



# Imperial Japan



## Imperial Japan

17 Order Dice

1097 pts

### Platoon #1

Rifle Platoon

#### Special

**Kempeitai Political Officer**

*Inexperienced (15pts)*

**Composition:** 1 Officer

**Special Rules:** Show Your Loyalty!

#### Required

**Platoon Commander (Rikugun Shoi, Rikugun Chui)**

*Regular (50pts)*

**Composition:** 1 Officer + 2 Soldiers

**Special Rules:** Assault

**IJA or SNLF Infantry Squad**

*Regular (150pts)*

**Composition:** 1 NCO + 14 Soldiers

**IJA or SNLF Infantry Squad**

*Regular (150pts)*

**Composition:** 1 NCO + 14 Soldiers

#### Optional

**IJA or SNLF Infantry Squad**

*Regular (150pts)*

**Composition:** 1 NCO + 14 Soldiers

**IJA or SNLF Infantry Squad**

*Regular (150pts)*

**Composition:** 1 NCO + 14 Soldiers

**Suicide Anti-Tank Team**

*Inexperienced (14pts)*

**Composition:** 1 Soldier

**Special Rules:** Extra Selection, Infiltrator, Kamikaze, Tank Hunters

**Suicide Anti-Tank Team**

*Inexperienced (14pts)*

**Composition:** 1 Soldier

**Special Rules:** Extra Selection, Infiltrator, Kamikaze, Tank Hunters

### Platoon #2

Artillery Platoon

#### Required

**Platoon Commander (Rikugun Shoi, Rikugun Chui)**

*Regular (30pts)*

**Composition:** 1 Officer

**Medium Howitzer**

*Regular (100pts)*

**Composition:** 4 Soldiers + 1 Spotter

**Special Rules:** Fixed, Gun Shield, HE 3", Howitzer, Spotter, Team Weapon

### **Optional**

**Medium Howitzer**

*Regular (100pts)*

**Composition:** 4 Soldiers + 1 Spotter

**Special Rules:** Fixed, Gun Shield, HE 3", Howitzer, Spotter, Team Weapon

**Horse-Drawn Limber**

*Regular (10pts)*

**Damage Value:** Inexperienced infantry or artillery (3+)

**Tow:** Low velocity light AT gun, Super-heavy AT gun, Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Heavy howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

**Special Rules:** Slow (only when towing)

**Horse-Drawn Limber**

*Regular (10pts)*

**Damage Value:** Inexperienced infantry or artillery (3+)

**Tow:** Low velocity light AT gun, Super-heavy AT gun, Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Heavy howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

**Special Rules:** Slow (only when towing)

## **Platoon #3**

Heavy Weapons Platoon

### **Required**

**Platoon Commander (Rikugun Shoi, Rikugun Chui)**

*Regular (30pts)*

**Composition:** 1 Officer

**Medium Mortar Team**

*Regular (55pts)*

**Composition:** 3 Soldiers + 1 Spotter

**Special Rules:** Fixed, HE 2", Indirect Fire, Spotter, Team Weapon

**Medium Mortar Team**

*Regular (55pts)*

**Composition:** 3 Soldiers + 1 Spotter

**Special Rules:** Fixed, HE 2", Indirect Fire, Spotter, Team Weapon

### **Optional**

**Suicide Anti-Tank Team**

*Inexperienced (14pts)*

**Composition:** 1 Soldier

**Special Rules:** Extra Selection, Infiltrator, Kamikaze, Tank Hunters