

# CHAIN OF COMMAND



## JAPAN 1941-42

### THE RIFLE PLATOON

This Japanese Rifle Platoon represents the standard unit organisation, described by the Allies as 'Type B'. It is the organisation used during fighting in Manchuria in 1938, Malaya, Hong Kong and the Philippines in 1941 and 1942 and during their expansion through the Pacific in those early years.

All Japanese units count as Regular.

#### PLATOON FORCE RATING:

Regular: +1

Command Dice: 5

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		
GRENADE DISCHARGER SQUAD		
Corporal, <i>Junior Leader</i> , with rifle		
MORTAR TEAM	MORTAR TEAM	MORTAR TEAM
One Type 89 Grenade Launcher Four crew	One Type 89 Grenade Launcher Four crew	One Type 89 Grenade Launcher Four crew

### SQUADS ONE TO THREE

Corporal, *Junior Leader*, with rifle

### LMG SQUAD

One LMG with three crew

Nine riflemen

### JAPANESE SUPPORT LIST

#### LIST ONE

Engineer Mine Clearance *Team*, 3 men

Engineer Wire Cutting *Team*, 3 men

Engineer Demolition *Team*, 3 men

Satchel charge

Minefield

Barbed Wire

Rifle grenade launcher Type 100

Entrenchments for one *Team*

#### LIST TWO

Roadblock

Tank Killer *Team*, 2 men

Pre-Game Barrage

Ruse

#### LIST THREE

Engineer Flamethrower *Team*, 3 men

Sniper *Team*

Type 92 MMG on tripod mount

20mm Type 97 AT rifle *Team*, 5 men

Type 95 Ha Go tank with *Junior Leader*

'Osaka' M92 armoured car with *Junior Leader*

#### LIST FOUR

Engineer *Section* with *Junior Leader*

Regular Infantry *Section* with *Junior Leader*

Forward Observer and 7.5cm Type 41 infantry gun battery

7cm Type 92 infantry gun with *Junior Leader* and five crew

3.7cm Type 94 Anti-Tank gun with five crew and *Junior Leader*

Type 89 Chi-Ro tank with *Junior Leader*

Type 97 Chi-Ha tank with *Junior Leader*

Type 92 combat car with *Junior Leader*

Type 89 Vickers-Crossley armoured car with *Junior Leader*

### 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

## JAPANESE NATIONAL CHARACTERISTICS

### JUNGLE FIGHTERS

In the first year of war against the Allied forces the Japanese 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. To reflect this in the period 1941 and 1942 the 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 and elite troops within 12".

### 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 in 1941 and 1942 are always considered Aggressive troops in Close Combat.

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.

### JAPANESE LMG

The Japanese light machine guns all suffered issues with jamming and as such they fire with 5D6. They are, however, equipped with a sling and bayonet for use in the assault and are consequently treated as an SMG in close combat.

### 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*. Transport only vehicles, such as the car are simply vehicles which come with no crew. Remember, you will need to allocate men to drive these.

### SACHEL 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*.

### 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.

### 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 Four, *The Master Arsenal Table*.



JAPANESE ARSENAL TABLE					
ARMoured VEHICLES					
VEHICLE	ARMOUR	A.P.	H.E.	SPEED	NOTES
Type 89 Chi-Ro	3	5	4	Slow	Rear-facing turret MG. No forward turret MG
Type 95 Ha Go	2	3	3	Average	
Type 97 Chi-Ha	4	5	4	Average	
Type 92 Combat Car	2	1	HMG	Average	Small
Type 87 Vickers-Crossley	2	-	Two MGs	Wheeled	No Hull MG
'Osaka' M92 Armoured Car	2	-	MG	Wheeled	
ANTI-TANK GUNS					
ANTI-TANK WEAPONS	A.P.		H.E.		
3.7cm Type 94 Anti-Tank gun	4		3		
7cm Type 92 infantry gun	3		5		
Type 97 AT rifle	3		1		

