[Andy P](https://toofatlardies.co.uk/forum/memberlist.php?mode=viewprofile&u=1228)

**Posts:** [14](https://toofatlardies.co.uk/forum/search.php?author_id=1228&sr=posts)

**Joined:** Wed Jan 06, 2016 1:02 pm

**Contact:**

[Contact Andy P](https://toofatlardies.co.uk/forum/viewtopic.php?t=16550)

[**SNLF 36-41**](https://toofatlardies.co.uk/forum/viewtopic.php?p=105430#p105430)

 [Unread post](https://toofatlardies.co.uk/forum/viewtopic.php?p=105430#p105430) by [**Andy P**](https://toofatlardies.co.uk/forum/memberlist.php?mode=viewprofile&u=1228) » Fri Dec 22, 2023 10:17 am

Troop Type: Regular  
Platoon Force rating: -1  
Command Dice: 5  
  
Force Morale 1 2 3 4 5+  
Command Dice 2 3 4 5  
Morale J   
  
PLATOON HEADQUARTERS   
1 x Senior Leader with pistol  
2x Runners with Rifle  
  
Rifle Squads 1-4  
1 x PO Junior Leader with Rifle  
6x Riflemen   
1x Type 11 LMG with 2x Crew   
  
  
LIST ONE  
Satchel Charge  
Medical Orderly (1)  
Minefield (3)  
OC (Adjutant) (1)  
Barbed Wire (2)  
Entrenchments for one Team  
Engineer Mine clearance Team  
Engineer Demolition Team  
Engineer Wire Cutting Team  
  
LIST TWO  
Roadblock (1)  
Pre-Game Barrage (1)  
CoC dice (1)  
3 Man Tank Killer Team. \*  
Add type 89 Grenade launcher to Platoon HQ  
  
LIST THREE  
Marksman Team \*\*  
Engineer Flamethrower Team (1)  
Type 92 MG on tripod J/L and 5 crew  
Patrol Squad J/L and 8 Riflemen (1)  
20mm Type 97 AT rifle team, 2 Crew  
  
LIST FOUR  
Engineer Section with Junior Leader  
Regular Infantry Section with Junior Leader  
Forward Observer and 75mm type 41 battery  
Type 95 HA-GO Tank  
  
\*\* The Japanese seemed plagued with poor marksmanship over 50 yds, so not as effective as a trained sniper, hits on 5+  
  
\* 3 man tank hunter team,   
• The group leader would try to immobilise the tank with a antitank mine or demolition charge against the tracks (either by hand or using a pole charge).  
• The Number 1 hurls a Molotov cocktail onto the tank to force the crew to abandon the tank, and if that was unsuccessful,   
• The Number 2 would try to destroy or damage the tank’s guns by placing an adhesive mine or some similar explosive under them  
• Failing that, the assault team might attempt to climb onto the tank and force the hatches with small-arms fire and grenades.

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