

# Japanese Empire

*Drawing on its experience in China and a belief in the unwillingness of the Europe and the United States to fight for Asia, Japan launched the Asian and Pacific parts of the Second World War with the attack on Pearl Harbour on December 7<sup>th</sup> 1941. Initially wildly successful in establishing its 'Greater East Asian Co-prosperity Sphere', the tide turned in 1943 as the Allied forces began the slow process of reconquest. Stretched to the limit, Japan was unable to give the Imperial Army much material assistance, the Imperial Navy and the Air Force being higher priority. As a result, the armies defending Burma and Okinawa in 1945 differed little from the victorious armies of 1942.*

This army list allows you to field a Japanese army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The Japanese, like all of the people in these lists have been caricatured to produce a more interesting list. Their Weapon Skill and Ballistic Skill ratings exaggerate a preference for attack and personal bravery over marksmanship, rather than the Western propaganda picture of the Japanese as bandy legged, half-blind, glasses-wearing, half-wits.

## Strategy

The Imperial Army's confidence in its superiority sometimes led it into battles that it was ill prepared to fight, but at other times allowed it to take the initiative even when apparently cornered and ill-prepared for battle.

Japan has a strategy rating of 2.

## Enemies

As well as the British Commonwealth and US forces, the Japanese fought almost every other army in the world apart from their immediate allies. Before the start of the war in Europe, Japan had already fought the Soviet Union in the Nomohan Incident on the Khalkin Gol River in Mongolia and been fighting China for eight years. Before Pearl Harbour, they fought against the Vichy French in Indochina and afterwards against the British Commonwealth in South East Asia and New Guinea, the US in the Pacific as well as both of these, and even the Dutch forces in Indonesia. To crown their list of enemies, they were at war with the Soviet Union again in the last weeks of the war. Forces from the Japanese Empire list can be historically matched against any British Commonwealth lists, the French list, United States lists, or Soviet Union lists.

## Special Rules

### **Banzai!**

Being imbued with the spirit of Bushido, the warrior code, Japanese soldiers prefer death before dishonour. A unit faced with impossible odds or heavy casualties will seek death in battle rather than ignoble retreat.

If a Japanese unit is required to fall back, it will charge instead. The charging unit will move 2d6" towards the nearest enemy unit. If they reach the enemy unit, they count as having made a sweeping advance into the enemy unit.

In close combat, Japanese units automatically pass any Morale tests they have to make. Japanese troops may never use the optional voluntary fall back rules.

### **Senninbari (Stitches by a Thousand)**

Japanese mothers often undertook the labour of love of collecting a thousand stitches from well-wishers on an embroidered headband or belt. The band was supposed to protect the wearer.

Any Japanese model may wear a Senninbari for +1 point. This gives the model a 6+ invulnerable save.

### **Travelling Light**

The Japanese were famed for travelling light. A soldier's ration was often as little as a handful of rice a day. Everything else had to be captured from the enemy or found locally. This allowed them to move fast through terrain almost impassable to a conventional army. When combined with bicycles in better terrain, their effect on more cumbersome enemies was out of all proportion to their strength.

To reflect the speed with which they arrive and prepare for battle, Japanese units travelling on foot may make set up using the Infiltrators rule, but only if the mission allows Infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule then Japanese units must set up normally with the rest of the army.

Additionally, Japanese armies are allowed to start rolling for their reserves earlier in scenarios that use the Reserves rule. Start rolling for Japanese reserves on the first turn of the game, instead of the second turn as is the case with other armies.

### **Camouflage Nets**

The Japanese Army emphasised camouflage and concealment in its training. Every Japanese soldier carried a camouflage net to make this a reality in the field. Their small calibre, low velocity rifles and machine-guns, while less effective than most, helped their concealment too.

Any Japanese model may add +2 to any cover save roll when they go to ground instead of the usual +1.

### **Samurai**

In accordance with the Samurai tradition, Japanese officers disdain taking cover and other base actions. Taisa, Tai-i, and Sho-i may not go to ground and never gain cover saves.

Because they are armed with swords and pistols, Japanese officers have two attacks in close combat. The sharpness of their swords means that one of these attacks is at Strength 4.

### **Night Operations**

The Japanese correctly reasoned that night fighting would reduce the effectiveness of enemy firepower against their aggressive tactics. They trained hard for night operations and used them often.

If the Japanese player wins the strategy roll, they may choose to play the mission at night, even if the mission is normally played in daylight. The Night Fighting rules apply for the duration of the battle.

**Biological and Chemical Warfare**

Lacking the Allies horrific experiences with chemical and biological warfare in the First World War, Japan showed little compunction in using these technologies.

At the start of the game the defender rolls a scatter die to determine the wind direction. The attacker may re-roll the scatter die to generate a new wind direction. Regardless of the result, any re-roll is final. A roll of ‘hit’ means that there is only a light breeze and chemicals do not drift.

A chemical attack fills a 5” ordnance blast template with poison gas. Any model under the template is attacked with a strength of 2. No armour or cover save rolls are possible. Troops suffering casualties from chemical warfare must take a leadership test to avoid panicking and falling-back towards their own base line.

Roll a D6 for each chemical round at the end of each player’s turn (except the one in which the chemical was fired). On a score of 4 to 6, the chemical drifts D6” down wind. On a roll of 1 to 3, the chemical disperses and is removed.

A player may purchase chemical rounds for barrage weapons and aircraft in a game where the scenario allows a preliminary bombardment. Each round costs 5 points.

Any Infantry Division or Special Attack Unit may have a Nitto-Hei designated as the chemical warfare specialist (*gasu gakari hei*) for +5 points. The chemical warfare specialist carries red candles filled with choking vomit-inducing smoke. The specialist can light one of these instead of shooting and either place it at their feet or throw it up to 6” towards the enemy. If it is thrown, it scatters like a barrage weapon. The specialist is well trained in the use of chemical weapons and protective gear, and is immune to the effects of red candles. Other friendly troops are not!

**Aircraft**

**Ground-attack**

Although a rather old design, Mitsubishi’s Ki 51 (code named ‘Sonia’ by the Allies) served as the Imperial Army’s standard light reconnaissance and bombing aircraft for much of the war.

Mitsubishi Ki 51 light bombers may attack with either bombs (Ordnance 1/Blast, Range Guess 6, Strength 5, AP -) or machine-guns (Linked Heavy 2, Range 24, Strength 3, AP 5)

**Fighter**

Although overshadowed by the Imperial Navy’s legendary Zero, the Nakajima Ki 43 Hayabusa (Peregrine Falcon, code named ‘Oscar’ by the Allies), the Imperial Army’s equivalent, was an excellent fighter.

Ki 43 Hayabusa fighters are armed with linked heavy machine-guns (Linked Heavy 2, Range 24, Strength 4, AP 5).

**Japanese Army Glossary**

- Buntai – division of a platoon, a squad or section
- Chibi Dan – tick bomb, a small glass anti-tank bomb containing prussic acid.
- Chutai – middle-size unit or company
- Daitai – large unit or battalion
- Daitaiho – battalion infantry gun
- Gasu Gakari Hei – soldier in charge of gas
- Gocho – squad or section leader
- Gunki – regimental flag, the heart of the regiment
- Gunso – assistant platoon leader
- HEAT – High Explosive Anti-tank, hollow charge anti-tank ammunition
- Houshu - gunner

- Kihei – cavalryman, common soldier
- Kohei – engineer or sapper
- Nitto-Hei – second-class soldier, common soldier
- Rentai - regiment
- Rentaiho – regimental gun
- Sensha – tank
- Sensha Dan – tank group
- Sho-i – low officer, or platoon officer
- Shotai – small unit or platoon
- Sogekihei – sniper or sharpshooter
- Soko Heisha – armoured infantry
- Ta-Dan – Tai-sensha-senko-dan, HEAT ammunition
- Tai-i – unit officer, or company officer
- Taisa – high assistant (to a general), or senior officer
- Tsushihei – signaller or radio operator

**Japanese Army Summary**

	WS	BS	S	T	W	I	A	Ld	Sv
Taisa	5	2	3	3	1	4	1(2)	10	6+
Tai-i	5	2	3	3	1	4	1(2)	10	6+
Gunso	4	2	3	3	1	3	1	8	6+
Gocho	4	2	3	3	1	3	1	8	6+
Nitto-Hei	4	2	3	3	1	3	1	8	6+
Veteran Gunso	4	2	3	3	1	3	2	9	6+
Sogekihei	4	4	3	3	1	3	1	8	6+
Houshu	3	3	3	3	1	2	1	8	6+
Sho-i	4	2	3	3	1	3	1(2)	9	6+
Kihei	4	2	3	3	1	3	1	8	6+
Veteran Gocho	4	2	3	3	1	3	2	9	6+
Kohei	4	2	3	3	1	3	1	9	6+

<b>Armour:</b>	Front	Side	Rear	BS
Horse-drawn limber or wagon	5	5	5	-
Type 97 Motorcycle combination	5	5	5	-
Type 95 Scout Car	5	5	5	-
Toyota GA Truck	5	5	5	-
Type 92 I Ke 5-ton tractor	5	5	5	-
Type 92 Ni Ku 8-ton tractor	5	5	5	-
Type 1 Ho Ha half-track	9	8	8	3
Type 1 Ho Ki tracked carrier	8	8	8	3
Type 97 Shi Ki directing tank	10	10	10	2
Armoured Engineer Vehicle SS	10	10	10	2
Type 89 Chi Ro medium tank	9	9	9	2
Type 97 Chi Ha medium tank	10	10	10	2
Type 1 Chi He medium tank	11	10	10	2
Type 1 Ho Ni gun tank	10	10	6	3
Type 94 TK light armoured vehicle	8	7	7	2
Type 97 Te Ke light tank	9	8	8	2
Type 92 combat car	7	7	7	2
Type 95 Ha Go light tank	9	8	8	2

## Japanese Army Weapons Summary

### Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Type 14 Nambu pistol	12	2	6	Pistol
6.5 mm Type 38 Arisaka rifle	24	2	6	Heavy 1
6.5 mm Type 96 light machine-gun	24	2	6	Heavy 3
6.5 mm Type 3 machine-gun	36	2	6	Heavy 6
7.7 mm Type 99 rifle	24	3	5	Heavy 1
7.7 mm Type 99 light machine-gun	24	3	5	Heavy 4
7.7 mm Type 92 machine-gun	24	3	5	Heavy 6
Type 89 grenade discharger	24	2	-	Heavy 2/Blast
81 mm Type 97 mortar	G 12-36	4	-	Heavy 1/Blast
20 mm Type 97 anti-tank rifle	24	4	5	Heavy 2
Type 100 flame-thrower	Temp	4	5	Assault 1
70 mm Type 92 battalion gun	24	4	-	Heavy 2/Blast
Or firing a barrage	G 36	4	-	Heavy 1/Blast
75 mm Type 41 regimental gun	24	6	4	Heavy 2
Or firing HE	24	4	-	Heavy 2/Blast
Or firing HEAT	24	8	5	Heavy 2
Or firing a barrage	G 60	4	-	Heavy 1/Blast

The Imperial Army was in the process of changing from 6.5 mm weapons to newer 7.7 mm weapons when the war escalated from the Chinese theatre into the Pacific and Asia preventing the change over from being completed. The earlier weapons lacked the killing power of the new high-power bullets.

### Heavy Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
6.5 mm Type 91 tank machine-gun	24	2	6	Heavy 3
7.7 mm Type 97 tank machine-gun	24	3	5	Heavy 3
13 mm Type 92 tank machine-gun	24	4	5	Heavy 3
13 mm Type 93 anti-aircraft machine-gun	24	4	5	Heavy 4
20 mm Type 98 anti-aircraft gun	24	4	5	Heavy 4
37 mm Type 94 rapid-fire gun	24	5	4	Heavy 2
Or firing HE	24	2	-	Heavy 2/Blast
47 mm Type 1 anti-tank gun	24	7	3	Heavy 2
Or firing HE	24	2	-	Heavy 2/Blast
57 mm Type 90 tank gun	24	3	-	Heavy 2/Blast
57 mm Type 97 tank gun	24	3	-	Heavy 2/Blast
15 cm Type 38 howitzer	24	8	-	Ordnance 1/Blast

### Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
75 mm Type 41 cavalry gun	36	6	3	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
Or firing a barrage	G 60	4	-	Heavy 1/Blast
75 mm Type 38 field gun	36	7	3	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
Or firing a barrage	G 72	4	-	Heavy 1/Blast
75 mm Type 90 field gun	36	7	3	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
Or firing a barrage	G 84	4	-	Heavy 1/Blast
10 cm Type 91 field howitzer	36	6	4	Heavy 2
Or firing High Explosive	36	5	-	Heavy 2/Blast
Or firing a barrage	G 72	5	-	Heavy 1/Blast
10 cm Type 92 gun	48	9	2	Heavy 2
Or firing High Explosive	48	5	-	Heavy 2/Blast
Or firing a barrage	G 84	5	-	Heavy 1/Blast
15 cm Type 89 gun	48	9	2	Ordnance 1/Blast
Or firing High Explosive	48	8	-	Ordnance 1/Blast
Or firing a barrage	G 96	8	-	
15 cm Type 96 howitzer	36	8	-	Heavy 2/Blast
Or firing a barrage	G 72	8	-	Heavy 1/Blast
32 cm Type 98 spigot mortar	G 12-24	10	-	Ordnance 1/Blast One use
20 cm Type 4 rocket	G 18-36	8	-	Ordnance 1/Blast One use
40 cm Type 4 rocket	G 18-36	10	-	Ordnance 1/Blast One use

### Transport

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Horse-drawn limber or wagon	5	5	5	-
Type 97 Motorcycle combination	5	5	5	-
Type 95 Daruma Kurogane A Ki (Black Medal) Scout Car	5	5	5	-
Type 1 Toyota GA Truck	5	5	5	-
Type 92 I Ke 5-ton tractor	5	5	5	-
Type 92 Ni Ku 8-ton tractor	5	5	5	-
Type 1 Ho Ha half-track	9	8	8	3
Type 1 Ho Ki tracked carrier	8	8	8	3

**Type:** Horse-drawn limbers and wagons are slow open-topped wheeled vehicles. Type 97 motorcycle combinations and Type 95 scout cars are fast open-topped wheeled vehicles. Type 1 trucks are open-topped wheeled vehicles. Type 1 Ho Ha half-tracks are open-topped light tanks. Type 92 tractors are slow open-topped medium tanks. Type 1 Ho Ki tracked carriers are open-topped medium tanks.

**Passengers:** Horse-drawn limbers can tow one towed weapon. Type 97 motorcycle combinations and Type 95 scout cars can carry two models. Type 1 trucks can carry fifteen models and tow one towed weapon. Type 92 tractors can carry eight passengers. Type 1 Ho Ha half-tracks and Type 1 Ho Ki tracked carriers can carry fifteen models.

**Armament:** Type 1 Ho Ha half-tracks and Type 1 Ho Ki tracked carriers are armed with a 7.7 mm Type 99 light machine-gun.

# HQ

## Infantry HQ

<b>Infantry HQ:</b>	<b>1 Staff Unit</b>
	<b>0 to 3 Snipers</b>
	<b>0 to 4 Machine-gun Divisions</b>
	<b>0 to 2 Battalion Gun Divisions</b>
	<b>0 to 4 Anti-tank Rifle Divisions</b>
	<b>0 to 2 Regimental Gun Divisions</b>
	<b>0 to 2 Regimental Anti-tank Divisions</b>

**Staff Unit** **75 points/100 points**

Japanese officers were generally well trained and exceptionally fearless. Their Samurai ethos made showing fear impossible and acceptance of death certain. It also ensured strict discipline in the ranks. The staff unit is responsible for planning and carrying out attacks. In extreme situations, they may have to organise defensive positions too.

standard, however if the unit with the gunki is lost in hand-to-hand combat, the enemy capture the gunki, gaining 100 victory points! The gunki may only be recaptured by forcing the enemy unit to fall-back from an assault or destroying them in an assault combat. The fate of the men is linked by the gunki. Regimental commanders come and go, but the flag is the heart of the regiment. As long as the gunki remains, the regiment can be rebuilt no matter how serious the casualties.

	Points/ model	WS	BS	S	T	W	I	A	Ld	Save
Led by Taisa	100	5	2	3	3	1	4	1(2)	10	6+
Led by Tai-i	75	5	2	3	3	1	4	1(2)	10	6+
Gunso	-	4	2	3	3	1	3	1	8	6+
Nitto-Hei	-	4	2	3	3	1	3	1	8	6+
Veteran Gunso	+20	4	2	3	3	1	3	2	9	6+

**Section:** The Staff Unit consists of 1 Taisa or Tai-i, 1 Gunso and 4 Nitto-Hei.

**Weapons:** Type 38 Arisaka rifles and fragmentation grenades. May replace with Type 99 rifles for +5 points. The Taisa or Tai-i is armed with a sword and a Type 14 Nambu pistol. The extra attack for having a sword is already shown in the Taisa and Tai-i stat lines.

**Characters:** A Taisa or Tai-i is an independent character. The Gunso may be upgraded to a Veteran Gunso character for +20 points.

**Bugler:** Up to one Nitto-Hei may be issue a bugle for +10 points.

**Signaller:** One Nitto-Hei may be upgraded to a Tsushihei or signaller for +50 points.

**Standard Bearer:** One Nitto-Hei may be upgraded to carry the gunki or regimental standard at no cost.

**Special Rules**

**Samurai:** Taisa are so completely committed to the samurai ethic that the idea of losing their self-possession is impossible. A Taisa automatically passes any Morale check they are required to make, regardless of casualties or enemy.

**Bugler:** A Nitto-Hei with a bugle extends the leadership of a Taisa or Tai-i to 18" from the Staff Unit.

**Standard Bearer:** Any Japanese unit within 12" of the gunki or regimental standard may add +1 to their assault result when fighting a close assault. You may only add +1 to the result of each combat, no matter how many Japanese units are fighting. If the soldier carrying the gunki is killed, another may pick up the

**Sniper** **15 points**

Japan did not put a lot of faith in snipers, preferring more direct methods of attack. Most of the snipers reported were in fact ordinary riflemen. When they did choose to use snipers, they were extremely thorough in their preparation of positions and determined to get their mark or die trying.

	WS	BS	S	T	W	I	A	Ld	Save
Sogekihei	4	4	3	3	1	3	1	8	6+

**Weapons:** Sniper's version of the Type 38 Arisaka rifle and a pistol.

**Option:** The Sogekihei may replace their Type 38 Arisaka rifle for a Type 99 rifle for +5 points.

**Character:** The sniper is an independent character.

**Special Rules**

**Camouflage:** The Japanese Army emphasised camouflage and concealment in its training. Combined with a sniper's patience and mastery, Japanese Sogekihei are extremely difficult to spot. Sogekihei add +2 to their Cover Save roll when they go to ground.

**Machine-gun Division** **20 points**

In theory, each infantry battalion had a company of a dozen machine-guns. In practice most had only eight guns. Some reduced the unit to only four guns and assigned a pair of guns to each company. Nicknamed 'Woodpeckers' for their slow rate of fire, the Japanese machineguns were old designs based on the French Hotchkiss machine-gun of 1914 reduced to 6.5 mm calibre.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Nitto-Hei	4	2	3	3	1	3	1	8	6+

**Division:** A Machine-gun Division consists of a machine-gun commanded by a Gocho. The machine-gun has a crew of 10 Nitto-Hei.

**Weapons:** Type 3 machine-guns. The Gocho and Nitto-Hei are armed with Type 38 Arisaka rifles. May be replaced by a Type 92 machine-gun and Type 99 rifles for +15 points.

**Battalion Gun Division** **40 points**

The Japanese favoured light infantry guns over mortars. Each battalion had a unit of two or four guns for its own support.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Houshu	3	3	3	3	1	2	1	8	6+

**Division:** A Battalion Gun Division consists of a battalion gun commanded by a Gocho. The gun has a crew of 14 Houshu.

**Weapons:** 70 mm Type 92 battalion gun. The Gocho and Houshu are armed with Type 38 Arisaka rifles. May be replaced by Type 99 rifles for +15 points.

**Transport:** The gun may include either packhorses or a horse-drawn limber at no extra cost.

**Anti-tank Rifle Division** **20 points**

The Japanese army developed a rather unique fully automatic anti-tank rifle. This monstrosity was so heavy that it took three soldiers to carry it. For all its technical finesse, it was of limited practical use against any but the lightest armoured vehicles.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Nitto-Hei	4	2	3	3	1	3	1	8	6+

**Section:** An Anti-tank Rifle Division consists of an anti-tank rifle commanded by a Gocho. The anti-tank rifle has a crew of 10 Nitto-Hei.

**Weapons:** Type 97 anti-tank rifle. The Gocho and Houshu are armed with Type 38 Arisaka rifles. May be replaced by Type 99 rifles for +10 points.

**Regimental Gun Division** **45 points**

The regimental gun company fields four regimental guns. These are normally the old Type 41 (1908, or the 41<sup>st</sup> year of the Meiji rule) 75 mm mountain guns. These were withdrawn from mountain units in 1934 and re-issued to the infantry as regimental guns. Some units have short 81 mm Type 97 mortars instead.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Houshu	3	3	3	3	1	2	1	8	6+

**Division:** A Regimental Gun Division consists of a regimental gun commanded by a Gocho. The gun has a crew of 14 Houshu.

**Weapons:** 75 mm Type 41 regimental gun. May be replaced with an 81 mm Type 97 mortar at no cost. The Gocho and Houshu are armed with Type 38 Arisaka rifles. May be replaced by Type 99 rifles for +15 points.

**Transport:** The gun may include either pack horses or a horse-drawn limber at no extra cost.

**Regimental Anti-tank Division** **25 points**

Although the Japanese anti-tank weapons were very effective against light Chinese and Soviet tanks, they proved less effective against newer Western tanks and totally useless against the Soviets in their final blitz.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Houshu	3	3	3	3	1	2	1	8	6+

**Division:** A Regimental Anti-tank Division consists of an anti-tank gun commanded by a Gocho. The gun has a crew of 11 Houshu.

**Weapons:** 37 mm Type 94 rapid-fire gun. May be replaced with a 47 mm Type 1 anti-tank gun for +5 points. The Gocho and Houshu are armed with Type 38 Arisaka rifles. May be replaced by Type 99 rifles for +10 points.

**Transport:** The gun may include a horse-drawn limber at no extra cost.

**Tank HQ**

<b>Tank HQ:</b>	<b>1 Tank Staff Unit</b>
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**Tank Staff Unit**

Japan formed four tank divisions and several independent tank regiments during the war. Most of these were used in China, although independent regiments were encountered in the Pacific and South East Asian theatres.

**Unit:** A Tank Staff Unit consists of a directing tank and up to two light tanks selected from the Light Tank Unit Elites choice. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Armour:	Points/Model	Front	Side	Rear	BS
Shi-Ki directing tank	80	10	10	10	2

**Type:** Shi-Ki directing tanks are medium tanks.

**Armament:** Shi-Ki command tanks are armed with a 57 mm Type 97 tank gun, a 37 mm Type 94 rapid-fire gun, and a Type 97 tank machine-gun in the turret rear.

**Special Rules**

**Sensha Dan:** A detachment containing a Tank HQ may take Light Tank Unit, Medium Tank Unit, or Motor-borne Unit Elite choices as Troops choices.

**Signaller:** A directing tank can call artillery fire as a character and counts as a signaller.

**Soko Heisha:** A detachment containing a Tank HQ may take Infantry Units as Fast Attack choices by adding Type 1 Ho-Ha half-tracks or Type 1 Ho-Ki tracked carriers to Command and Infantry Divisions for +20 points per vehicle.

# Elites

## Rifle and Sabre Unit

**Rifle and Sabre Unit:**

- 0 to 1 Rifle and Sabre Unit Commander at 45 points
- 0 to 3 Rifle and Sabre Divisions at 55 points each
- 0 to 1 Grenade Discharger Division at 50 points
- 0 to 2 Machine-gun Divisions at 55 points each

### Rifle and Sabre Unit Commander

Each *Hohei Shidan* (infantry division) has either a *Kihei Rentai* (cavalry regiment) or a *Sosaku Rentai* (reconnaissance regiment) for scouting and security duties. The regiment has three Rifle and Sabre companies and a weapons company.

	WS	BS	S	T	W	I	A	Ld	Save
Sho-i	4	2	3	3	1	3	1(2)	9	6+
Gunso	4	2	3	3	1	3	1	8	6+
Veteran Gunso	4	2	3	3	1	3	2	9	6+

**Commander:** A Rifle and Sabre Unit Commander is a Sho-i assisted by a Gunso.

**Weapons:** The Sho-i is armed with a sword and a Type 14 Nambu pistol. The extra attack for having a sword is already shown in the Sho-i stat line. The Gunso is armed with a Type 38 Arisaka rifle and fragmentation grenades. May replace with a Type 99 rifle for +1 point.

**Characters:** A Sho-i is an independent character. The Gunso may be upgraded to a Veteran Gunso character for +20 points.

### Special Rules

**Cavalry:** Rifle and Sabre Units are cavalry.

### Rifle and Sabre Division

Able to operate either as fast light reconnaissance troops or to dismount as infantry, the rifle and sabre division is very flexible.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Kihei	4	2	3	3	1	3	1	8	6+
Veteran Gocho	4	2	3	3	1	3	2	9	6+

**Division:** A Rifle and Sabre Division consists of a Gocho and 10 Kihei.

**Weapons:** Type 38 Arisaka rifles and fragmentation grenades. One Nitto-Hei is armed with a Type 96 light machine-gun. May replace with Type 99 rifles and light machine-gun for +15 points.

**Character:** The Gocho may be upgraded to a Veteran Gocho for +20 points.

### Grenade Discharger Division

Backing up the rifle and sabre divisions is the grenade discharger division. Its two grenade Dischargers can deliver very effective supporting fire.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Kihei	4	2	3	3	1	3	1	8	6+
Veteran Gocho	4	2	3	3	1	3	2	9	6+

**Division:** A Grenade Discharger Division consists of a Gocho and 7 Kihei.

**Weapons:** Type 38 Arisaka rifles and fragmentation grenades. May replace with Type 99 rifles for +5 points. Two Kihei are armed with Type 89 grenade dischargers.

**Character:** The Gocho may be upgraded to a Veteran Gocho for +20 points.

### Machine-gun Division

Each cavalry company had a pair of machine-guns in its machine-gun platoon.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Kihei	4	2	3	3	1	3	1	8	6+

**Division:** A Machine-gun Division consists of a machine-gun commanded by a Gocho. The machine-gun has a crew of 10 Kihei.

**Weapons:** Type 3 machine-guns. The Gocho and Kihei are armed with Type 38 Arisaka rifles. May be replaced by a Type 92 machine-gun and Type 99 rifles for +15 points.

**Transport:** The machine-gun is carried on a pack horse, the crew ride their own horses.

## Motor-borne Unit

<b>Motor-borne Unit:</b>	<b>0 to 1 Motor-borne Unit Commander at 40 points</b>
	<b>0 to 3 Motor-borne Divisions at 23 points each</b>
	<b>0 to 1 Grenade Discharger Division at 45 points</b>
	<b>0 to 2 Machine-gun Divisions at 20 points each</b>
	<b>0 to 2 Anti-tank Divisions at 30 points each</b>
	<b>0 to 1 Motor Transport Division</b>

### Motor-borne Unit Commander

Some divisions operating in more open terrain were organised with a *Sosaku Rentai* (reconnaissance regiment) of a cavalry company and two motor-borne companies as well as an armoured car unit.

	WS	BS	S	T	W	I	A	Ld	Save
Sho-i	4	2	3	3	1	3	1(2)	9	6+
Gunso	4	2	3	3	1	3	1	8	6+
Veteran Gunso	4	2	3	3	1	3	2	9	6+

**Commander:** A Motor-borne Unit Commander is a Sho-i assisted by a Gunso.

**Weapons:** The Sho-i is armed with a sword and a Type 14 Nambu pistol. The extra attack for having a sword is already shown in the Sho-i stat line. The Gunso is armed with a Type 38 Arisaka rifle and fragmentation grenades. May replace with a Type 99 rifle for +1 point.

**Characters:** A Sho-i is an independent character. The Gunso may be upgraded to a Veteran Gunso character for +20 points.

### Motor-borne Division

Motor-borne units provide a detachment with a fast force suitable for seizing and holding terrain in advance of the main body.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Nitto-Hei	4	2	3	3	1	3	1	8	6+
Veteran Gocho	4	2	3	3	1	3	2	8	6+

**Division:** A Motor-borne Division consists of a Gocho and 11 Nitto-Hei.

**Weapons:** Type 38 Arisaka rifles and fragmentation grenades. One Nitto-Hei is armed with a Type 96 light machine-gun. May replace with Type 99 rifles and light machine-gun for +15 points.

**Character:** The Gocho may be upgraded to a Veteran Gocho for +20 points.

### Grenade Discharger Division

Smaller than a regular infantry unit, a motor-borne unit packed a bigger punch than normal with the same number of machine-guns and extra grenade dischargers.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	7	6+
Nitto-Hei	4	2	3	3	1	3	1	7	6+
Veteran Gocho	4	2	3	3	1	3	2	8	6+

**Division:** A Grenade Discharger Division consists of a Gocho and 11 Nitto-Hei.

**Weapons:** Type 38 Arisaka rifles and fragmentation grenades. May replace with Type 99 rifles for +5 points. Four Nitto-Hei are armed with Type 89 grenade dischargers.

**Character:** The Gocho may be upgraded to a Veteran Gocho for +20 points.

### Machine-gun Division

The motor-borne company included a pair of machine-guns in its structure, giving it considerable firepower.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Nitto-Hei	4	2	3	3	1	3	1	8	6+

**Division:** A Machine-gun Division consists of a machine-gun commanded by a Gocho. The machine-gun has a crew of 10 Nitto-Hei.

**Weapons:** Type 3 machine-guns. The Gocho and Nitto-Hei are armed with Type 38 Arisaka rifles. May be replaced by a Type 92 machine-gun and Type 99 rifles for +15 points.

### Anti-tank Division

A pair of anti-tank guns completed the company's heavy weapons, enabling them to tackle almost any opposition.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Houshu	3	3	3	3	1	2	1	8	6+

**Division:** An Anti-tank Division consists of an anti-tank gun commanded by a Gocho. The gun has a crew of 11 Houshu.

**Weapons:** 37 mm Type 94 rapid-fire gun. May be replaced with a 47 mm Type 1 anti-tank gun for +5 points. The Gocho and Houshu are armed with Type 38 Arisaka rifles. May be replaced by Type 99 rifles for +10 points.

**Transport:** An Anti-tank Division includes a truck to tow the gun and carry the crew at no extra cost.

### Motor Transport Division 10 points per truck

The regiment's transport was consolidated into the *Jidosha Hensai Sichohei Buntai* (motor transport division) and assigned as needed.

**Division:** A Motor Transport Division consists of up to 6 trucks.

## Light Tank Unit

<b>Armour:</b>	<b>Points/Model</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>BS</b>
Type 95 Ha Go light tank	30	9	9	9	2

Each *Sensha Chutai* (tank company) had a small unit of four light tanks for scouting duties. Sometimes these were amalgamated into a light company of ten tanks for the entire battalion.

**Unit:** A Light Tank Unit consists of 1 to 3 light tanks (usually either three or five tanks at full strength). The vehicles in a unit must remain together as a unit.

**Type:** Type 95 Ha Go light tanks are ordinary tanks.

**Armament:** Type 95 Ha Go light tanks are armed with a 37 mm Type 94 tank gun and two 6.5 mm Type 91 tank machine-guns.

**Options:** Type 95 Ha Go light tanks may replace their machine-guns with 7.7 mm Type 97 tank machine-guns for +5 points. They may also replace their turret with that of a Chi Ha, thereby gaining the designation Type 4 Ke Nu and replacing the 37 mm gun with a 57 mm Type 97 tank gun at no cost.

## Medium Tank Unit

<b>Armour:</b>	<b>Points/Model</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>BS</b>
Type 89 Chi Ro medium tank	30	9	9	9	2
Type 97 Chi Ha medium tank	45	10	10	10	2
Type 97 Shinhoto (new turret) Chi Ha medium tank	55	10	10	10	2
Type 1 Chi He medium tank	60	11	10	10	2

When designed in 1937, the Chi Ha medium tank was a world-class weapon. As the war progressed however, Japans ability to produce more modern designs was shown to be fatally lacking. Even the elderly Type 89 Chi Ro served until the middle of the war.

**Unit:** A Medium Tank Unit consists of 1 to 5 medium tanks (usually either three or five tanks at full strength). The vehicles in a unit must remain together as a unit.

**Type:** Medium tanks are ordinary tanks.

**Armament:** Type 89 Chi Ro medium tanks are armed with a 57 mm Type 90 tank gun and two 6.5 mm Type 91 tank machine guns. Type 97 Chi Ha medium tanks are armed with a 57 mm Type 97 tank gun and two 7.7 mm Type 97 tank machine-guns.

Type 97 Shinhoto Chi Ha and Type 1 Chi He medium tanks are armed with a 47 mm Type 1 anti-tank gun and two 7.7 mm Type 97 tank machine-guns.

**Option:** Medium tanks may be fitted with smoke launchers for +3 points.

### Special Rules

**Armoured Track Guards:** Type 89 Chi Ro medium tanks have armoured track guards that protect the vulnerable track mechanism. The vehicle treats Immobilised results as Crew Stunned instead on a D6 roll of 4+.

## Gun Tank Unit

<b>Armour:</b>	<b>Points/Model</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>BS</b>
Type 1 Ho Ni gun tank	65	10	8	6	3
Type 4 Ho Ro gun tank	110	10	8	6	3

In order to quickly field larger calibre weapons on armoured chassis, the Japanese army produced a number of gun tanks based on medium tank chassis. These saw action supporting armoured units in all theatres.

**Unit:** A Gun Tank Unit consists of 1 or 2 gun tanks. The vehicles in a unit must remain together as a unit.

**Type:** Gun tanks are ordinary tanks.

**Armament:** Type 1 Ho Ni gun tanks are either armed with a Type 90 75 mm field gun or a Type 91 10 cm field howitzer. Neither may fire barrages being strictly direct fire weapons. Type 4 Ho Ro gun tanks are armed with a 15 cm Type 38 howitzer.



## Engineer Unit

<b>Engineer Unit:</b>	<b>0 to 1 Engineer Unit Commander at 50 points</b> <b>1 to 4 Engineer Divisions at 80 points each</b>
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### Engineer Unit Commander

Each *Hohei Rentai* (infantry regiment) was normally assigned one *Kohei Shotai* (engineer company) of three platoons.

	WS	BS	S	T	W	I	A	Ld	Save
Sho-i	4	2	3	3	1	3	1(2)	9	6+
Gunso	4	2	3	3	1	3	1	8	6+
Veteran Gunso	4	2	3	3	1	3	2	9	6+

**Commander:** An Engineer Unit Commander is a Sho-i assisted by a Gunso.

**Weapons:** The Sho-i is armed with a sword and a Type 14 Nambu pistol. The extra attack for having a sword is already shown in the Sho-i stat line. The Gunso is armed with a Type 38 Arisaka rifle and fragmentation grenades. May replace with a Type 99 rifle for +1 point.

**Characters:** A Sho-i is an independent character. The Gunso may be upgraded to a Veteran Gunso character for +20 points.

**Engineers:** Engineer Units are combat engineers.

### Engineer Division

Japanese engineers were more usually involved in creating field works and roads than in combat. Their value in creating supply lines in the often roadless areas the army fought was far more valuable than any combat contribution they may have made.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	8	6+
Kohei	4	2	3	3	1	3	1	8	6+
Veteran Gocho	4	2	3	3	1	3	2	9	6+

**Division:** An Engineer Division consists of a Gocho and 11 Kohei.

**Weapons:** Type 38 Arisaka rifles and fragmentation grenades. One Kohei is armed with a Type 96 light machine-gun. May replace with Type 99 rifles and light machine-gun for +15 points.

**Character:** The Gocho may be upgraded to a Veteran Gocho for +20 points.

## Armoured Engineer Vehicle

<b>Armour:</b>	<b>Points/Model</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>BS</b>
<b>Armoured Engineer Vehicle SS</b>	<b>100</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>2</b>

The Japanese army built a number of specialist engineer vehicles. These were equipped for every imaginable engineering task, including biological and chemical warfare.

**Type:** Armoured engineering vehicles are tanks.

**Armament:** Three flame-throwers and a Type 97 tank machine-gun.

**Options:** Armoured engineer vehicles may be equipped with mine harrows for +25 points, a bridge-layer attachment for +20 points and smoke launchers for +3 points.

### Special Rules

**Mine harrows:** An armoured engineer vehicle equipped with mine harrows may re-roll failed Difficult Terrain tests and tests for hitting mines.

**Bridge-layer:** An armoured engineer vehicle equipped with a bridge-layer attachment can be used to bridge streams, surmount walls, and cross craters. An armoured engineer vehicle may place the bridge instead of moving.

## Special Attack Unit

### Special Attack Unit 40 points

One way the Japanese made up for their lack of material wealth was the formation of special attack units. Although the Allies referred them to as suicide squads, the intention was the destruction of the enemy, rather than any particular desire to die inflicting it.

	WS	BS	S	T	W	I	A	Ld	Save
Veteran Gunso	4	2	3	3	1	3	2	9	6+
Nitto-Hei	4	2	3	3	1	3	1	8	6+

**Unit:** A Special Attack Unit consists of a Veteran Gunso and 12 Nitto Hei.

**Weapons:** Type 38 Arisaka rifles and fragmentation grenades. May replace with Type 99 rifles for +10 points. Up to one Nitto-Hei may

be armed with a Type 96 light machine-gun for +2 points or a Type 99 light machine-gun for +6 points.

Up to one Nitto-Hei may be armed with a flame-thrower for +20 points.

Up to four Nitto-Hei may be armed with HEAT charges for +1 point each. Because these charges are mounted on poles, the Nitto Hei is automatically killed when making their attack, but they always hit regardless of vehicle movement.

Up to four Nitto-Hei may be armed with *Chibi Dan* poison gas bombs for +1 point each. These are used in assaults on vehicles. Each Nitto-Hei has only one attack when using *Chibi Dan* and rolls to hit as normal. If a vehicle is hit, roll a D6. On a roll of 1 the bomb has no effect. On a 2 to 5 the vehicle suffers a glancing hit. On a roll of 6, the vehicle suffers a penetrating hit.

**Character:** The Veteran Gocho is a character.

## Troops

### Infantry Unit

<b>Infantry Unit:</b>	<b>1 Infantry Unit Commander at 40 points</b>
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**2 to 3 Infantry Divisions at 25 points each**  
**0 to 1 Grenade Discharger Division at 40 points.**

### **Infantry Unit Commander**

Japanese infantry went through an extremely brutal training to emerge as some of the toughest troops in the world. Their training emphasised decisive hand-to-hand fighting over long-range shooting.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sho-i	4	2	3	3	1	3	1(2)	8	6+
Gunso	4	2	3	3	1	3	1	7	6+
Veteran Gunso	4	2	3	3	1	3	2	8	6+

**Commander:** An Infantry Unit Commander is a Sho-i assisted by a Gunso.

**Weapons:** The Sho-i is armed with a sword and a Type 14 Nambu pistol. The extra attack for having a sword is already shown in the Sho-i stat line. The Gunso is armed with a Type 38 Arisaka rifle and fragmentation grenades. May replace with a Type 99 rifle for +1 point.

**Characters:** A Sho-i is an independent character. The Gunso may be upgraded to a Veteran Gunso character for +20 points.

### **Infantry Division**

The Japanese more than made up for any short comings of their equipment with their fatalistic acceptance of their own deaths and the resulting willingness to fight to the end for the Emperor.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Gocho	4	2	3	3	1	3	1	7	6+
Nitto-Hei	4	2	3	3	1	3	1	7	6+
Veteran Gocho	4	2	3	3	1	3	2	8	6+

**Division:** An Infantry Division consists of a Gocho and 12 Nitto-Hei.

**Weapons:** Type 38 Arisaka rifles and fragmentation grenades. One Nitto-Hei is armed with a Type 96 light machine-gun. May replace with Type 99 rifles and light machine-gun for +15 points.

**Character:** The Gocho may be upgraded to a Veteran Gocho for +20 points.

### **Special Rules**

**Over Strength:** Japanese units often went into battle over strength. The replacements needed for the expected casualties were assigned before the battle and then used as extra strength during the battle.

Infantry Divisions may add 2 Nitto-Hei armed with the same type of rifle as the rest of the division for +3 points.

### **Grenade Discharger Division**

The grenade Dischargers typically supported one *Hohei Buntai* (infantry division) fixing the enemy from the front while the other two attempted a double envelopment. With the enemy surrounded, a charge made short work of any survivors.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Gocho	4	2	3	3	1	3	1	7	6+
Nitto-Hei	4	2	3	3	1	3	1	7	6+
Veteran Gocho	4	2	3	3	1	3	2	8	6+

**Division:** A Grenade Discharger Division consists of a Gocho and 12 Nitto-Hei.

**Weapons:** Type 38 Arisaka rifles and fragmentation grenades. May replace with Type 99 rifles for +10 points. Three Nitto-Hei are armed with Type 89 grenade Dischargers.

**Character:** The Gocho may be upgraded to a Veteran Gocho for +20 points.

### **Special Rules**

**Over Strength:** Grenade Discharger Divisions may add 2 Nitto-Hei armed with a Type 89 grenade the same type of rifle as the rest of the division for +10 points.

## Fast Attack

### Small Armoured Vehicle Unit

Armour:	Points/Model	Front	Side	Rear	BS
Type 94 TK small armoured vehicle	9	8	7	7	2
Type 97 Te Ke small armoured vehicle	15	9	8	8	2

Each *Hohei Shidan* (infantry division) was supposed to have a company of six small tankettes for supply and reconnaissance work. Towing trailers, they could bring up ammunition under fire. Working with the divisional reconnaissance battalion, they provided useful mobile firepower.

**Unit:** A Small Armoured Vehicle unit consists of up to 3 small armoured vehicles.

**Type:** Type 94 TK and Type 97 Te Ke small armoured vehicles are light tanks.

**Armament:** Type 94 TK small armoured vehicles are armed with 6.5 mm Type 91 tank machine-guns. Type 97 Te Ke small armoured vehicles are armed with 7.7 mm Type 97 tank machine-guns.

**Options:** Type 97 Te Ke small armoured vehicles may replace the tank machine-gun with a 37 mm Type 98 tank gun for +5 points.

### Combat Car Unit

Armour:	Points/Model	Front	Side	Rear	BS
Type 92 combat car	18	7	7	7	2

Cavalry units were sometimes reinforced with a unit of Type 92 combat cars. These light reconnaissance vehicles gave a degree of mobile firepower, but their armour left a lot to be desired (not surprising with an all-up weight of 3.5 tons!)

**Type:** Type 92 combat cars are light tanks.

**Armament:** Type 92 combat cars are armed with a 6.5 mm Type 91 tank machine-gun and a 13 mm Type 92 tank machine-gun.

## Heavy Support

### Field Artillery Unit

Field Artillery Unit:	1 Artillery Unit Commander
	1 to 4 Field Guns or Howitzers.

#### Artillery Unit Commander 35 points

A division's field artillery provided it with the heavy support it needed to destroy all but the heaviest enemy positions or break up enemy attacks. Japanese artillery was often distributed out as single guns or pairs of guns to support specific positions.

	WS	BS	S	T	W	I	A	Ld	Save
Sho-i	4	2	3	3	1	3	1(2)	8	6+
Houshu	3	3	3	3	1	2	1	7	6+

**Commander:** An Infantry Unit Commander is a Sho-i assisted by a Houshu.

**Weapons:** The Sho-i is armed with a sword and a Type 14 Nambu pistol. The extra attack for having a sword is already shown in the Sho-i stat line. The Houshu is armed with a Type 38 Arisaka rifle and fragmentation grenades.

**Characters:** A Sho-i is an independent character.

**Signaller:** The Houshu may be upgraded to a Tsushihei or signaller for +50 points.

**Vehicle:** An artillery unit commander may have a Type 95 scout car for +6 points.

#### Field Gun 25 points

The artillery of a *Hohei Shidan* (infantry division) was a field artillery regiment of three battalions, each of eight 75 mm guns and four 105 mm howitzers.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	7	6+
Houshu	3	3	3	3	1	2	1	7	6+

**Gun:** A Field Gun has a crew of a Gocho and five Houshu.

**Weapons:** 75 mm Type 38 field gun. May be replaced with 75 mm Type 41 cavalry gun at no cost or 75 mm Type 90 field gun for +5 points. Each Houshu is armed with a Type 38 Arisaka rifle.

**Vehicle:** Field Guns include a horse-drawn limber. For Type 90 guns this may be replaced with a truck for +10 points.

**Field Howitzer****30 points**

The field howitzers provide a heavier artillery piece with slightly less direct fire punch than the 75 mm. Useful against the harder targets.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	7	6+
Houshu	3	3	3	3	1	2	1	7	6+

**Gun:** A Field Gun has a crew of a Gocho and seven Houshu.

**Weapons:** 10 cm Type 91 field howitzer. Each Houshu is armed with a Type 38 Arisaka rifle.

**Vehicle:** Field Howitzers include a horse-drawn limber.

**0-1 Heavy Artillery Unit**

<b>Heavy Artillery Unit:</b>	<b>1 Artillery Unit Commander</b>
	<b>1 or 2 Guns or Howitzers</b>

**Artillery Unit Commander****35 points**

Heavier artillery was generally held as a central reserve allocated to corps as needed. When available it greatly increases the commander's reserve of firepower.

	WS	BS	S	T	W	I	A	Ld	Save
Sho-i	4	2	3	3	1	3	1(2)	8	6+
Houshu	3	3	3	3	1	2	1	7	6+

**Commander:** An Infantry Unit Commander is a Sho-i assisted by a Houshu.

**Weapons:** The Sho-i is armed with a sword and a Type 14 Nambu pistol. The extra attack for having a sword is already shown in the Sho-i stat line. The Houshu is armed with a Type 38 Arisaka rifle and fragmentation grenades.

**Characters:** A Sho-i is an independent character.

**Signaller:** The Houshu may be upgraded to a Tsushihei or signaller for +50 points.

**Vehicle:** An artillery unit commander may have a Type 95 scout car for +6 points.

**Long-range Gun****50 points**

By other nations standards the 10 cm Type 92 gun was rather light for the role, but it was all that the Japanese had available.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	7	6+
Houshu	3	3	3	3	1	2	1	7	6+

**Gun:** A Long-range Gun has a crew of a Gocho and eight Houshu.

**Weapons:** 10 cm Type 92 gun. Each Houshu is armed with a Type 38 Arisaka rifle.

**Vehicle:** Long-range guns include a Type 92 tractor to tow the gun.

**Heavy Howitzer****115 points**

The 15 cm howitzers of the Japanese army were also of rather elderly design by world standards.

	WS	BS	S	T	W	I	A	Ld	Save
Gocho	4	2	3	3	1	3	1	7	6+
Houshu	3	3	3	3	1	2	1	7	6+

**Heavy Howitzer:** A Heavy Howitzer has a crew of a Gocho and twelve Houshu.

**Weapons:** 15 cm Type 96 heavy howitzer. May be replaced with a 15 cm Type 89 gun for +15 points. Each Houshu is armed with a Type 38 Arisaka rifle.

**Vehicle:** Heavy Howitzers include a Type 92 tractor to tow the howitzer.

## Rocket Unit

<b>Rocket Unit:</b>	<b>1 Rocket Unit Commander at 12 points</b> <b>1 to 6 Mortars or Rockets at 10 points each.</b>
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### Rocket Unit Commander 35 points

One method the Japanese developed for delivering devastating firepower at short range was heavy mortars and rockets.

	WS	BS	S	T	W	I	A	Ld	Save
Sho-i	4	2	3	3	1	3	1(2)	8	6+
Houshu	3	3	3	3	1	2	1	7	6+

**Commander:** An Infantry Unit Commander is a Sho-i assisted by a Houshu.

**Weapons:** The Sho-i is armed with a sword and a Type 14 Nambu pistol. The extra attack for having a sword is already shown in the Sho-i stat line. The Houshu is armed with a Type 38 Arisaka rifle and fragmentation grenades.

**Characters:** A Sho-i is an independent character.

### Mortar or Rocket

These bomb-throwers (literally in the case of some rockets which just boosted aerial bombs at the enemy) delivered immense weights of explosive onto enemy positions, but with extremely short range.

	WS	BS	S	T	W	I	A	Ld	Save
Houshu	3	3	3	3	1	2	1	7	6+

**Rocket:** A Mortar or Rocket has a crew of a single Houshu.

**Weapons:** 32 cm Type 98 spigot mortar. May be replaced with a 20 cm Type 4 rocket for +2 points or a 40 cm Type 4 rocket for +4 points. The Houshu is armed with a Type 38 Arisaka rifle.

### Special Rules

**Fixed position:** Heavy Rockets are so heavy that they cannot be moved during the game. The weapons cannot be reloaded within the context of the game. Once they have fired their rockets, the Rocket Unit can operate as infantry if required.

## Japanese Army Appendices

### Imperial Guard Groups

The elite Imperial Guard was the pick of the army's recruits. They were tall and strong, even by western standards. Their skill level and general excellence means that, Imperial Guard units increase Leadership characteristic by one at a cost of +5 points per division or weapon crew (vehicles are unaffected). The entire force must be Imperial Guard if this option is taken.

### Special Naval Landing Force

Naval detachments were often used as elite infantry deploying as Special Naval Landing Forces (SNLF). To create a SNLF, increase the Leadership characteristic of Nitto-Hei and Houshu to 8 for +5 points per division or weapon crew. All Fast Attack and Heavy Support choices count as Elites choices.

Nitto-Hei, Gocho, and Gunso a SNLF may be equipped with Type 100 submachine-guns for +3 points per model.

Name	Range	Str.	AP	Type
Type 100 submachine-gun	12	2	6	Assault 3