, Truck no crew	
Satchel charge	
Barbed Wire	
Rifle grenade launcher Type 100	
Minefield	
Add an additional LMG for one squad (maximum of two per Squad)	
Entrenchments for one <i>Team</i>	
LIST TWO	
Roadblock	
Tank Killer Team, 2 men	
Pre-Game Barrage	
Ruse	
LIST THREE	
Engineer Flamethrower <i>Team</i> , 3 men	
Sniper <i>Team</i>	
Type 92 MMG on tripod mount	
Type 95 Ha Go tank with <i>Junior Leader</i>	
Green Infantry <i>Section</i> with <i>Junior Leader</i>	
Type 11 70mm Mortar <i>Team</i> , 3 men	
Type 94 TK tankette MG armed with <i>Junior Leader</i>	
Type 97 20mm AT Gun <i>Team</i> , 3 men	

LIST FOUR	
Engineer <i>Section</i> with <i>Junior Leader</i>	
Regular Infantry <i>Section</i> with <i>Junior Leader</i>	
Forward Observer and 81mm mortar battery	
Forward Observer and 75mm Type 41 Mountain Gun Battery	
3.7cm Type 94 Anti-Tank gun with five crew and <i>Junior Leader</i>	
Type 97 Chi-Ha tank with <i>Junior Leader</i>	
2 pounder Anti-Tank gun with five crew and <i>Junior Leader</i>	
Regular Vickers MMG on tripod mount, 5 crew	
20mm AA Gun, 5 crew with <i>Junior Leader</i>	
LIST FIVE	
Type 92 70mm infantry gun with 5 crew and <i>Junior Leader</i>	
Type 1 47mm AT gun with 5 crew and <i>Junior Leader</i>	

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.

JAPANESE ARSENAL TABLE					
TANKETTES					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
Type 94 TK Tankette	2	0	MG	Average	Low profile, Small
TANKS					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
Type 95 Ha Go	2	3	3	Average	One man Turret
Type 97 Chi-Ha	4	5	4	Average	

ANTI-TANK WEAPONS		
Weapon	AP	HE
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
70mm Type 92 infantry gun	3	5
75mm Mountain Gun	4	6

