

# BANZAI

IMPERIAL JAPANESE FORCES IN THE PACIFIC



**FLAMES OF WAR.**

THE WORLD WAR II MINIATURES GAME





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# BANZAI

IMPERIAL JAPANESE FORCES IN THE PACIFIC

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This is a supplement for *Flames Of War, the World War II miniatures game*.  
A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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# JAPAN'S PACIFIC WAR

Japan's long war in Asia and the Pacific technically began as early as 1931 – almost eight years before the beginning of hostilities in Europe – with its invasion of inner Manchuria. However, even this invasion was merely the latest in a series of expansionist military incursions by Japan, which had less than 80 years earlier been a pre-industrial feudal society.

## JAPAN'S PATH TO MODERNISATION

Even as late as the 19<sup>th</sup> Century, Japan was still a very isolated nation. Its extended period of isolation, called the *Sakoku*, ended when American Commodore Matthew Perry's expedition steamed into Yokohama Bay in 1853.

Over the next several decades, Japan would modernise rapidly, becoming an industrial power in its own right to counter continued Western imperialism in Asia. After the elimination of its feudal system, Japan's industrial revolution began in earnest around 1870 with dedicated efforts to learn modern industrial methods of production.

Despite rapid growth, Japan still viewed itself as vulnerable and sought to create a buffer or 'line of advantage' outside its borders. This buffer would also serve as a source of raw materials for the growing nation's factories.

First, Japan went about securing control of Korea during the First Sino-Japanese War of 1894. Japan's modernised military quickly defeated the Chinese, despite Western nations' expectations of Japanese failure. This victory cemented Japan's position as the dominant Asian power.

Japan next defeated Russia in 1904 to 1905. In this first true clash of modern armies and navies, the Japanese inflicted serious military defeats on the Russians. With the signing of a formal peace treaty in 1905, Korea officially fell under the Japanese sphere of influence. Japan ultimately annexed Korea in 1910 after the Russians evacuated Manchuria. For the first time in history an Asian power had defeated a Western power, and Japan took its place on the world stage.

## SECOND SINO-JAPANESE WAR

Seeking a buffer not only against the Chinese, but also the Soviets, Japan annexed all of Manchuria in 1931 and set up the puppet state of Manchukuo. Both regular armies and 'peasant brotherhoods' (local militias) resisted the invasion, but by 1933 the Japanese effectively held the region. Tensions between Japan and China would remain high during the 30's, and many Japanese field commanders had their own dreams of conquest. An incident at the Lugou (Marco Polo) bridge (near Beijing) on 8 July 1937 served as the flashpoint, which rapidly escalated into the Second Sino-Japanese War.

At this point Japan's military commanders wanted to avoid a major war in China, and therefore concentrated their efforts against the Kuomintang (Nationalist) strongholds of Shanghai, Nanking, and Beijing. Beijing was captured

in August 1937. Shanghai would not fall until November, as the Japanese were initially unable to gain air superiority until committing modern fighters. Nanking would fall in December.

Over the next year the Japanese would undertake essentially a limited ground campaign in China seeking to destroy Kuomintang forces, but they were unable to force Nationalist leader Chiang Kai-shek to the bargaining table. The Japanese then turned to strategic bombing of major population centres, but though this resulted in millions of Chinese civilian fatalities, the tactic also failed to force the Chinese to negotiate. The Chinese ultimately halted the Japanese advance at the Battle of Suixian–Zaoyang, despite Japanese air superiority and use of chemical weapons, leading to a stalemate on the mainland.

## NOMONHAN (KHALKHIN GOL)

Japan kept its commitment in China relatively modest because of concerns over a future conflict with the Soviet Union. In May 1939, clashes in Northern Manchuria between Mongolian (Soviet) and Manchukuoan (Japanese) cavalry units quickly escalated into what would become known as the Battle of Nomonhan. Though both sides heavily reinforced the region, an overwhelming Soviet force under General Zhukov eventually defeated the Japanese. This resulted in an armistice between Japan and the Soviet Union in September, and ultimately led to the Japanese–Soviet Non-aggression Pact of April 1941.

## GREATER EAST ASIA CO-PROSPERITY SPHERE

With World War II raging in Europe, Japan began to look at the Western colonial possessions in Asia as a ready source of raw materials. As early as 1935 the Japanese high command had begun developing a plan to create a 'Greater East Asia Co-Prosperity Sphere' without Western influences and led by Japan itself. With the fall of France in 1940, Japan began to pressure the Vichy French government of Indochina (Vietnam, Laos, and Cambodia) to allow free passage of Japanese forces. Ultimately Japan would seize northern Indochina to serve as a staging base for the ongoing Chinese war and cut off Kuomintang forces.

Making its ambitions clear on 27 September 1940, Germany, Italy, and Japan officially signed the Tripartite Pact, which granted Japan the right to establish 'a new order in greater East Asia.' As a result, several key Western powers – the United States, Britain, Australia, and the Netherlands government in exile – ultimately agreed to a full embargo of iron, steel, and oil against Japan. Japan realized that the embargo would starve their war machine, lead to Japan's economic collapse, and cause severe loss of face for its leaders. Japan therefore treated the embargoes as an act of aggression, referring to them as the 'ABCD line' (American-British-Chinese-Dutch), and prepared for war with the Western powers.



JAPANESE GAINS IN THE PACIFIC, 1941-1943





## PLANNING THE PACIFIC WAR

Japan's plan consisted of a southern and eastern prong. The 'Southern Plan' was designed to capture the Dutch East Indies, Malaya, and Hong Kong, and to isolate Australia and New Zealand. The 'Eastern Plan' was designed to destroy the American Pacific Fleet and capture the Philippines, Guam, and Wake to force the United States out of the Pacific. To be successful, the plan required a weak or non-existent response from Britain and the Soviet Union.

## THE PACIFIC WAR BEGINS

War in the Pacific began on 7-8 December 1941 with a massive simultaneous attack by Japanese naval, air, and ground forces. Japan's naval forces launched an assault on the US Pacific Fleet at Pearl Harbor. Concurrent with the Pearl Harbor attack, the Japanese launched a series of offensives in Southeast Asia and the Western Pacific. Hong Kong was attacked, but held out until 25 December. Thailand surrendered within a day of being attacked by Japanese forces. The Japanese also launched invasions of British Malaya and the Philippines.

While the air raids on Pearl Harbor crippled all eight battleships of the American Pacific fleet, destroyed hundreds of aircraft, and resulted in over 2000 killed in action, the facility itself was not destroyed, nor were the American carriers. Japan had therefore failed to completely knock out the American Pacific fleet, which would have serious consequences later in the war.

In Malaya, the Japanese quickly gained air superiority, and their ground forces rapidly advanced down the peninsula. British Indian divisions fought heroic rearguard actions during the Battle of Kampar from 30 December 1941 to 2 January 1942, but the Japanese nearly wiped them out at the Slim River. By 31 January 1942, the Malay Peninsula had been conquered, and by 15 February with its defenders out of ammunition, Singapore, the 'Gibraltar of the East,' had fallen with 85,000 Commonwealth troops marching into captivity.

## INVASION OF THE PHILIPPINES

Japan's full invasion of the Philippines took place on 22 December 1941. The Americans implemented War Plan Orange 3, calling for the American and Filipino defenders to fall back through a series of fortified positions on Luzon while the main body relocated to the Bataan peninsula. The Japanese contested the withdrawal, but were stopped by Allied forces including the M3 Stuart tanks of the Provisional Tank Group. The Americans and Filipinos completed an orderly withdrawal to Bataan on 6 January 1942.

Bataan saw some of the most brutal fighting of the young Pacific War. The Allied defenders held out for several weeks despite Japanese assaults and attempts to outflank the defenders through amphibious operations. By 22 February the war situation had deteriorated to such a degree that the American President Franklin D. Roosevelt ordered Allied Commander General Douglas MacArthur to relocate to Australia. The soldiers on Bataan held out until 10 April, with only some 300 men escaping to the island of Corregidor. Corregidor in turn fell on 6 May, with the survivors of the campaign enduring years of mistreatment by their captors starting with the Bataan Death March.

## DUTCH EAST INDIES

Japan's invasion of the Dutch East Indies faced far less organized resistance. Beginning with the invasion of Borneo on 17 December 1941, the Japanese used a multi-pronged attack to secure the oil and rubber rich regions of the colony. Allied naval forces suffered crushing defeats in the Battles of the Java Sea and Sunda Strait, and the region finally fell to the Japanese on 1 March 1942.

## BATTLE OF THE CORAL SEA

During the April-May 1942 timeframe, the Japanese attempted to shore up their southern front with the conquest of the Solomon Islands and New Guinea. Unaware that the Americans had broken parts of the Japanese Imperial Navy's *Ro* code, the Japanese sent a large task force south. Admiral Chester Nimitz, commanding Allied forces in the Pacific, boldly committed all four of America's fleet carriers to oppose the Japanese advance in the Battle of the Coral Sea from 4-8 May 1942.

In this historic first battle between fleet carriers, where neither navy's surface ships saw the enemy, the Americans would sink a Japanese light carrier, the *Shōhō*, and heavily damage the fleet carrier *Shōkaku* for the loss of the carrier *Lexington* and heavy damage to the *Yorktown*. Numerically the battle was a Japanese victory, but because the New Guinea invasion force was turned back, the battle was an Allied strategic victory.

## BATTLE OF MIDWAY

The losses at Coral Sea hampered the next major Japanese naval effort in the Pacific. Believing they had destroyed half of the American carrier force, the Japanese hoped to lure the remaining two carriers out of port and destroy them at Midway. The Japanese sent four fleet carriers, *Akagi*, *Kaga*, *Soryu*, and *Hiryu*, to accompany the invasion force. *Shōkaku* was unavailable as it was still being repaired, and *Zuikaku* was awaiting the replacement of roughly half its air group.







Aware of the upcoming Japanese offensive and even of roughly how Admiral Yamamoto would deploy his forces, Nimitz planned his own ambush of the Japanese fleet carriers – all of which had participated in the attack on Pearl Harbor. Though severely damaged, *Yorktown* was miraculously made seaworthy in 72 hours and was able to participate in the battle alongside *Enterprise* and *Hornet*. By 3 June 1942, the stage was set for what would become perhaps the turning point in the Pacific War, the Battle of Midway.

The Japanese attacked with strikes on Midway Island itself on early 6 June 1942, quickly dispatching Midway's fighter cover. However, American spotter aircraft had already sighted the Japanese task force, and by 08:00 all three American carriers had launched strike wings of torpedo and dive bombers with fighter escort. Though losses were high, the American carrier aircraft fatally crippled *Akagi*, *Kaga*, and *Soryu*. *Hiryu* sent two waves of planes in a counter-attack, both of which struck the *Yorktown*. That afternoon, American carrier planes attacked *Hiryu*, setting her on fire as well. Admiral Yamaguchi, perhaps Japan's best carrier officer, went down with the *Hiryu*. Though initially thought salvageable, *Yorktown* was eventually struck by torpedoes from the Japanese submarine *I-168*, sinking her.

## SOLOMON ISLANDS

With the loss of four of its fleet carriers, Japan lost strategic initiative in the Pacific. However, given the Allies' 'Germany First' strategy, few forces were available for a Pacific offensive. The US Navy committed the surface fleet and Marines to an invasion of the southern Solomon Islands to both deny the Japanese sea and air bases in the region and to protect Allied supply lines to Australia and New Zealand. The first target, Guadalcanal, was assigned to the 1<sup>st</sup> Marine Division, though at this point the division was underequipped and entered battle with bolt action Springfield rifles, limited ammunition, and only 60 days of supplies.

Beginning on 7 August 1942, the Marines invaded Guadalcanal and several surrounding islands – with the airfield on Guadalcanal itself being the immediate objec-

ive. At Guadalcanal, the Japanese aura of invincibility was broken. By 21 August, the Marines withstood a Japanese frontal night assault at Alligator Creek costing the Japanese over 800 men. Understanding the decisive nature of the battle, the Japanese continued to pour men and materiel into the island over the next several months, to the detriment of advances in other areas.

American carrier superiority meant that the Japanese could only supply and land forces at night, and they generally had to use capital ships like destroyers and cruisers as the normal transports were too slow and vulnerable. This fact limited the amount of equipment available to the Japanese on the ground, and ultimately the US Marines (and eventually US Army as well) would gain a decisive edge. By 9 February 1943, the remaining 10,000 Japanese troops were evacuated.

Japanese casualties at Guadalcanal had been high, losing nearly 30,000 of their best troops compared to 7,000 American dead. Guadalcanal furthermore proved that the Japanese Imperial Army was not invincible, and that despite the 'Germany First' policy, an offensive war could be successfully waged in the Pacific concurrently with the European campaign. Japanese naval losses had been high as well, and they were now forced to defend a large Pacific occupation zone with insufficient ships. Guadalcanal now became a staging ground for Allied forces in their campaign to liberate the Pacific.

In mid-1943, Allied forces in the Pacific commenced Operation Cartwheel, pioneering the technique of 'island hopping.' Cartwheel's goal was to isolate the stronger Japanese positions like Rabaul rather than reducing them in a head-on assault. Over the next nine months the US Army and Marines alongside forces from Australia, New Zealand, and The Netherlands, conducted a two pronged advance. General MacArthur secured the northern coast of New Guinea and several adjacent islands while Admiral Nimitz's force worked its way through the Solomon Islands toward Bougainville.



## MAINLAND ASIA

The constant diversion of forces to the South Pacific had stalled Japan's Asian advance as well. Japan managed to regain some initiative in China in mid-1944 by consolidating many of their positions, but final victory remained elusive. The Japanese also attempted a major offensive in India, but the advance bogged down almost immediately and ultimately cost the Japanese another 50,000 troops.

## ALLIED ADVANCE IN THE PACIFIC

The Allied advance in the Pacific continued driving the Japanese backward. By mid-June 1944, Allied forces were able to invade Saipan – which was strategically invaluable as a forward base for the new B-29 Superfortress bomber. Unlike missions flown from bases in China, B-29's based on Saipan could reach the entire Japanese mainland. Japan's one chance to hold the island was the destruction of the U.S. Fifth Fleet. Hoping to take advantage of the superior range of their fighters, the Japanese committed most of their carrier force, but the Japanese planes were mercilessly destroyed in the 'Great Marianas Turkey Shoot.' By the end of the campaign, Japan's carrier force had been destroyed. The Japanese fared no better on land, losing 24,000 killed in action, with an additional 5,000 committing suicide rather than facing capture.

## LIBERATION OF THE PHILIPPINES

With Saipan secure, the liberation of the Philippines became the top priority. General MacArthur had famously promised to return to the island nation, and on 20 October 1944, the invasion of Leyte began. In response, the Japanese sortied effectively their entire remaining fleet including the two super-battleships *Yamato* and *Musashi* in what would numerically be the largest naval battle in history, the Battle of Leyte Gulf. Despite a strategic error by American Admiral Halsey that left the invasion beaches only lightly defended, the Japanese fleet was once again defeated, with the surviving ships unable to play a major role in the rest of the war.

By December 1944, Allied forces were in control of Leyte, though pockets of resistance fought on for months. On 9 January 1945, Allied forces invaded Luzon with the ultimate intent of liberating the Philippine capital, Manila. The Battle of Manila itself began in February and witnessed the most brutal urban fighting of the Pacific War. Vindictive Japanese soldiers massacred over 100,000 Filipino civilians during the battle. Though mopping up would take months, Manila was secured by 4 March 1945. Allied casualties were 13,000 killed in action and another 50,000 wounded, but continuing the pattern seen in the rest of the Pacific war, Japanese casualties were nothing short of staggering with over 330,000 killed in action.

## IWO JIMA

As the war moved ever closer to the mainland, Japanese resistance stiffened. The battle for the small island of Iwo Jima, Operation Detachment, would become one of the bloodiest of the Pacific War. The U.S. Marines would fight a protracted campaign from 19 February 1945 to late March. Fighting was often in very close quarters, as the island was honey-combed with interlocking defences. The photograph of the

Marines raising the American flag on Mount Surabachi has become not only an icon of the battle, but the American war in the Pacific as well. Once again, the Japanese garrison of roughly 22,000 had to be reduced to virtually the last man.

## OKINAWA

From Iwo Jima, the next major Allied target in the Pacific was Okinawa. Recognizing its strategic importance as a staging area for an invasion of the Japanese mainland, the Americans ultimately committed a quarter of a million combat troops to the operation. The invasion began on 26 March 1945, and quickly degenerated into a slow slogging match as the Japanese defenders were pushed back. In an effort to break the American fleet support, the Japanese used frequent *kamikaze* attacks and even sortied what remained of their fleet, including the *Yamato*, in what was effectively a naval *kamikaze* attack called operation Ten-Go. While the Japanese air and sea attacks caused some damage, their net effect on the American and British fleets was negligible.

Okinawa itself would hold out until 23 June 1945, but by that time most of the island had been levelled during the slow trench fighting. As many as 150,000 Okinawan civilians either committed suicide or were killed by the retreating Japanese. In spite of the devastation, the Americans had secured anchorages, staging grounds, and forward air bases for the upcoming invasion of Japan, Operation Downfall. The staggering number of American casualties, between 65,000 and 80,000 wounded with 10,000 to 12,000 dead, led military planners to seek alternatives to invasion to force Japan's surrender.

## JAPAN'S FINAL DEFEAT

Japan's war situation in mid-1945 was beyond hopeless. American bombers were ravaging the mainland with fire-bombing attacks, unrestricted submarine warfare destroyed vital supply and military convoys, the Chinese were on the offensive and had secured most of southern China, and the Allies had begun mopping up Japanese forces in Southeast Asia and the South Pacific. Then on 6 August 1945, a B-29 Superfortress named *Enola Gay* dropped an atomic bomb on Hiroshima. Three days later, another B-29 named *Bockscar* dropped a second bomb on Nagasaki. That same day, the Soviet Union fulfilled its promise to enter the Pacific War 90 days after cessation of hostilities in Europe with a massive invasion of Japanese-held Manchuria. One and a half million veteran Soviet troops with modern equipment quickly brushed aside the Japanese defenders.

Though the importance of the atomic bombs and the Soviet entry into the war continues to be debated today, the combination of these events finally broke Japan's political deadlock.

Though the Cabinet could not come to a consensus on accepting the Allied surrender terms, Emperor Hirohito asserted control and at noon on 15 August (Japanese time) he formally surrendered using his prerogative as head of state. In the end the war had been a disaster for the Japanese – the country lay in ruins and over 2 million soldiers and 600,000 civilians had lost their lives. The occupation of Japan under General MacArthur began on 28 August, and the formal instrument of surrender was signed on 2 September, finally ending over a decade of near continual conflict.



## INTER-SERVICE RIVALRIES

The militaries of most nations exhibit at least a friendly rivalry between the branches. In Imperial Japan, however, the inter-service rivalry was far more hostile and had a profound impact on the nation's expansionist plans and political agenda. Seeking raw materials and resources to supply the nation's industry, Japan looked both north to Siberia and south to the Western colonies of the Pacific. The former plan was favoured by the Imperial Army, but its humiliating defeat at the hands of the Soviet Union resulted in the Imperial Navy gaining political advantage. The Imperial Navy's Southern Expansion Doctrine, *Nanshin-ron*, would lead to Japan's entry into World War II. Cooperation between the Japanese Imperial Army and Imperial Navy was limited, and each would maintain their own distinct air and ground forces and organizations through the war.

## IMPERIAL ARMY

The Imperial Army was in many ways organized along similar lines as its Western counterparts. Japanese terminology, however, was different and led to a great deal of confusion early in the war. The term *Gun*, literally meaning army, used alone actually referred to a unit roughly the size of a Western corps. Larger formations like an army group or field army were termed *So Gun* and *Homen Gun* respectively. At the divisional level, Japanese organization was far more conventional. Over the course of the war, the Japanese formed over 220 divisions. With the exception of four armoured and one airborne division, all of these divisions were infantry divisions.

Before 1938, most Japanese divisions were 'square' divisions with four regimental elements, but later divisions were raised as 'triangular' divisions with three regimental elements. These triangular divisions made up the bulk of the Imperial Army. In addition to its infantry regiments, the typical Type 'B' infantry division included its own field artillery, engineers, cavalry, and transport regiments. The Japanese also fielded two other types of infantry divisions, Type 'A' and Type 'C.' The Type 'A' division was reinforced with additional artillery, including 105mm and 150mm guns. Conversely the Type 'C' division was typically stripped of most or all of the supporting regiments and functioned as a pure infantry force. Roughly 35 infantry divisions fought in the South Pacific during World War II

Japanese armoured formations deployed to the Pacific were typically tank regiments, *Sensha Rentai*, rather than full armoured divisions. The four armoured divisions were deployed either in Manchuria or held for defence of the home

islands, but some formations were stripped off to defend the key areas in the Pacific as the overall war situation deteriorated. The remnants of the Japanese 2<sup>nd</sup> Tank Division, for example, were committed to the fighting in the Philippines where they were annihilated. The exact composition of Japanese tank regiments varied, but in general each would consist of one light and three medium tank companies with a total strength of roughly 50 tanks – 20 light and 30 medium. Given the limits of Japanese industry, however, this paper strength was rarely maintained.

## IMPERIAL NAVY

The Imperial Navy maintained its own infantry force, the Special Naval Landing Forces (SNLF). The Allies generally equated the SNLF with the US Marines, but in fact it was a smaller force wholly under the auspices of the Imperial Navy. Individual SNLF formations typically numbered between 800 and 1600 men, roughly the size of a large battalion. Over 20 naval landing forces were maintained, with the infantry forces being raised at Japan's major naval bases at Kure, Maizuru, Sasebo, and Yokosuka.

Naval infantry formations used many of the same weapons as the Imperial Army, but maintained independent supply lines as the Imperial Army arsenals gave the Imperial Navy far lower priority. Notable exceptions could be found in the use of 76mm naval guns as artillery, naval anti-aircraft armament being adapted to land use, and some small arms. The Imperial Navy also maintained an independent armoured force with groups focused both on land support and amphibious landings. The land support element used the normal range of Japanese tanks, including the Type 89 and Type 97 medium tanks as well as the light Type 95 tank. The SNLF, however, fielded a unique amphibious tank, the Type 2 Ka-Mi.

## FIGHTING IN THE PACIFIC

Given the relative size of the Japanese Imperial Army's ground forces versus the Imperial Navy's ground forces, the majority of the fighting on land in both the Pacific and Asian theatres of the war was carried out by the Imperial Army. In contrast, the Imperial Navy saw the SNLF as an elite force which should be reserved for difficult assignments. The Imperial Navy also believed the SNLF was vital for controlling their anchorages, especially outside of Japan, rather than being dependent on the Imperial Army. As the war progressed, however, the overall quality of the troops being committed to battle dropped in both the Imperial Army and Imperial Navy.





# JAPANESE SPECIAL RULES

## BUSHIDO

The Japanese Army was deeply imbued with concepts of bushido, the way of the warrior, or the samurai code.

### BANZAI CHARGE

Japanese soldiers are the epitome of 'do or die'. The shame of failure is so great that they would rather commit suicide in one final charge than survive. The enemy were often alerted to these charges by the soldiers getting their courage up by chanting 'Banzai!'—'Ten thousand years!', part of a blessing wishing the Emperor ten thousand years.

*Whenever an assaulting Japanese Platoon (unless it has one or more Tank teams) is forced to Fall Back by Defensive Fire, immediately roll a Motivation Test.*

*If the platoon passes, it is no longer Pinned Down and must attempt to carry on with the Assault. The enemy immediately shoots again in Defensive Fire as if this was a new Assault. If the Japanese platoon is not forced to Fall Back this time, it carries on the Assault as normal. If it is forced to Fall Back a second time by the enemy's Defensive Fire, it remains Pinned Down and Falls Back as normal.*

*Otherwise, the platoon remains Pinned Down and Falls Back as normal.*

### KENDO

Swordsmanship has always been an important part of samurai culture. A Japanese officer (even in a tank) is not properly dressed without his sword.

*If there are no enemy Tank teams or Bunkers within 2"/5cm of a Sword team, the Sword team hits on 2+ in Assaults.*

### NO SURRENDER

A Japanese commander and his men dare not suffer the dishonour of defeat and will keep fighting beyond the point when any other nation's forces would have fled the battlefield.

*Unlike normal, when a Japanese force fails a Company Morale Check, the game does not immediately end.*

*Instead all Independent teams (but not Warrior teams) are immediately Destroyed, and all Warriors and platoons draw on their Seishin (using the Seishin rule) as if they had failed a Platoon Morale Check.*

*Platoons in Reserve continue to arrive as normal, but upon arrival immediately draw on their Seishin.*

*If the Japanese player starts a turn with all Japanese teams on the table Destroyed, the game ends following the rules for Failing Company Morale on page 274 of the rulebook.*

### SEISHIN

Japanese military doctrine believed strongly in *Seishin* or strength of will and spirit. Commanders had an unbending faith in the superior loyalty and morale of their men to overcome the matériel superiority of the enemy. When called to do what would seem impossible to a western soldier, the Japanese soldier would do it with unflinching loyalty.

*If a Japanese Platoon fails a Platoon Morale Check, it is not automatically Destroyed. Instead it draws on its Seishin and remains on the table and fights on.*

*When a platoon draws on its Seishin all of its Tank and Independent teams are immediately Destroyed and its Gun teams become Rifle teams for the rest of the game. All other teams continue fighting.*

*A platoon that has drawn on its Seishin automatically passes all Motivation Tests they are required to take aside from platoons that have a Sole Surviving Infantry team, which must still pass Sole Survivor Motivation Tests as normal.*

*In the Movement Step a platoon that has drawn on its Seishin and that is not within 8"/20cm of either the nearest Objective you must take to win the game, or the nearest Objective you must hold to stop the enemy winning the game, must move their full Movement Distance towards either of these Objectives until they are within 8"/20cm of it. If already within 8"/20cm of an Objective they may move, as long as they do not end their movement further than 8"/20cm away from the Objective. They may never Move at the Double or Dig-in.*

*In the Shooting Step a platoon that has drawn on its Seishin must move again as if it is the Movement Step instead of Shooting.*

*In the Assault Step a platoon that has drawn on its Seishin must launch an Assault if they can. They must always Counterattack rather than Break Off.*

*If a platoon that has drawn on its Seishin has no Platoon Command team, immediately replace any other team in the platoon with the original Platoon Command team.*



**HUMAN BULLET DIAGRAM**

Nikuhaku teams that have no enemy tanks within 2"/5cm roll one die as normal, and a roll of 1 has no effect.



Nikuhaku teams that have enemy tanks within 2"/5cm roll 4 dice in the Assault. All hits Must be assigned to tank teams, and May not be assigned to infantry teams.

This Nikuhaku team has 2 tanks within 2"/5cm, and rolls a 1, 4, 4, and 5, scoring 3 hits. The Nikuhaku team has the improvised tank assault rule, so the roll of 1 means that the team is destroyed. the three hits must still be allocated to the tanks within 2"/5cm.

**HUMAN BULLET**

The Japanese plan for dealing with tanks was simple. They formed *Tokkō* or 'special attack' teams equipped with Molotov Cocktails and mines, relying on the superior moral fibre of the Japanese soldier to overcome matériel superiority. The attacks by these men were know as *Nikuhaku Kōgeki* or 'human bullet assaults' because the men's determination to destroy the tank transformed them into weapons.

*If a Japanese Platoon containing Nikuhaku teams fails a Motivation Test for Tank Terror (page 143 of the rulebook) the Japanese platoon may instead continue the assault and any teams other than the Nikuhaku teams in the Japanese platoon become Non-Assaulting Teams.*

*If there are enemy Tank teams within 6"/15cm of Nikuhaku teams the following rules apply:*

*If an assaulting Japanese platoon with Nikuhaku teams is forced to Fall Back by Defensive Fire after the Banzai Charge rule is applied, the Japanese platoon does not Fall Back. Instead the Japanese platoon containing Nikuhaku teams continues the Assault. However, all teams other than the Nikuhaku teams immediately move as if the platoon was forced to Fall Back by Defensive Fire and become Non-Assaulting Teams.*

*If a Japanese platoon containing Nikuhaku teams fails its Motivation Test to Counterattack, the Japanese platoon will still Counterattack. However, all teams other than Nikuhaku teams in the Japanese platoon become Non-assaulting Teams and must immediately move as if the platoon was forced to Break Off.*

*If a Nikuhaku team is within 2"/5cm of an enemy Tank team when it Rolls to Hit in Assaults they roll 4 dice per team. These hits may only be assigned to enemy Tank teams. If there are no enemy Tank teams within 2"/5cm, they roll one die per team as normal. Nikuhaku teams are rated Improvised Tank Assault 5 (see page 169 of the rulebook).*





## BANNERS

The Japanese carried 'rising sun' banners into battle, inspiring them to the great deeds of the samurai of the past, ignoring casualties as unimportant.

*The first hit from enemy shooting in the Shooting Step does not count towards Pinning Down a Japanese platoon with Banners. Likewise, the first hit from an Artillery Bombardment, Air Support, or Flame-throwers does not count for Pinning Down. For example, an enemy Artillery Bombardment needs to hit two teams to Pin Down a Japanese platoon with Banners.*

*As usual the first hit from an enemy Sniper Pins Down a platoon, even if it has Banners.*

*A Japanese platoon with Banners also does not count the first hit from Defensive Fire when determining if it will Fall Back, so it requires six hits to make it Fall Back rather than five before it is immediately Pinned Down and forced to Fall Back (see page 154 of the rulebook).*

## REGIMENTAL STANDARD

The Japanese carried their regimental standards into battle. They valued these flags above all else.

*A platoon with the same title as the Company HQ that has been Joined by the Regimental Standard automatically passes all Motivation Tests. For example, only platoons with Hohei in their platoon title, such as Hohei Platoons or Hohei Battalion Gun Platoons, benefit from being joined by a Regimental Standard from a Hohei Chutai HQ.*

*If the Regimental Standard is Destroyed, immediately Destroy a Japanese Infantry team from a platoon with the same title as the Company HQ within 4"/10cm instead, leaving the Regimental Standard unharmed. However, the Regimental Standard team is no longer a 2iC Command team, but remains a Warrior and a Regimental Standard Sword team.*

*The Regimental Standard rules do not apply to Company Morale Checks.*

## TACTICS

The Japanese had a unique approach to battle, reflected in their tactics:

### HELL BY DAY, PARADISE BY NIGHT

The Japanese trained hard for night attacks, rarely attacking in daylight. Often if the enemy threatened to attack Japanese troops, the Japanese would launch their own attack the night before to catch the enemy off guard.

*Players commanding a Japanese Sensha Rentai or a Hohei Chutai may elect to use the Always Attack special rule.*

*If a Japanese company is the Attacker in any type of mission, including Meeting Engagements, the Japanese player may choose to use the Dawn rules (see page 273 of the rulebook).*

*If the opposing force uses the Time Of Day rules on page 273 of the rulebook, both players roll a die and the player with the highest score uses their time of day rules.*

### ENVELOPMENT

The Imperial Japanese Army put great emphasis on enveloping attacks, using the cover of terrain or night to move around the flanks of an enemy before launching an attack.

*Japanese Infantry teams, Man-packed Gun teams, and Light Gun teams may Move at the Double through Rough Terrain as well as at Night.*

*Japanese Tank teams may move their full move up to a maximum of 12"/30cm while moving at Night (instead of the normal 8"/20cm).*

## ARTILLERY

### FIRE BURSTS

Japanese artillery relied on rapid bursts of fire from limited numbers of guns. This conserved ammunition and made good use of their very limited artillery resources. Japanese artillery operates in sections of one or two guns.

*When firing two-gun Artillery Bombardments Japanese Hohei Battalion Gun Platoons, Hohei Regimental Gun Platoons, and Field Artillery Batteries do not re-roll hits. Single gun batteries still retain the +1 penalty on the roll To Hit (see page 131 of the rulebook).*

*A Heavy Field Artillery Battery does not use the Fire Bursts special rule.*

### TYPE 92 70MM BATTALION GUN

Before the widespread introduction of the medium mortar to the Imperial Japanese Army, the Type 92 70mm battalion guns filled a similar role.

*When firing bombardments a Hohei Battalion Gun Platoon may re-roll the first failed attempt to Range In like mortars (see page 129 of the rulebook).*



## TANKS

### DUTY TO THE END

Japanese tank crews viewed their tanks as their honour and would not abandon them under any circumstances. They often defended their damaged tank with a dismounted machine-gun.

*Bogged Down and Bailed Out Japanese Tank teams are not ignored in Platoon Morale Checks, counting as still fighting. They can shoot their Japanese Turret MG or Co-ax MG and fight in Assaults, but cannot move to Counterattack or Break Off. They are not required to make a Bogging Check if making a Counterattack in Rough Terrain.*

*Enemy platoons Assaulting or Counterattacking Bogged Down or Bailed Out Japanese Tank teams do not ignore them for the Tank Terror rule on page 143 of the rulebook or the Must Test if Assaulted by Tanks on page 162 of the rulebook. They take a Motivation Test as if the Japanese tanks are still operational. Bogged Down or Bailed Out Japanese Tank teams also prevent enemy Assaulting Platoons from Winning if within 4"/10cm, as if they were still operational.*

*In all other respects they are treated as Bogged Down or Bailed Out, such as being Captured and Destroyed if their platoon Breaks Off from an Assault.*

### HIP SHOT

Japanese tank commanders like to close with the enemy and to keep moving. Their gunners would fire on the move, 'firing from the hip' as targets presented themselves.

*If they moved in the Movement Step, Japanese Tank teams may re-roll failed To Hit rolls when shooting with their Type 94 37mm, Type 90 57mm, or Type 1 47mm main gun, provided the easiest team to hit in the target platoon is within 16"/40cm.*

*Captured M3 Stuart tanks do not use the Hip Shot special rule.*

### JAPANESE TURRET MG

Japanese tanks were often fitted with a rear mounted machine-gun. They used this by swinging the whole turret around to fire it at the enemy to their front. This meant, of course, that they could not fire the main gun while they fired the turret MG and the gunner must shift positions in the tank to operate it.

*A Japanese Turret MG has an all-round Field of Fire, but cannot fire at the same time as the vehicle's Main Gun.*

## YOSAI HOHEI CHUTAI SPECIAL RULES

A Yosai Hohei Chutai (see page 24) used all of the Japanese Special rules above in addition to the following *Dug-in Tanks* and *Prepared Defence* special rules.

### DUG-IN TANKS

As the Japanese found themselves more and more on the defence they began to emplace their tanks as part of their field defences.

*Tank teams in a Yosai Hohei Chutai may begin the game in Tank Pits, even in a Mission without the Prepared Positions special rule. If you do this, all the Tank teams in a platoon that begins the game on table must be placed in Tank Pits.*

*Platoons with Tank teams not placed in Tank Pits must be held in Reserves as stipulated in the mission. In missions that do not normally have any form of Reserves, the platoon starts the games in Reserves (see page 268 of the rulebook).*

### PREPARED DEFENCE

The Japanese always prepared well for an attack, making sure they had foxholes, trenches and other protection for their infantry and guns.

*All the Infantry and Gun teams in a Yosai Hohei Chutai may begin the game Dug-in, even in a Mission without the Prepared Positions special rule.*



## PACIFIC AND LATE-WAR POINTS

The isolated nature of the Pacific Theatre of Operations and the slow development of weapon technology by the Japanese meant the power and effectiveness of the weapons in the Pacific seem somewhat out of balance with what was being used in Europe at the same time. This led to some weapons, like the Sherman tank, having a greater impact for a longer time than in Europe.

We also realised many gamers will also want to pit their Pacific forces against forces from Europe. To cover this you

will find two point levels for each platoon, one for the Pacific War, intended for playing games within the context of the Pacific Theatre, and Late-war, with points compatible with any other Flames of War forces with Late-war points.

Pacific War Points are also compatible with Early-war Points, although not all the equipment was available in the Early-war (1939-1941).

Whatever points option you select, you and your opponent's forces must be entirely selected from that points option.



# HOHEI CHUTAI

INFANTRY COMPANY

INFANTRY COMPANY

HEADQUARTERS

HEADQUARTERS



Hohei Chutai HQ

13

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be from either an experienced (marked **V**) or inexperienced (marked **1**) division. All platoons with either of these symbols must be from the same symbol you selected.

COMBAT PLATOONS

INFANTRY



Hohei Platoon

13

INFANTRY



Hohei Platoon

13

INFANTRY



Hohei Platoon

13

WEAPONS PLATOONS

MACHINE-GUNS



Hohei Machine-gun Platoon

14

Hohei Weapons Platoon

14

MACHINE-GUNS



Hohei Machine-gun Platoon

14

ARTILLERY



Hohei Battalion Gun Platoon

15

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK



Hohei Rapid-fire Gun Platoon

16

ARTILLERY



Hohei Regimental Gun Platoon

16

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Tank Platoon

35

Ka-Mi Sensha Platoon

29

ANTI-TANK



Self-propelled Gun Platoon

34

Hohei Rapid-fire Gun Platoon

16

INFANTRY



Hohei Platoon

13

Engineer Platoon

36

TRANSPORT



Transport Platoon

15

RECONNAISSANCE



Recon Tankette Platoon

37

Scout Platoon

37

ARTILLERY



Medium Mortar Platoon

38

ARTILLERY



Field Artillery Battery

38

ARTILLERY



Heavy Field Artillery Battery

39

Heavy Anti-aircraft Platoon

40

Naval Gunfire Support

41

ANTI-AIRCRAFT



Light Anti-aircraft Platoon

40

AIRCRAFT



Air Support

42

Naval Air & Sea Support

41

## JAPANESE MILITARY TERMINOLOGY

Hohei (Infantry)

Taisa (Colonel)

Sensha (Tank)

Tai-I (Captain)

Rentai (Regiment)

Chu-I (First Lieutenant)

Chutai (Company)

Gunsō (Sergeant)

Yōsai (Fortified)

Gochō (Corporal)



## MOTIVATION AND SKILL

Many Japanese regiments that fought in the Pacific were vastly experienced, having fought in China and Manchuria. Though the demands of jungle and island fighting were different, they adapted quickly. An experienced Hohei Chutai is rated as Fearless Veteran.

On the other hand, newly raised divisions were trained, formed, and sent into combat in an ever expanding war. They would see their first combat in the heat of the Pacific. An inexperienced Hohei Chutai is rated as Confident Trained.



RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

## HEADQUARTERS

### HOHEI CHUTAI HQ

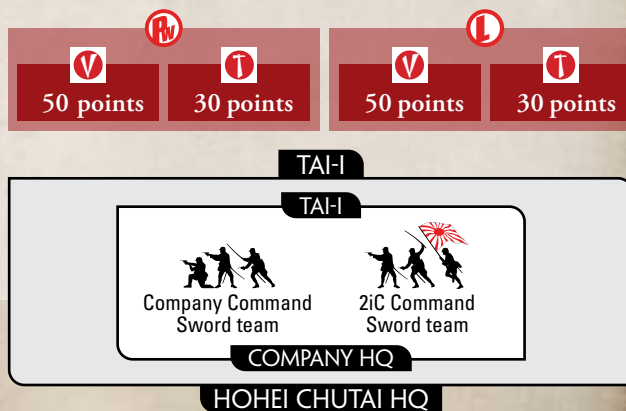
#### HEADQUARTERS

Company HQ

#### OPTIONS

- Add Regimental Standard to 2iC Command Sword team for +75 points.
- Add up to three Sniper teams for +50 points per team.

The officers of a Hohei Chutai (Infantry Company) were armed with swords based on the *katana* carried by the legendary samurai. Some wealthy officers would actually wield heirloom weapons in battle.



## COMBAT PLATOONS

### HOHEI PLATOON

#### PLATOON

HQ Section with:

3 Rifle Squads  
2 Rifle Squads

Add light Mortar team to HQ Section for:

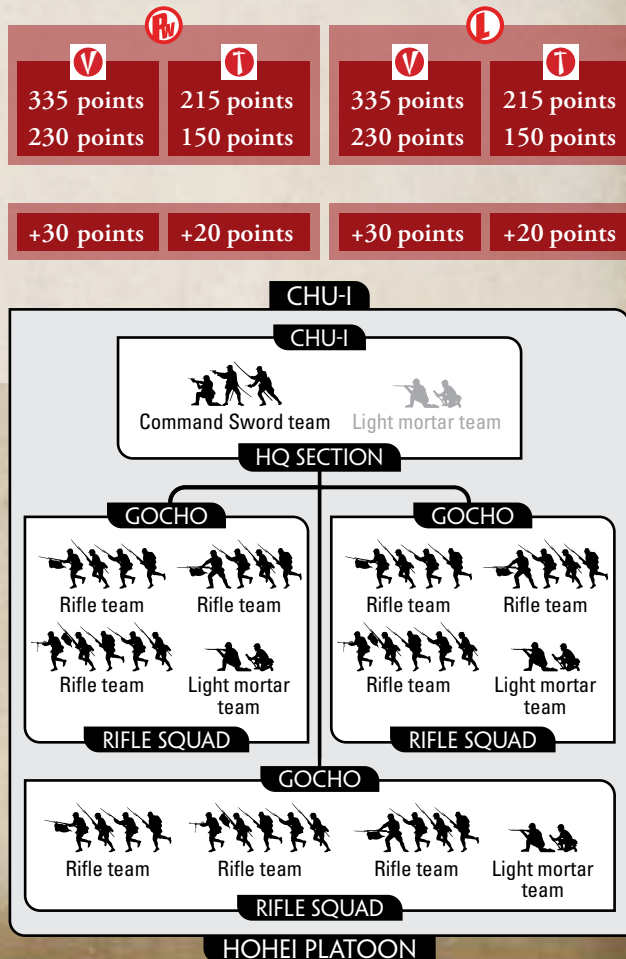
Light Mortar team

#### OPTION

- Model the teams in your platoon with Banners for +25 points for the platoon.

*You may replace up to one Rifle team per Rifle Squad with a Nikuhaku team at the start of the game before deployment.*

The Japanese riflemen has had a focused training regime that emphasises the spiritual aspects of fighting, such as certainty in victory, loyalty, and patriotic duty. The spirit of the offensive is instilled in every soldier, and tactical training concentrates on infantry combat and hand-to-hand fighting. The average rifle platoon is armed with either the 6.5mm Type 38 rifle or the more powerful 7.7mm Type 99 rifle. Infantry platoons are also typically armed with the 50mm Type 89 Grenade Discharger also known as the 'knee mortar.' This American nickname was based on the misconception that the weapon could be fired from a kneeling position by placing the curved baseplate over the thigh – a misconception that led to at least one American serviceman receiving a compound fracture of the femur!





# WEAPONS PLATOONS

## HOHEI MACHINE-GUN PLATOON

### PLATOON

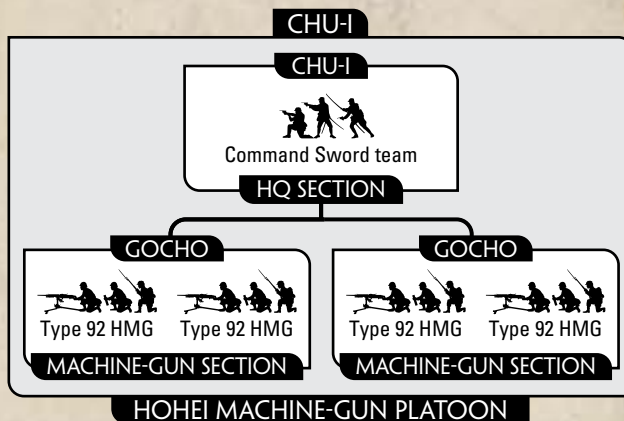
HQ Section with:

- 4 Type 92 HMG
- 2 Type 92 HMG

<b>V</b>	<b>PW</b>	<b>V</b>	<b>L</b>
160 points	110 points	160 points	110 points
85 points	60 points	85 points	60 points

*Hohei Machine-gun Platoons may make Combat Attachments to Hohei Platoons.*

Having used the French Hotchkiss *Modele 97* to great effect during the Russo-Japanese war, the Japanese decided to develop a licensed version of its successor the *Modele 1917* which became the Type 3 Machine Gun. Rather than sticking with the original French calibre, the Japanese converted the design to their then standard 6.5mm calibre. This resulted in numerous changes in the weapon including a built-in oiler to aid extraction and additional cooling fins. Experience in China again showed that the 6.5mm round was inadequate, so the design was upgraded to 7.7mm, creating the Type 92 Machine Gun. Both the Type 3 and the Type 92 had a relatively low rate of fire (as compared to the machine guns of other nations) leading to them being nicknamed 'Woodpecker' by American forces.



## HOHEI WEAPONS PLATOON

### PLATOON

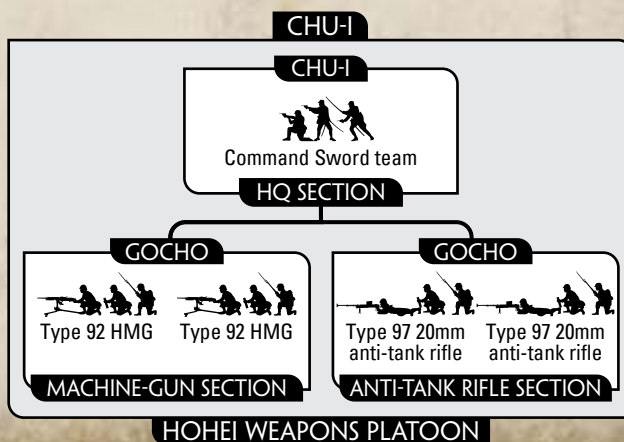
HQ Section with:

- 2 Type 92 HMG & 2 Type 97 20mm anti-tank rifle
- 2 Type 92 HMG
- 2 Type 97 20mm anti-tank rifle

<b>V</b>	<b>PW</b>	<b>V</b>	<b>L</b>
135 points	90 points	120 points	80 points
85 points	60 points	85 points	60 points
60 points	40 points	45 points	30 points

*Hohei Weapons Platoons may make Combat Attachments to Hohei Platoons.*

In addition to the tripod mounted machine guns, infantry companies would also frequently utilize the 20mm Type 97 anti-tank rifle. Accepted into service in 1937, the Type 97 was a semi-automatic cannon which could be carried by two men. However, given the large calibre and relatively low weight, the recoil produced by the weapon was violent. Designed to combat Soviet tanks like the T-26 and BT, the Type 97 received its baptism by fire at Nomonhan. Although the Type 97 was obsolete as an anti-tank gun by 1942, it continued to see use in front line service as a heavy infantry support weapon through the rest of the war.





## HOHEI BATTALION GUN PLATOON

### PLATOON

HQ Section with:

2 Type 92 70mm

### OPTION

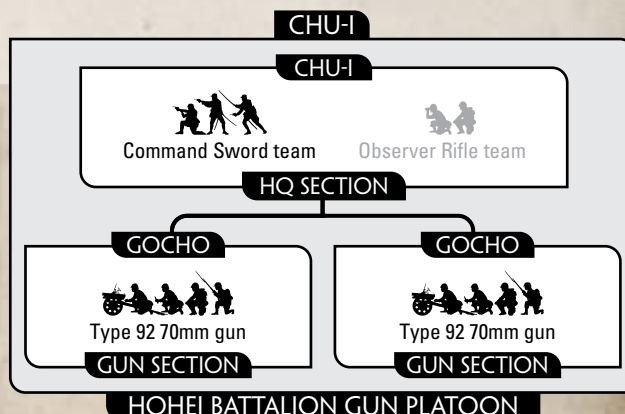
- Add Observer Rifle team for +15 points.

*Hohei Battalion Gun Platoons may re-roll the first failed attempt to Range In like mortars (see page 129 of the rulebook).*

*Hohei Battalion Gun Platoons use the Fire Bursts special rule on page 13.*

Japanese infantry battalions were universally equipped with a battery of two 70mm Type 92 guns. The gun was compact and could be transported intact by horses, human power, or it could be broken down and carried by pack animals or individual soldiers. This provided the Japanese with highly portable artillery that could be deployed in areas inhospitable to larger guns. With a short gun barrel only nine calibres

V	T	V	T
70 points	50 points	65 points	45 points



long, the resulting howitzer was utilized in both direct and indirect fire modes generally with high-explosive, shrapnel, or smoke rounds.

## SUPPORT PLATOONS

### TRANSPORT PLATOON

#### PLATOON

8 Isuzu 1.5-ton trucks

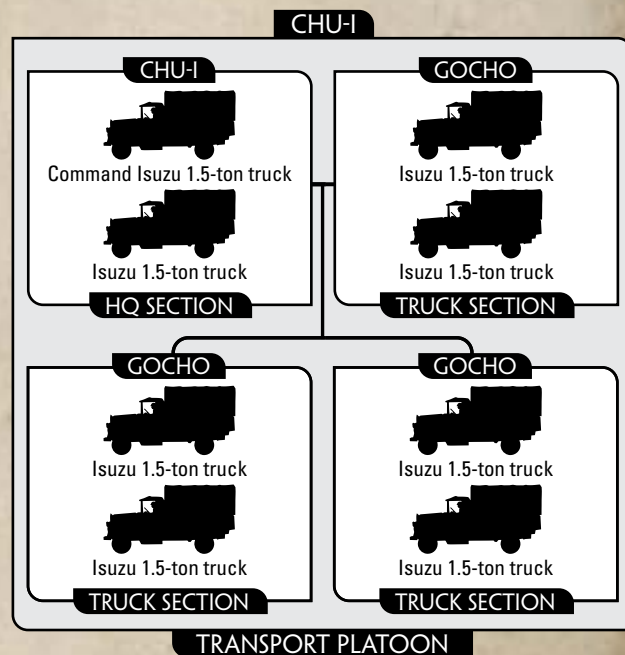
6 Isuzu 1.5-ton trucks

4 Isuzu 1.5-ton trucks

*A Transport Platoon follows the rules for Transport Platoons on pages 47 to 48 of the rulebook.*

Although Japan had industrialised rapidly, it lagged behind most of the other major powers in terms of motorised vehicles. Furthermore, the Japanese Army had failed to modernise, and even after the outbreak of war in China lacked a motorised infantry transport. An investigation of available types resulted in the selection of the civilian Isuzu 1.5 ton truck which had been introduced in 1937. The Isuzu truck was rugged, but the engine only powered the rear wheels that limited its cross-country mobility.

V	T	V	T
35 points	30 points	35 points	30 points
30 points	25 points	30 points	25 points
25 points	20 points	25 points	20 points





## REGIMENTAL SUPPORT PLATOONS

### HOHEI RAPID-FIRE GUN PLATOON

#### PLATOON

HQ Section with:

2 Type 94 37mm

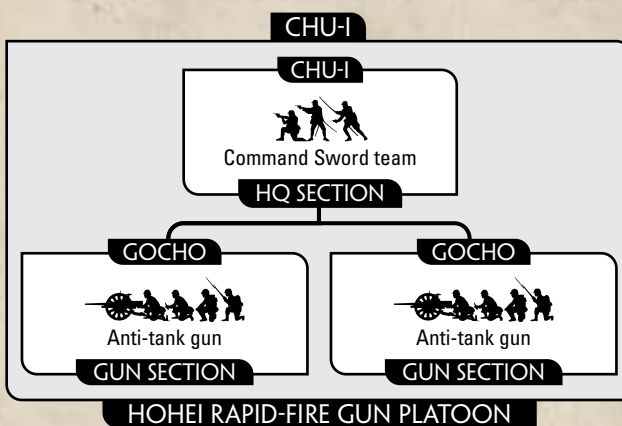
2 Type 1 37mm

2 Type 1 47mm

Platoon		Company	
	90 points		60 points
	115 points		75 points
	155 points		105 points
	45 points		30 points
	50 points		35 points
	55 points		40 points

In 1939, Japan's primary anti-tank weapon was the 37mm Type 94 quick-firing gun which served as both an anti-tank gun and an infantry support gun. The 37mm calibre anti-tank gun was common in Western armies as at the outbreak of hostilities when most tanks were relatively thinly armoured. However, while the development of more capable armoured vehicles proceeded at a rapid pace in the European theatre, the Japanese were somewhat slow to recognise how far their tanks and anti-tank guns were falling behind. While the 37mm Type 94 was somewhat effective against Soviet armour at Nomonhan, the gun was only capable of penetrating 40mm of armour, and that was at close ranges. The Japanese therefore began developing improved models, but progress was slow.

The first new model was the 37mm Type 1 introduced in 1941. The 37mm Type 1 was essentially a lengthened 37mm Type 94 which showed limited improvements in capability over its predecessor – with the new gun barely being able to engage an M3 Stuart light tank on even terms and being virtually useless against an M4 Sherman. Somewhat confusingly, the Japanese also produced another 'Type 1' anti-tank



gun, this one the 47mm Type 1. The Japanese believed the 47mm gun (a similar calibre of gun used by the Soviets at Nomonhan) would be effective against any tanks supplied to the Chinese and the expected light tanks which would be fielded by the Allies in any Pacific War. All three models of anti-tank guns soldiered on with Japanese forces until the end of hostilities.

### HOHEI REGIMENTAL GUN PLATOON

#### PLATOON

HQ Section with:

2 Type 41 75mm

1 Type 41 75mm

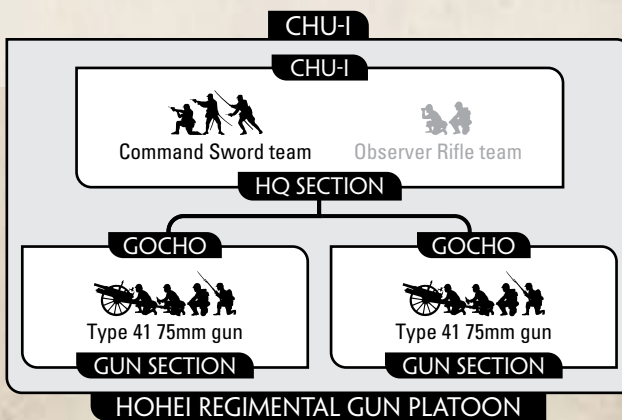
Platoon		Company	
	150 points		105 points
	135 points		90 points
	75 points		55 points
	70 points		50 points

#### OPTION

- Add Observer Rifle team for +15 points.

*Hohei Regimental Gun Platoons use the Fire Bursts special rule on page 13.*

The Japanese Type 41 75mm gun was a licensed copy of the Krupp M.08 mountain gun. Initially used in the same role as the Krupp gun, the Type 41 was later superseded by a more modern weapon and the Type 41 was relegated to serving as a regimental gun. With a large crew of thirteen, the weapon could fire a variety of ammunition types with good accuracy to a range of roughly 7,000 metres. The weapon was reasonably portable and could be broken down and carried by its crew.





# JAPANESE TACTICS

As a young industrial power, Japan lacked the infrastructure to produce arms and armaments in the volumes needed for a protracted war against a Western power. Recognising this fundamental weakness, the Japanese military operated under the principle that their forces must attack first, achieve surprise, and annihilate the enemy else the materiel advantages of any Western force would ultimately carry the day. Japan therefore focused its attention on creating a highly capable infantry force, relying on its soldiers' strength of will and devotion to the Emperor rather than advantages in equipment. Attack was so central to the Japanese way of thinking that the concepts of defence, retreat, and surrender were deleted from Japanese tactical manuals in the late 1930's.

The forging of this infantry force began with a strict and exceptionally brutal training regimen. All men between the ages of 17 and 40 were eligible for military service, and being called up to serve the Emperor was to be considered a great honour. In addition to instilling unquestioning loyalty and respect for the chain of command, the training was designed to develop a sense of spiritual superiority (*seishin*) which would carry the day over the Western powers. Though Japan remained a very class-driven society, where the gulf in power between an officer and enlisted man was gigantic, officers were expected to be physically and mentally superior to the soldiers under their command and typically operated further forward than in Western armies.

Though Japanese forces focused on the offensive, regulations admonished against costly frontal assaults. Meeting engagements were typically initiated by large advance guard formations, and once the enemy had been located, the main body would be committed either piecemeal or *en masse* depending on battlefield and tactical conditions. Infantry committed to the attack would generally not congregate in assembly areas, but would be committed immediately along fairly narrow frontages in an attempt to create local breakthroughs in the enemy lines. Where possible, the Japanese preferred flanking attacks and envelopment of the enemy formation.

## PLANNED OFFENSIVES

Planned offensives were typically conducted at night, especially against strong enemy positions. That being said, the planning phase of any Japanese offensive operation was typically quite short with many planned attacks occurring within hours of first contact with the opposing force. The Japanese saw the speed of the attack as paramount – generally to prevent the enemy from fortifying its position. Plans were generally simple, relying on a three-pronged strategy, with one prong designated as the primary axis of advance.

At the outset of these offensives, engineers would move forward under the cover of darkness to clear wire and other obstacles for the three prongs of the advance. Once the paths were clear, the Japanese would attack with artillery support in company strength to clear the first line of defence. Subsequent waves would continue to press home the attack. In some cases the attacks would have cavalry and/or armoured support. One

major drawback of this strategy was, however, that it allowed little time for adequate reconnaissance and never considered the human cost in casualties to the army itself.

## TANKS

If anything, Japanese tankers were more aggressive on the attack than their counterparts in the infantry. Japanese armour would generally race out ahead of accompanying infantry. If the tanks encountered obstacles, the crews would dismount and clear the obstacles themselves – even if that meant attacking defenders with small arms. Though training emphasised the importance of hitting a target with the first shot, in practice the accuracy of Japanese tank guns was low, and the Japanese therefore relied on mass-fire and firing on the move to saturate enemy positions. As the war progressed, the thin armour of Japanese tanks resulted in liberal use of camouflage and hull down positions. On occasion the Japanese would even resort to the use of indirect fire with the tank's main gun while completely behind cover to protect their position.

## STRATEGIC COST

Japanese tactical and strategic doctrine allowed its military to make rapid advances on many fronts in the South Pacific and against the more poorly equipped Chinese forces from late 1941 through to August 1942. Japan's success was to be short lived, however, as despite its territorial gains, it failed to achieve the quick victory over the Western Allies it needed. By August 1942, the Americans had launched their first counter-offensive at Guadalcanal, forcing Japan into a war of attrition for which it was ill suited.

Even when nominally on the defensive, Japanese combat regulations focused on a doctrine of attack. Enemy offensives were to be met with a passive defence which was to delay the enemy until reinforcements arrived and offensive operations could be resumed. In practice, however, the Japanese conducted a very active defence. In the early stages of the Allied offensive, the Japanese attempted to destroy the enemy on the beaches. However, given the size of their new far-flung empire, they simply lacked the manpower to defend every coastline. (See page 29 for more on defensive tactics).

## A VERY DIFFERENT SOLDIER

The soldiers of the Imperial Japanese Army were in many ways very different from their counterparts in Western armies. Though Japanese organisation and equipment was in many ways analogous to other combatants, Japanese training and most importantly mindset was quite different. The Japanese soldier was instilled with a sense of will and purpose which allowed him to achieve feats of endurance not initially thought possible by the Western powers. This sense of will, however, would ultimately work against the Japanese military as despite the training, will alone could not always win the day – especially when faced with a well-equipped, determined enemy.





A US Marine advance through the jungle is spotted by a Japanese lookout, an ambush is sprung!



A Japanese Hohei Rapid-fire Gun Platoon opens fire on the flank of a Sherman and sets it alight!







The brave Nikuhaku men of the Hohei Platoon rush from the jungle edge to assault the enemy Sherman!



With the roar of 'Banzai', the Japanese rush the encircled American with bayonet and sword!





# SENSHA RENTAI

TANK REGIMENT

TANK COMPANY

HEADQUARTERS

HEADQUARTERS



Sensha Rentai HQ

27

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be from either an experienced (marked **V**) or inexperienced (marked **I**) division. All platoons with either of these symbols must be from the same symbol you selected.

COMBAT PLATOONS

ARMOUR



Sensha Company

28

ARMOUR



Sensha Company

29

ARMOUR



Sensha Company

30

Light Sensha Company

33

SUPPORT PLATOONS

ARMOUR



Self-propelled Gun Platoon

34

Recon Tankette Platoon

37

RECONNAISSANCE



Recon Tankette Platoon

37

INFANTRY



Hohei Platoon

13

INFANTRY



Hohei Platoon

13

Engineer Platoon

36

ARTILLERY



Hohei Rapid-fire Gun Platoon

16

Field Artillery Battery

38

ARTILLERY



Heavy Field Artillery Battery

39

Heavy Anti-aircraft Platoon

40

Naval Gunfire Support

41

ANTI-AIRCRAFT



Light Anti-aircraft Platoon

40

AIRCRAFT



Air Support

42

Naval Air & Sea Support

41

## TANKS DESIGNATIONS

The tanks used the *type system* to arrive at their designations. Tanks were a new weapon so the models used in China, Manchuria, and the Pacific were all issued during the reign of Emperor Hirohito and received Japanese year designations. In addition to the Type 'year' model number, they also receive a Japanese two-character combination indicating the variant of the design.

The following types were used in the Pacific:

Type 89 (1929) Chi-Ro (medium-2) tank

Type 97 (1937) Chi-Ha (medium-3) tank

Type 97 (1937) Kai (modified) or Shinhoto (new turret) Chi-Ha (medium-3) tank

*Shinhoto was commonly used by the tank crews, but was not an official designation used by the Imperial Japanese Army.*

Type 95 (1935) Ha-Go (3rd type) light tank

Type 97 (1935) Ke-te (special tractor-tankette) tankette



### MOTIVATION AND SKILL

A *Sensha Rentai* is an elite force of the Japanese Imperial Army and its troops have very high morale. An experienced *Sensha Rentai* is rated as Fearless Veteran.

An inexperienced *Sensha Rentai* is rated as Fearless Trained.



RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

## HEADQUARTERS

### SENSHA RENTAI HQ

#### HEADQUARTERS

2 Type 97 Chi-Ha and 2 Type 95 Ha-Go

2 Type 97 Chi-Ha and 1 Type 95 Ha-Go

2 Type 97 Chi-Ha

- Replace any or all Type 97 Chi-Ha tanks with Type 97 Kai Shinhoto Chi-Ha tanks for:

Per tank

2 Type 89 Chi-Ro and 2 Type 95 Ha-Go

2 Type 89 Chi-Ho and 1 Type 95 Ha-Go

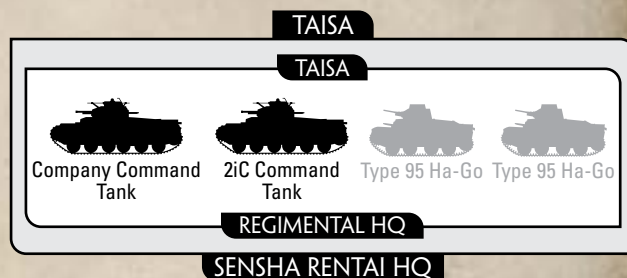
2 Type 89 Chi-Ho

<b>V</b>	<b>T</b>	<b>V</b>	<b>T</b>
300 points	230 points	155 points	120 points
225 points	175 points	120 points	90 points
155 points	120 points	80 points	60 points
+105 points	+80 points	+20 points	+15 points
285 points	215 points	145 points	115 points
205 points	155 points	110 points	85 points
120 points	90 points	70 points	55 points

A *Sensha Rentai* (Tank Regiment) can be equipped with either a single type of Japanese tank model, or a mix of light and medium tanks.

After the First World War, Japan sought to modernise its army based on the lessons of that conflict, including the new tank forces. Initially acquiring a few British and French models (one Mark IV, two Whippets, and several Renault FT tanks), Japan soon looked to develop its own indigenous designs. Japan rapidly developed several innovative tank designs and features through the 1930s, including the adoption of diesel engines. The medium Type 89 tank was their first mass-produced design in 1933, which led to the creation of the first three Japanese Tank Regiments. This design would be followed in 1935 by the light Type 95 Ha-Go tank and in 1937 by the medium Type 97 Chi-Ha tank.

By 1940, Japan fielded the fifth largest tank force in the world (behind the U.S.S.R, France, Britain, and Germany, but ahead of Italy). Japan's large tank force would be highly



effective in its months of conquest in 1941 and early 1942. However, Japan's limited resources meant that tank production was subordinate to the needs of the navy and air forces, and tank development and production would both stagnate. What were competitive designs in the mid to late 1930s were obsolete by the time of the Allied counter-offensives in 1943. What few advanced designs Japan managed to produce toward the end of the war were reserved for defence of the home-islands, a strategic decision which resulted in their never seeing combat.





# COMBAT PLATOONS

## SENSHA COMPANY

### COMPANY

HQ Platoon of:

2 Type 97 Chi-Ha

2 Type 89 Chi-Ro

No HQ Platoon

1 to 3 Sensha Platoons each with:

5 Type 97 Chi-Ha

4 Type 97 Chi-Ha

3 Type 97 Chi-Ha

- Replace any or all Type 97 Chi-Ha tanks with Type 97 Kai Shinhoto Chi-Ha tanks for:

Per tank

5 Type 89 Chi-Ro

4 Type 89 Chi-Ro

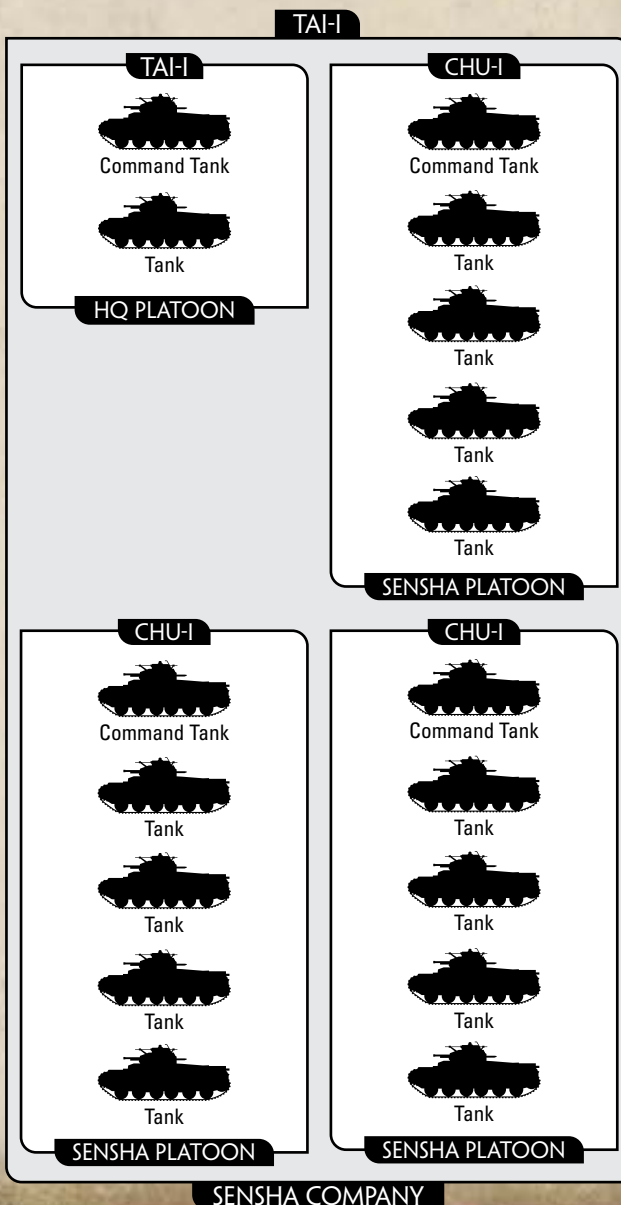
3 Type 89 Chi-Ro

V		T		V		T	
170 points	130 points	80 points	60 points	80 points	60 points	70 points	55 points
120 points	90 points	70 points	55 points	-	-	-	-
-	-	-	-	-	-	-	-
+425 points	+325 points	+200 points	+150 points	+200 points	+150 points	+160 points	+120 points
+340 points	+260 points	+160 points	+120 points	+160 points	+120 points	+120 points	+90 points
+255 points	+195 points	+120 points	+90 points	+120 points	+90 points	+120 points	+90 points
-	-	-	-	-	-	-	-
+100 points	+75 points	+20 points	+15 points	+20 points	+15 points	+20 points	+15 points
+295 points	+225 points	+175 points	+130 points	+175 points	+130 points	+140 points	+105 points
+235 points	+180 points	+140 points	+105 points	+140 points	+105 points	+140 points	+105 points
+175 points	+135 points	+105 points	+80 points	+105 points	+80 points	+105 points	+80 points

*The HQ Platoon and Sensha Platoons of a Sensha Company operate as separate platoons, each with their own command team.*

The medium tank companies of the tank regiments used in the Southern Operations area were generally equipped with the Type 97 Chi-Ha, though the 7<sup>th</sup> Sensha Rentai was instead equipped with the older Type 89 medium tank (though two Type 97 tanks were used as command vehicles). Production of the Type 89 began in 1931, and it served as Japan's primary battle tank during the 1930's. The Type 89, as mass produced, used an air-cooled diesel engine and mounted a low velocity 57mm gun, but its armour was thin. By 1939 faced with modern tanks or anti-tank guns, it was badly outclassed. In addition to use in the Philippines, the Type 89 continued to be fielded in China, Malaya, and Burma. The type was gradually withdrawn starting in 1942, though examples soldiered on until the end of the war.

The Type 97 Chi-Ha tank, first deployed in 1937, was the mainstay of Japan's medium tank forces for most of World War II. The initial model mounted the same low velocity 57mm gun utilized in the older Type 89. The severe limitations of this gun became apparent in action against the Soviets at Nomonhan in 1939, and as a result the Japanese developed a new 47mm gun to provide the punch necessary to penetrate modern armour. However, given the limitations of Japanese industry, this upgraded version of the Type 97 – called the Shinhoto Chi-Ha, was not deployed until 1942. The Japanese had not expected the Allies to deploy modern medium armor to the Pacific, and the fact that their tank force was effectively obsolete was not appreciated until it was too late. Overall the Japanese produced roughly 2,000 Chi-Ha tanks, with a little less than half mounting the improved 47mm gun.





## LIGHT SENSHA COMPANY

### COMPANY

HQ Platoon of:

2 Type 95 Ha-Go

No HQ Platoon

1 to 3 Sensha Platoons each with:

5 Type 95 Ha-Go

4 Type 95 Ha-Go

3 Type 95 Ha-Go

- Replace up to five Type 95 Ha-Go tanks with Captured M3 Stuart tanks in one Sensha Platoon for:

Per tank

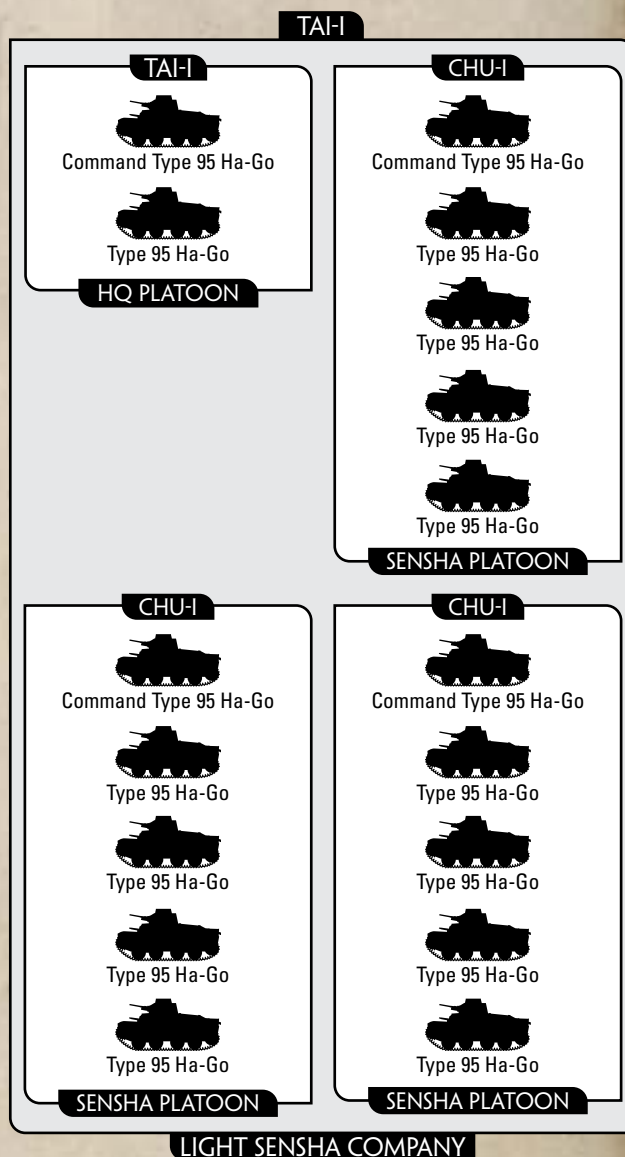
165 points	125 points	75 points	60 points
-	-	-	-
+410 points	+320 points	+190 points	+150 points
+325 points	+255 points	+155 points	+120 points
+245 points	+190 points	+120 points	+90 points
+80 points		+60 points	
		+15 points	
		+5 points	

*The HQ Platoon and Sensha Platoons of a Light Sensha Company operate as separate platoons, each with their own command team.*

The Type 95 Ha-Go light tank was, by the standards of the mid 1930's, an excellent light tank. Using the Type 89's diesel engine in a much lighter tank afforded the vehicle far greater performance than its older cousin. Its new bell-crank suspension was also a vast improvement over previous models, and served as a template for many future Japanese tanks, including the Type 97 Chi-Ha and its derivatives. It's only major drawback was the fact that its 37mm gun was housed in a one-man turret. By the time production stopped in 1943, over 2200 examples had been produced and deployed.

As with its larger cousin, the Type 95 served well in the opening months of World War II in the Pacific, engaging the American Provisional Tank Group's M3 Stuarts in the first tank on tank combat of the Pacific War. As a light tank, the Type 95's role changed the least during the war, as it was never meant to engage medium tanks head on.

The Japanese also made use of captured M3 Stuart tanks, with at least five M3 tanks being used in the Dutch East Indies campaigns in 1942, and several more serving with the 3<sup>rd</sup> Chutai (Company) of the 7<sup>th</sup> Sensha Rentai (Tank Regiment) during the second battle for the Philippines in 1944-5.





# YOSAI HOHEI CHUTAI

FORTIFIED INFANTRY COMPANY

INFANTRY COMPANY

HEADQUARTERS

HEADQUARTERS



Yōsai Hohei Chutai HQ

25

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be from either an experienced (marked **V**) or inexperienced (marked **T**) division. All platoons with either of these symbols must be from the same symbol you selected.

COMBAT PLATOONS

INFANTRY



Yōsai Hohei Platoon

27

INFANTRY



Yōsai Hohei Platoon

27

Hohei Platoon

13

INFANTRY



Yōsai Hohei Platoon

27

WEAPONS PLATOONS

ANTI-AIRCRAFT



Light Anti-aircraft Platoon

40

Heavy Anti-aircraft Platoon

40

ANTI-AIRCRAFT



Light Anti-aircraft Platoon

40

Heavy Anti-aircraft Platoon

40

ARTILLERY



Hohei Battalion Gun Platoon

15

REGIMENTAL SUPPORT PLATOONS

ANTI-TANK



Hohei Rapid-fire Gun Platoon

16

Hohei Regimental Gun Platoon

16

DIVISIONAL SUPPORT PLATOONS

FORTIFICATIONS

OBSTACLES



Barbed Wire Entanglements

25

OBSTACLES



Anti-tank Obstacles

26

OBSTACLES



Minefields

26

FORTIFICATIONS



Communication Trenches

26

FORTIFICATIONS



Gun Position

26

FORTIFICATIONS



Gun Position

26

ARMOUR



Tank Platoon

35

Ka-Mi Sensha Platoon

29

Self-propelled Gun Platoon

34

INFANTRY



Hohei Platoon

13

Engineer Platoon

36

ARTILLERY



Medium Mortar Platoon

38

ARTILLERY



Field Artillery Battery

38

ARTILLERY



Heavy Field Artillery Battery

38

AIRCRAFT



Air Support

41

Naval Air & Sea Support

41



## MOTIVATION AND SKILL

Many Japanese regiments that fought in the Pacific were vastly experienced, having fought in China and Manchuria since 1937. Though the demands of jungle and island fighting were different, they adapted quickly. An experienced *Yōsai Hohei Chutai* is rated as Fearless Veteran.

On the other hand, newly raised divisions were trained, formed and sent into combat in an ever expanding war. They would see their first combat in the heat of the Pacific. An inexperienced *Yōsai Hohei Chutai* is rated as Confident Trained.



RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

## HEADQUARTERS

### YŌSAI HOHEI CHUTAI HQ

#### HEADQUARTERS

Company HQ

Replace HMG Nest with:

HMG Pillbox

#### OPTIONS

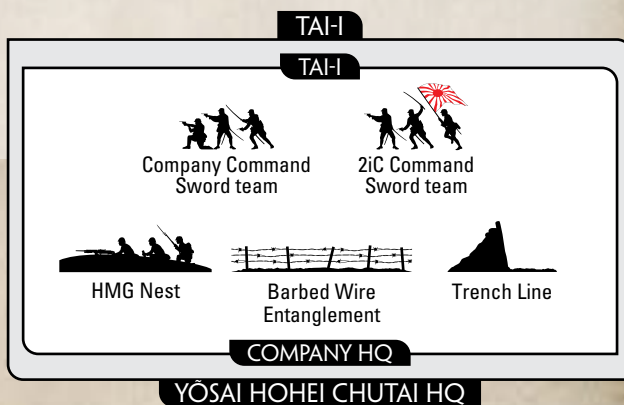
- Add Regimental Standard to 2iC Command Sword team for +75 points.
- Add up to three Sniper teams for +50 points per team.

*A Yōsai Hohei Chutai HQ is a Fortified Company HQ, see page 262 of the rulebook.*

*A Yōsai Hohei Chutai used all of the Japanese Special rules on pages 8 to 11. In addition they also use Dug-in Tanks and Prepared Defence special rules on page 11.*

As the war wore on, the Japanese constructed elaborate defensive systems to protect their Pacific island conquests from Allied invasion. A *Yōsai Hohei Chutai* (Fortified Infantry Company) position typically consisted of several interlocking positions covering likely invasion beaches and avenues of advance with rifle, machine-gun, anti-tank, and artillery fire. In many cases the Japanese constructed their bunkers and defensive works from local materials including hardwood trees and coral. Positions were usually concealed or camouflaged using the jungle vegetation and the Japanese placed priority

V	T	V	T
100 points	80 points	100 points	80 points
+40 points	+40 points	+40 points	+40 points



on positions which were difficult for the enemy to access, where they believed they could rain fire down on the attackers with relative impunity.

Despite the extensive defensive preparations the Japanese were not content to fight a purely defensive war. Japanese doctrine called for active defence, and the defensive works were designed primarily to delay an enemy until the mobile reserves could be called forward to destroy them – with fixed bayonets if required. Allied aircraft meant many of these sorties were made under cover of darkness.

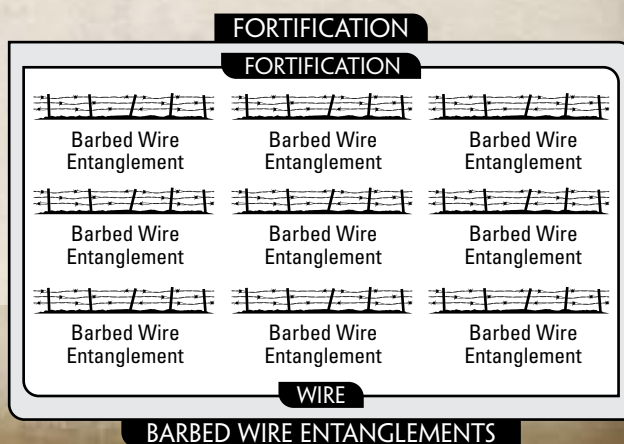
## FORTIFICATIONS

### BARBED WIRE ENTANGLEMENTS

#### FORTIFICATION

9 Barbed Wire Entanglements	90 points
8 Barbed Wire Entanglements	80 points
6 Barbed Wire Entanglements	60 points
4 Barbed Wire Entanglements	40 points
2 Barbed Wire Entanglements	20 points

*Barbed Wire Entanglements are Area Defences, see page 262 of the rulebook.*



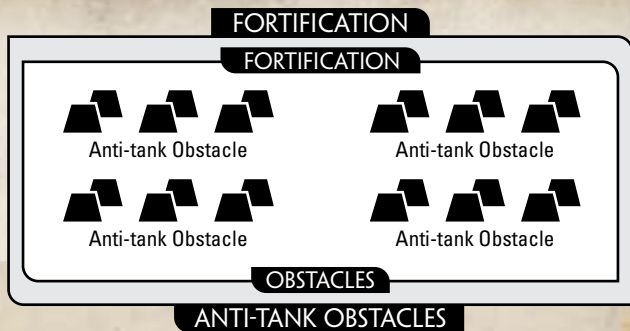


## ANTI-TANK OBSTACLES

### FORTIFICATION

4 Anti-tank Obstacles	400 points
3 Anti-tank Obstacles	300 points
2 Anti-tank Obstacles	200 points
1 Anti-tank Obstacle	100 points

*Anti-tank Obstacles are Area Defences, see page 262 of the rulebook.*

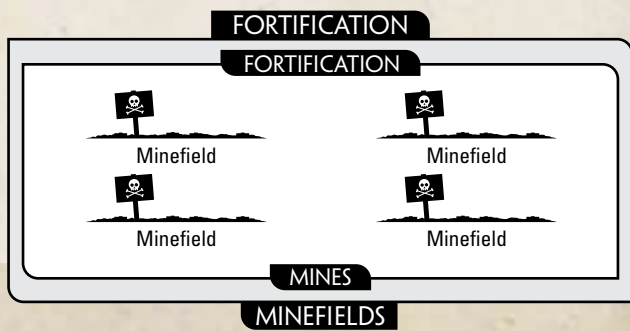


## MINEFIELDS

### FORTIFICATION

4 Minefields	200 points
3 Minefields	150 points
2 Minefields	100 points
1 Minefield	50 points

*Minefields are Area Defences, see page 262 of the rulebook.*

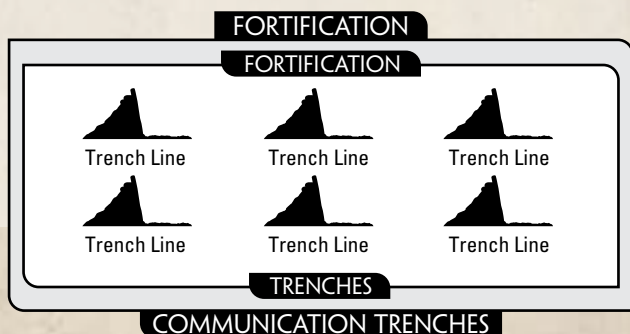


## COMMUNICATION TRENCHES

### FORTIFICATION

6 Trench Lines	30 points
4 Trench Lines	20 points
2 Trench Lines	10 points

*Trench Lines from the Communication Trenches option are Area Defences, see page 262 of the rulebook.*



## GUN POSITION

### STRONGPOINT

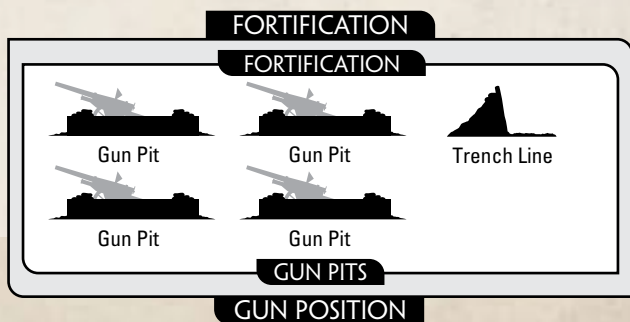
Trench Line and:

4 Gun Pits	25 points
2 Gun Pits	15 points

*A Platoon with a Gun Position attached is a Fortified Platoon, see page 262 the rulebook.*

*A Gun Position must be attached to a platoon containing Gun teams.*

The Japanese made extensive use of open-topped positions for a variety of guns during the Pacific War. Most gun pits were made up of log walls, and were sometimes reinforced with earth, and depending on their size would house a variety of



weapons including machine guns, mortars, anti-tank guns, and light artillery. As the war progressed, simple open pits gave way to more elaborate earth and wood structures with a gun pit in the centre surrounded by a trench line creating concentric circles. These 'donut' structures were typically reserved for larger guns or anti-aircraft guns.



## COMBAT PLATOONS

### YŌSAI HOHEI PLATOON

#### PLATOON

HQ Section with:

- 2 Rifle Squads
- 1 Rifle Squad

Add light Mortar team to HQ Section for:

- Light Mortar team

Replace any or all HMG Nest with:

- Per HMG Pillbox

Replace up to one HMG Nest with:

- Type 94 37mm Nest
- Type 94 37mm Pillbox

- Type 1 37mm Nest
- Type 1 37mm Pillbox

- Type 1 47mm Nest
- Type 1 47mm Pillbox

- Type 38 75mm Nest
- Type 38 75mm Pillbox

- Type 41 75mm Nest
- Type 41 75mm Pillbox

#### OPTION

- Model the teams in your platoon with Banners for +25 points for the platoon.

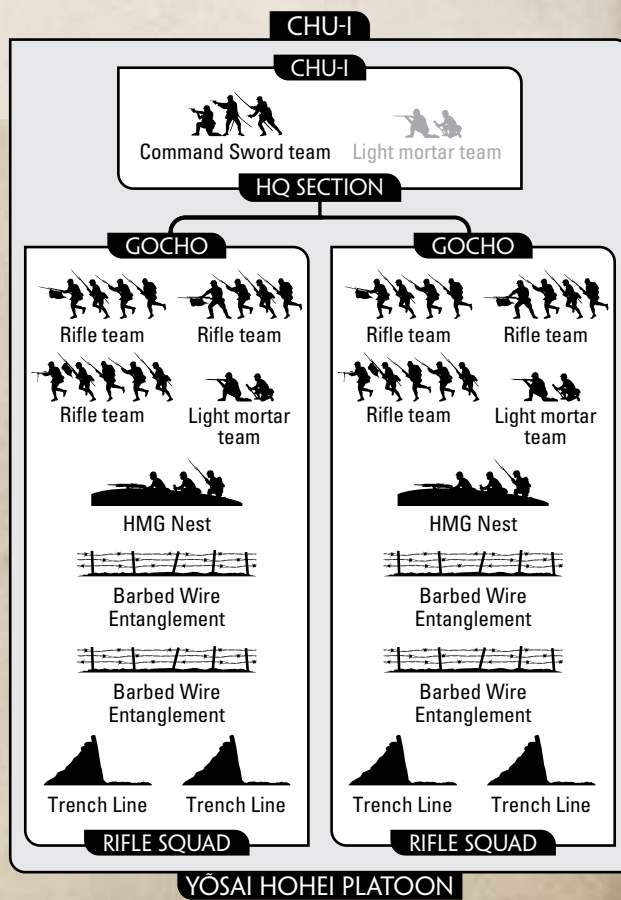
*You may replace up to one Rifle team per Rifle Squad with a Nikuhaku team at the start of the game before deployment.*

*A Yōsai Hohei Platoon is a Fortified Platoon, see page 262 of the rulebook.*

The Japanese would become masters at developing strong-points during the Pacific campaign. Hills and other terrain features would often be transformed into multi-level defensive structures comprised of several bunkers and rifle positions connected by tunnels. The actual firing positions were generally heavily camouflaged and many of these structures would contain living quarters within the bunker complex. The combined effort often created the illusion of a lightly defended (or even undefended) position until the various positions opened fire.

In areas where creating an interlocking tunnel fortification was impractical, conventional trench systems were used to connect various firing pits and bunkers to create a heavily interlocked defensive system. The Japanese often built heavy concrete bunkers for their anti-tank guns as they were high priority targets for the Americans. Where man-made bunkers were unavailable, the Japanese would use natural caves to create natural bunker systems.

		V	T	V	T
		360 points	245 points	360 points	245 points
		195 points	130 points	195 points	130 points
		+30 points	+20 points	+30 points	+20 points
		+40 points	+40 points	+40 points	+40 points
		-5 points	-5 points	-15 points	-15 points
		+50 points	+50 points	+20 points	+20 points
		no cost	no cost	-10 points	-10 points
		+80 points	+80 points	+25 points	+25 points
		+15 points	+15 points	-5 points	-5 points
		+115 points	+115 points	+30 points	+30 points
		+25 points	+25 points	+15 points	+15 points
		+135 points	+135 points	+90 points	+90 points
		+15 points	+15 points	+10 points	+10 points
		+105 points	+105 points	+85 points	+85 points





# KA-MI SENSHA CHUTAI

KA-MI AMPHIBIOUS TANK COMPANY

## TANK COMPANY

HEADQUARTERS

### HEADQUARTERS



Ka-Mi Sensha Chutai  
HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be from either an experienced (marked **V**) or inexperienced (marked **T**) division. All platoons with either of these symbols must be from the same symbol you selected.

COMBAT PLATOONS

### ARMOUR



Ka-Mi Sensha Platoon

### ARMOUR



Ka-Mi Sensha Platoon

### ARMOUR



Ka-Mi Sensha Platoon

## SUPPORT PLATOONS

### ARMOUR



Self-propelled Gun  
Platoon

Tank Platoon

### RECONNAISSANCE



Recon Tankette  
Platoon

### INFANTRY



Hohei Platoon

### INFANTRY



Hohei Platoon

Engineer Platoon

### ARTILLERY



Hohei Rapid-fire Gun  
Platoon

Field Artillery Battery

### ARTILLERY



Heavy Field Artillery  
Battery

Heavy Anti-aircraft  
Platoon

Naval Gunfire Support

### ANTI-AIRCRAFT



Light Anti-aircraft  
Platoon

### AIRCRAFT



Air Support

Naval Air & Sea Support



## MOTIVATION AND SKILL

The amphibious tankers of the SNLF were often the only tanks available to Japanese island forces. The SNLF could be of mixed quality. An experienced Ka-Mi Sensha Chutai is rated as Fearless Veteran.

An inexperienced Ka-Mi Sensha Chutai is rated as Confident Trained.



RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

## HEADQUARTERS

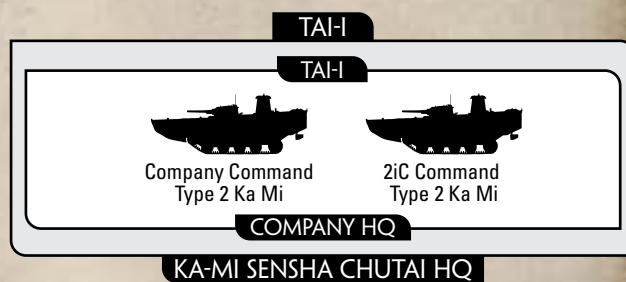
### KA-MI SENSHA CHUTAI HQ

#### HEADQUARTERS

2 Type 2 Ka Mi

165 points	115 points	85 points	55 points

The Japanese Navy recognised the need for armoured support for their Special Naval Landing Forces, and while the Army's Type 95 Ha-Go sufficed once the forces had landed, the Type 95 required landing craft or transports. The Navy therefore developed the Type 2 Ka-Mi amphibious tank to support the SNLF during actual landing operations and these were formed into a number of *Ka-Mi Sensha Chutai* (Type 2 Ka-Mi Amphibious Tank Companies).



## COMBAT PLATOONS

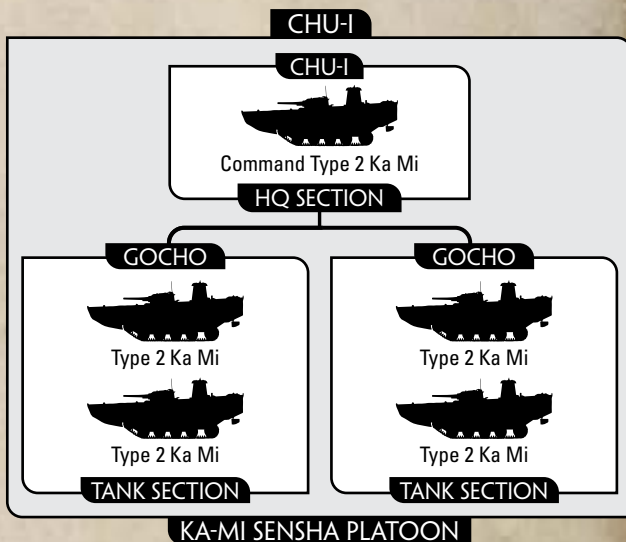
### KA-MI SENSHA PLATOON

#### PLATOON

- 5 Type 2 Ka Mi
- 4 Type 2 Ka Mi
- 3 Type 2 Ka Mi

415 points	295 points	195 points	140 points
335 points	235 points	160 points	110 points
250 points	175 points	125 points	85 points

The tank itself was partially based on the Ha-Go sharing suspension components and its 37mm main armament. Amphibious operations were carried out with the help of detachable pontoons front and rear as well as towers covering both the engine deck and turret to prevent water from entering the tank. The resulting vehicle could be deployed even in high surf conditions and was arguably the best amphibious tank of the war seeing action on both Saipan and Leyte.





# THE BATTLE OF GUADALCANAL



AUSTRALIA

Despite setbacks at the Battles of the Coral Sea and Midway, in mid-1942 Japan still sought to further its advances in the South Pacific. To support these planned offensives, they began to construct air bases in the Solomon Islands starting with a sea-plane base at Tulagi in May 1942. They also planned a major base on Guadalcanal which would support 60 bombers and 45 fighters. As this sector was supposed to be relatively quiet, it was lightly defended. Guadalcanal itself only had 2800 personnel, with 2200 of those being construction personnel. The neighbouring islands of Tulagi, Gavutu, and Tanambogo were better defended by nearly 900 Naval personnel.

On 7 August, the US Marines invaded and moved inland to secure the airfield on Guadalcanal. The Japanese forces under Captain Kanae Monzen panicked under the heavy naval bombardment and retreated several miles leaving behind most of their equipment. Japanese resistance on the neighbouring islands was more intense, and fought to almost the last man, setting a precedent for future encounters with the Japanese. Japanese aircraft operating from Rabaul continually harassed American naval and landing craft forcing US Admiral Fletcher to withdraw his carriers. On the evening of 8 August, Japanese naval forces defeated Allied screening vessels sinking four cruisers and damaging several other vessels.

The successful Japanese naval attack prevented the Americans from landing most of their supplies and heavy equipment. What supplies were available were quickly moved inland and the roughly 11,000 marines on Guadalcanal formed a defensive perimeter at Laguna Point. By 12 August the partially finished airfield had been completed and named Henderson Field, and by 18 August the field was ready for operation with the first aircraft arriving on 20 August.

## THE BATTLE OF ALLIGATOR CREEK

Japanese forces in the theatre were spread thinly, and it initially fell to the scattered Seventeenth Army to drive the Americans from Guadalcanal. On 19 August the 28<sup>th</sup> Infantry Regiment under Colonel Kiyonao Ichiki landed at Taivu Point a few miles away from the marine positions and began an advance on the airfield with roughly 900 troops, greatly underestimating the size of the opposition. By 21 August, Ichiki made first contact with the US Marines at the Ilu River, known to the marines as Alligator Creek.

The Japanese made several attacks against the marine positions supported by machine-guns and mortar fire. Initial attacks across a sandbar were stopped, and the Japanese then attempted to round both flanks – including attacks through the surf itself. The Americans fought tenaciously, and were

forced to use their 37mm anti-tank guns with canister rounds to break the Japanese assault. The battle was a disastrous defeat for the Japanese, with only a handful surviving to report their defeat back to headquarters. Ichiki himself was either killed in the battle or committed *seppuku* (ritual suicide).

## THE BATTLE OF EDISON'S RIDGE

By 4 September, the Japanese had landed from 5000 to 6000 troops on Guadalcanal and tasked General Kawaguchi with driving the Americans back into the sea, but they had still vastly underestimated the overall American strength, which at that point numbered roughly 12,000. Kawaguchi planned a three pronged attack on the airfield with his force, numbering roughly 3000, forming the primary central thrust of the assault. A marine raid on Japanese positions had yielded vital intelligence on Japanese numbers and intentions allowing the Americans to fortify the primary attack routes the Japanese were likely to take, though one key ridge, known as Laguna Ridge, was only fortified with a little over 800 marines.

Kawaguchi's attack began on the night of 12 September. Supported by artillery, his force attacked the marine positions and managed to push back some of the defenders. The next night, the central thrust was joined by the eastern and western flanking attacks. Kawaguchi's force, supported by artillery, initially broke through the American lines, but was eventually stopped by the defenders of the central ridge. Kawaguchi committed wave after wave in frontal assaults against the American lines, but even though some of the assaults resulted in hand-to-hand fighting, the Japanese attack was broken. The flanking attacks also failed, and by 14 September Kawaguchi was forced to withdraw his shattered forces to the Matanikau Valley to regroup.

Realising that the battle for Guadalcanal could be pivotal to their entire southern Pacific campaign, the Japanese began a massive build-up of forces – hoping to amass over 15000 additional troops for their next assault on Henderson Field in late October. The Americans did not sit idly by, and were reinforced by troops from the 2<sup>nd</sup> Marine Regiment and 3<sup>rd</sup> Provisional Marine Brigade. On 12 October, the Japanese began construction of a trail which would lead them to the American lines. This trail allowed the Japanese to approach the Marine perimeter unseen. Though the Japanese commander, General Hyakutake, had planned to start his offensive on 23 October, delays getting through the jungle meant that the main offensive had to be postponed for a day.

The last minute change to Hyakutake's plans could not be relayed to all units, therefore on 23 October, as scheduled, two infantry battalions from the 4<sup>th</sup> Infantry Regiment and nine tanks from the 1<sup>st</sup> Independent Tank Company attacked the American lines. The marines quickly repulsed this unsupported attack with the Japanese taking heavy casualties, including the loss of all of their armour. On 24 October, the Japanese once again resorted to multiple frontal assaults against the American lines at Henderson Field. The Marine and Army troops fought back with everything they had, including canister shot from their 37mm guns which wrought



a terrible toll on the attacking Japanese. The Japanese were forced to retreat with heavy losses, up to 3000 killed, on 26 October. American losses were comparably light at roughly 80.

The Japanese desperately tried to deliver more men and supplies to Guadalcanal using a mixture of destroyers and submarines, but this method meant that troops often landed without their heavy equipment. Meanwhile, the Americans began to move outward from Henderson field to secure the rest of Guadalcanal. The Japanese planned another major offensive against the field in November, and committed large transport ships with naval escort to reinforce the assault group. Short on usable vessels, American Admiral Halsey committed the battleships *Washington* and *South Dakota* along with several destroyers to intercept the Japanese naval

bombardment group. Though they took heavy casualties, the Americans managed to turn away the Japanese. When the unsupported Japanese transports beached and began to unload the assault forces, American artillery and air forces were able to concentrate fire on the group, destroying the transports before they could be completely unloaded. As a result only roughly 3000 men were landed, and any chance of a November offensive was smashed.

By 12 December, the Japanese Army and Navy independently came to the conclusion that the Guadalcanal campaign was lost, though actual plans for withdrawal would not be finalised and authorised by the Emperor until the end of the year. In the meantime, the Americans continued their advance. After being briefly stopped by strong Japanese fortifications at Mount Austen on 4 January 1943, the Allied offensive was renewed on 10 January and the mountain and strategic ridges nearby were secured by 23 January. Japanese casualties continued to be very high.

In anticipation of the withdrawal, the Japanese had fortified Guadalcanal with an additional battalion of troops to cover the overall withdrawal. Anticipating another offensive against Henderson field, the Americans slowed their offensives against the Japanese. Surviving Japanese forces concentrated on the western beaches of Guadalcanal to await extraction. On 1 February, the evacuation began with Japanese destroyers carrying almost 5000 troops from the island.

By 7 February, the withdrawal was complete – the Japanese having pulled over 10,000 troops off of the island.

Allied forces declared the island secure on 9 February thus ending the first major phase of the South Pacific campaign.



### LOCATIONS

1. Henderson Field
2. Alligator Creek
3. Edison's Ridge
4. Mount Austen

## REFIGHTING GUADALCANAL

Guadalcanal provides the player with many options for scenarios to recreate this pivotal battle on the tabletop. Here are just a few:

**Alligator Creek:** Play No Retreat or Hold the Line with a Marine Rifle Company defending the banks of the Ilu River against a Veteran Hohei Chutai force. The Marine force should not have any supporting armour, but should have ample machine guns as well as 37mm guns with canister shot. Likewise, the Japanese force should not have armour. The Ilu River itself should be a Shallow River with two or three Fords (see page 30 of the rulebook) with at least one bank in the Defender's deployment area for its entire length. Use the Hell by Day, Paradise by Night rule (page 10).

**Edison's Ridge:** Play Hasty Attack with a Marine Rifle Company defending the top of a small ridge against a Veteran or Trained Hohei Chutai force. The Marine force should be supported by 105mm howitzers, and the Japanese force should include a Hohei Regimental Gun

Platoon. The Japanese force may include a unit of up to six light tanks. Use the Hell by Day, Paradise by Night rule (page 10).

**Henderson Field:** Play Breakthrough with a Marine Rifle Company defending against a Veteran or Trained Hohei Chutai force. The Japanese force should include a platoon of Chi-Ha tanks, and may include Naval or Air support. The marine force should once again be heavily equipped with artillery, machine guns, and 37mm guns, but should lack armour. Use the Hell by Day, Paradise by Night rule (page 10).

**Mount Austen:** Play No Retreat with a Veteran Japanese Yosai Hohei Chutai defending against a Marine Rifle Company. The Yosai Hohei Chutai fortifications should be based on HMG pillboxes, as larger pillboxes had not been constructed. The Japanese should also have 81mm or 90mm mortars in support. The marines once again should be bereft of armour, but can have US Army support and 75mm or 105mm artillery.





American Marine forces land on the beach and face the withering fire of strong Japanese defence.



As Japanese artillery disrupts the American landing, the Japanese defenders counterattack.







The counterattack is reinforced by Japanese Imperial Navy's Type 2 Ka-Mi amphibious tanks.



The Type 2 Ka-Mi amphibious tanks strike the landing craft and Amtracs in the flank and hold back the landing!





# DIVISIONAL SUPPORT

## MOTIVATION AND SKILL

Japanese dedication to duty and aggression in combat makes even their support troops a deadly foe. Experienced Divisional Support Platoons (marked **V**) are rated as Fearless Veteran and inexperienced Divisional Support Platoons (marked **T**) are rated as Confident Trained, unless otherwise noted.



RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
<b>FEARLESS</b>	<b>VETERAN</b>

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	<b>TRAINED</b>
FEARLESS	VETERAN

## SELF-PROPELLED GUN PLATOON

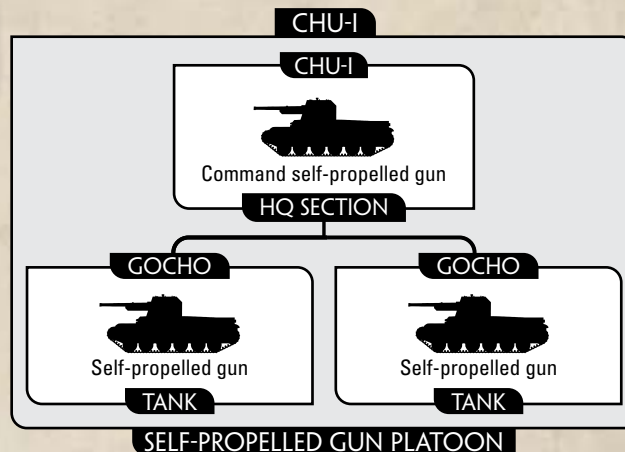
### PLATOON

	<b>V</b>	<b>T</b>	<b>V</b>	<b>T</b>
3 Type 1 Ho-Ni I	855 points	585 points	205 points	140 points
2 Type 1 Ho-Ni I	570 points	390 points	135 points	95 points
1 Type 1 Ho-Ni I	285 points	195 points	-	-
3 Type 4 Ho-Ro	435 points	300 points	255 points	180 points
2 Type 4 Ho-Ro	290 points	200 points	170 points	120 points
1 Type 4 Ho-Ro	145 points	100 points	-	-
2 Captured M3 75mm GMC	315 points	220 points	120 points	80 points
1 Captured M3 75mm GMC	160 points	110 points	-	-

*A Self-propelled Gun Platoon does not use the Fire Burst special rule.*

The mechanisation of Japan's armed forces proceeded at an extremely slow pace during the war. Lacking the resources to develop dedicated self-propelled artillery, they instead turned to expedient adaptations of existing designs. The first model produced was the Type 1 Ho-Ni mounting the 75mm Type 90 gun in an open fighting compartment (similar to a German Marder) on a Chi-Ha chassis. Other similar vehicles, the Type 2 Ho-Ni II and Type 3 Ho-Ni III were also produced, but were retained in Japan for the expected invasion of the home islands.

Another expedient vehicle was the Type 4 Ho-Ro, designed as a tank destroyer mounting the 150mm Type 38 howitzer and equipped with shaped charge rounds capable of defeating the Sherman.



During Japan's invasion of the Philippines in 1941-2, they captured several M3 75mm GMC half-tracks. These were turned against their former owners during the liberation of the Philippines in 1944-5.







## TANK PLATOON

### PLATOON

5 Type 97 Te-Ke (MG)

4 Type 97 Te-Ke (MG)

3 Type 97 Te-Ke (MG)

<b>V</b>	<b>T</b>
200 points	155 points
160 points	125 points
120 points	95 points

<b>V</b>	<b>T</b>
160 points	125 points
130 points	100 points
100 points	75 points

Replace any or all Type 97 Te-Ke (MG) tankettes with Type 97 Te-Ke (37mm) tankettes for:

Per Tankette	+15 points	+10 points	+10 points	+5 points
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5 Type 97 Chi-Ha

4 Type 97 Chi-Ha

3 Type 97 Chi-Ha

425 points	325 points
340 points	260 points
255 points	195 points

200 points	150 points
160 points	120 points
120 points	90 points

Replace any or all Type 97 Chi-Ha tanks with Type 97 Kai Shinhoto Chi-Ha tanks for:

Per tank	+100 points	+75 points	+20 points	+15 points
----------	-------------	------------	------------	------------

5 Type 95 Ha-Go

4 Type 95 Ha-Go

3 Type 95 Ha-Go

410 points	320 points
325 points	255 points
245 points	190 points

190 points	150 points
155 points	120 points
120 points	90 points

Replace any or all Type 95 Ha-Go tanks with Captured M3 Stuart tanks for:

Per tank	+80 points	+60 points	+15 points	+5 points
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5 Type 89 Chi-Ro

4 Type 89 Chi-Ro

3 Type 89 Chi-Ro

295 points	225 points
235 points	180 points
175 points	135 points

175 points	140 points
140 points	110 points
105 points	80 points

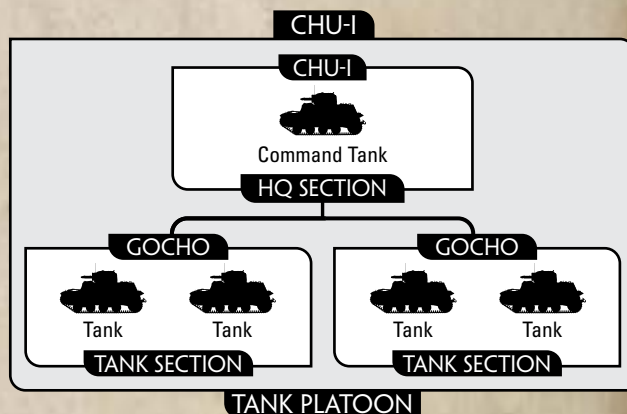
**Veteran Tank Platoons** (marked **V**) are rated Fearless Veteran.

**FEARLESS** **VETERAN**

**Trained Tank Platoons** (marked **T**) are rated Fearless Trained.

**FEARLESS** **TRAINED**

Given their modest industrial resources, Japan followed tankette development in Europe closely, developing their first Special Tractor (*Tokushu Keninsha*) in the 30's. The Type 94 was armed only with machine guns and was designed for infantry support. Experience in China and the possibility of a future war with the Soviet Union resulted in an improved design in 1937, the Type 97 Te-Ke, which could be armed either with machine guns or a 37mm gun. A little over 600 of these vehicles were produced. The design primarily served in the reconnaissance regiments of the Japanese infantry divisions.



In the island fighting of the Pacific War, most light and medium Japanese armour was used defensively or in support of the infantry and represented the gamut of Japanese production from venerable Type 89 tanks to the up-gunned *Shinhoto Chi-Ha*. Small units of tanks would bolster strong points or be deployed in defensive works in an effort to stem the Allied advance.



# ENGINEER PLATOON

## PLATOON

HQ Section with:

- 4 Engineer Squads
- 3 Engineer Squads
- 2 Engineer Squads

V	T	V	T
420 points	270 points	420 points	270 points
325 points	210 points	325 points	210 points
230 points	150 points	230 points	150 points

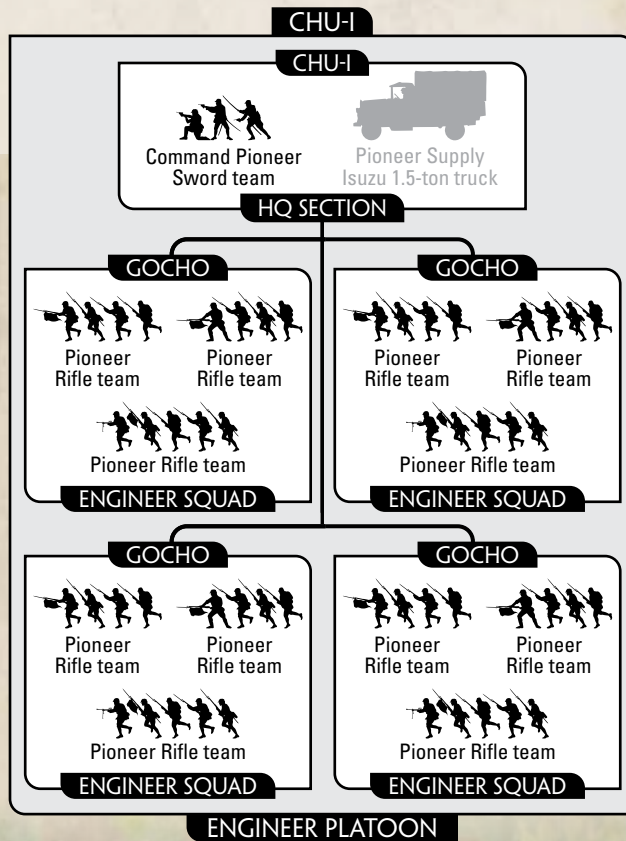
## OPTIONS

- Model the teams in your platoon with Banners for +25 points for the platoon.
- Add Pioneer Supply 1.5-ton truck for +25 points.

*You may replace up to two Rifle teams per Engineer Squad with a Nikuhaku team at the start of the game before deployment.*

*You may replace up to two Rifle teams with a Flame-thrower team at the start of the game before deployment.*

Each infantry division typically had an engineer regiment (*Kohei Rentai*) comprised of roughly 1,000 men attached to it, with a company attached to each infantry regiment. On the offensive, the combat engineers were typically employed to clear the axis of advance of obstacles or basic defences, build roads, or construct foot bridges for the infantry. Although the engineers typically had access to explosives, the harsh jungle terrain of the Pacific often dictated that roads needed to be hacked out of the lush growth with machetes. On the defensive, the engineers could lay mines and barbed wire to strengthen any position.





## RECON TANKETTE PLATOON

### PLATOON

3 Type 97 Te-Ke (MG)

2 Type 97 Te-Ke (MG)

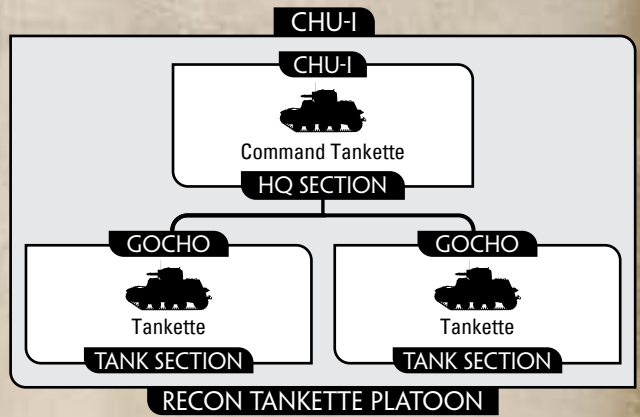
- Replace any or all Type 97 Te-Ke (MG) tankettes with Type 97 Te-Ke (37mm) tankettes for:

Per Tankette

V	T	V	T
140 points	100 points	135 points	90 points
95 points	70 points	90 points	60 points
+15 points	+10 points	+10 points	+5 points

*A Recon Tankette Platoon is a Reconnaissance Platoon.*

A few Type B or Type A Infantry Divisions had a reconnaissance tank company in addition to the normal infantry reconnaissance companies. The reconnaissance tank company was in reality more of a large platoon, consisting of seven Type 97 Te-Ke tankettes. Declining tank production and Japan's logistical issues prevented the tankettes from being more widely deployed. Though some Type 97s mounted a 37mm gun, they were designed to use their mobility to scout enemy positions, not engage other enemy tanks.



## SCOUT PLATOON

### PLATOON

HQ Section with:

3 Scout Squads

2 Scout Squads

- Add light Mortar team to HQ Section for:

Light Mortar team

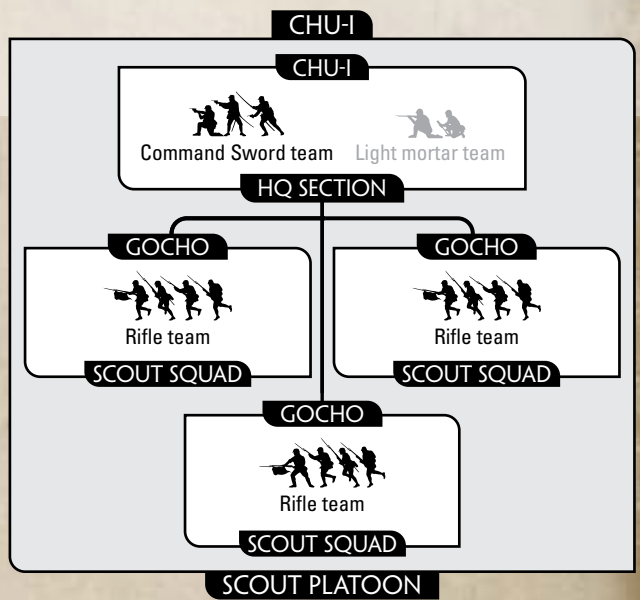
### OPTION

- Model the teams in your platoon with Banners for +25 points for the platoon.

*A Scout Platoon is a Reconnaissance Platoon.*

Both the Japanese standard Type B Infantry Division, which numbered about 20,000 men, and the strengthened Type A Infantry Division, which numbered close to 30,000 men, generally employed a reconnaissance regiment (*Sobaku Rentai*) of over 700 men, though this role was sometimes handled by mounted cavalry or tankette units. On occasion the regiment was equipped with armoured cars, but generally they made do with trucks, bicycles, or no transport. As with any modern force, the reconnaissance regiment's purpose was to scout enemy positions providing their parent unit vital battlefield intelligence.

V	T	V	T
140 points	90 points	140 points	90 points
105 points	65 points	105 points	65 points
+40 points	+25 points	+40 points	+25 points





## MEDIUM MORTAR PLATOON

### PLATOON

HQ Section with:

4 Type 97 81mm  
2 Type 97 81mm

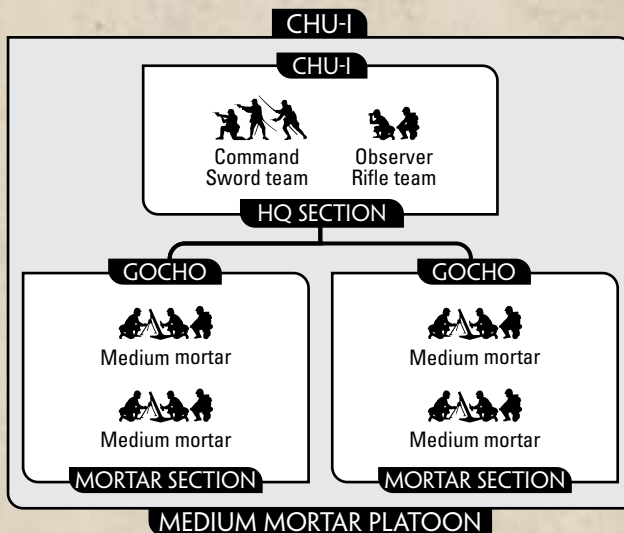
4 Type 94 90mm  
2 Type 94 90mm

*A Medium Mortar Platoon does **not** use the Fire Burst special rule.*

The Japanese made extensive use of a variety of mortars to great effect during World War II, particularly in the Pacific where their mobility was welcome. Japanese mortars ranged in size from the Type 89 50mm light mortar (nicknamed the 'knee' mortar by the Americans) to the heavy 150mm Type 97 model. Not to be confused with its much larger cousin, the 81mm Type 97 mortar that was a modified version of the French Brandt mortar, and was in all respects similar to mortars of the same calibre fielded by the United States, Italy, and France.

The 90mm Type 94 was a slightly heavier model typically used in prepared defences and which featured a unique hydraulic recoil system. The 90mm design was rarer than the 81mm model, and fired a heavier projectile.

PB		L	
V	T	V	T
145 points	95 points	145 points	95 points
80 points	55 points	80 points	55 points
130 points	75 points	130 points	75 points
70 points	50 points	70 points	50 points



## FIELD ARTILLERY BATTERY

### PLATOON

2 Gun Sections with:

4 Type 38 75mm  
4 Type 91 105mm

1 Gun Section with:

2 Type 38 75mm  
2 Type 91 105mm

### OPTIONS

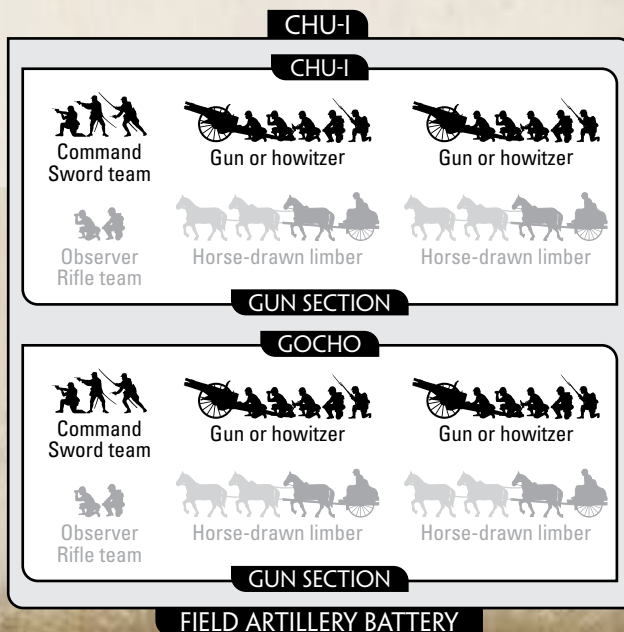
- Add Observer Rifle teams for +15 points per Gun Section.
- Add Horse-drawn limbers for +5 points per Gun Section.

*Although a Field Artillery Battery is a single Support choice, each Gun Section operates as a separate platoon with its own Command team.*

*Field Artillery Battery Gun Sections use the Fire Bursts special rule on page 13.*

The Field Artillery Regiments used Type 38 75mm gun and Type 91 105mm howitzer. The venerable Type 38 with had high explosive, armour piercing, phosphorus, chemical, and illumination ammunition. The Type 91 105mm howitzer was a small, more crude-looking piece, but could fire a 15kg shell over 10,000 metres.

PB		L	
V	T	V	T
380 points	260 points	280 points	215 points
620 points	420 points	375 points	280 points
190 points	130 points	135 points	105 points
310 points	210 points	205 points	140 points







## HEAVY FIELD ARTILLERY BATTERY

### PLATOON

HQ Section with:

4 Type 96 150mm
2 Type 96 150mm

4 Type 92 105mm
2 Type 92 105mm

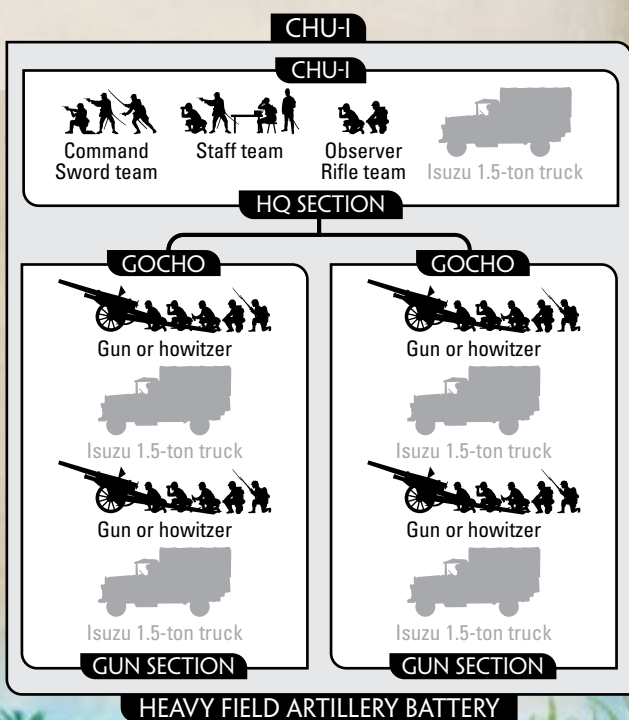
560 points	380 points	340 points	230 points
290 points	195 points	180 points	125 points
730 points	500 points	350 points	240 points
380 points	255 points	190 points	130 points

### OPTION

- Add 1.5-ton trucks for +5 points for the battery.

*A Heavy Field Artillery Battery does **not** use the Fire Burst special rule.*

Japan's heavy artillery had been upgraded through the mid-1930s. The Type 96 150mm howitzer was developed to launch effective, sustained barrages, and it was one of Japan's most modern and effective artillery pieces. The rate of production was relatively low, with only 440 being constructed, and it never completely supplanted the earlier Type 4 gun – with which it shared ammunition types. The Type 92 105mm (10cm) cannon was an elegant-looking piece of artillery with exceptionally long range. Though not produced in great numbers, the gun excelled in both bombardment and counter-battery roles, and was heavily used early in the Pacific war in the invasions of the Philippines as well as the defence of Guadalcanal.





## HEAVY ANTI-AIRCRAFT PLATOON

HQ Section with:

2 Type 88 75mm

- Model all Type 88 75mm guns with eight or more crew and increase their ROF to 3 for +10 points per gun.
- Add Isuzu 1.5-ton trucks for +5 points for the platoon.




No HQ Section with:

2 Type 88 75mm Nests





325 points    215 points

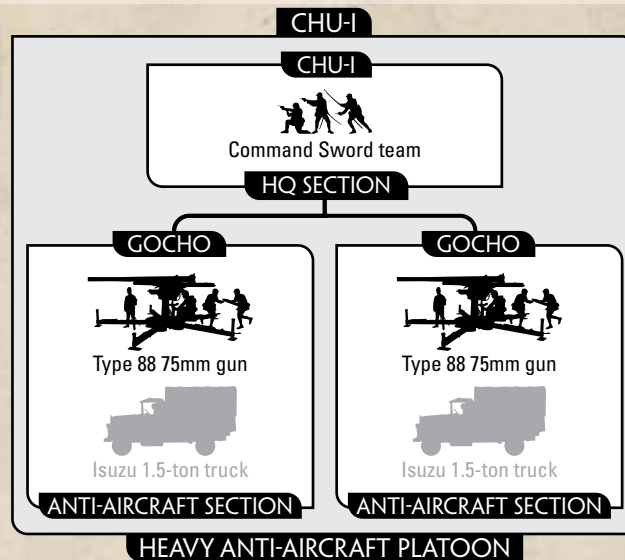
85 points    50 points

230 points    230 points

95 points    95 points

*Type 88 75mm Nests from a Heavy Anti-aircraft Platoon are Area Defences, see page 262 of the rulebook.*

Allied intelligence originally assumed that Japan's Type 88 75mm anti-aircraft gun was a copy of the German 8.8cm Flak 36/37 gun, but it was instead their own design incorporating features from many foreign designs including the British Vickers QF 3" gun. Designed as a medium anti-aircraft gun, the Type 88 was fielded in large numbers in most theatres of the war. The Japanese quickly discovered that the Type 88 was an extremely effective anti-tank weapon. This anti-tank capability was vital in the latter stages of the war as few Japanese guns could successfully engage the M4 Sherman tank, and the Japanese issued specific armour piercing rounds to units on Iwo Jima and Okinawa which were used to good effect.



## LIGHT ANTI-AIRCRAFT PLATOON

HQ Section with:



4 Type 98 20mm

2 Type 98 20mm

No HQ Section with:




4 Type 98 20mm Nests

2 Type 98 20mm Nests


140 points    95 points

70 points    50 points

105 points    70 points

55 points    35 points

120 points    120 points

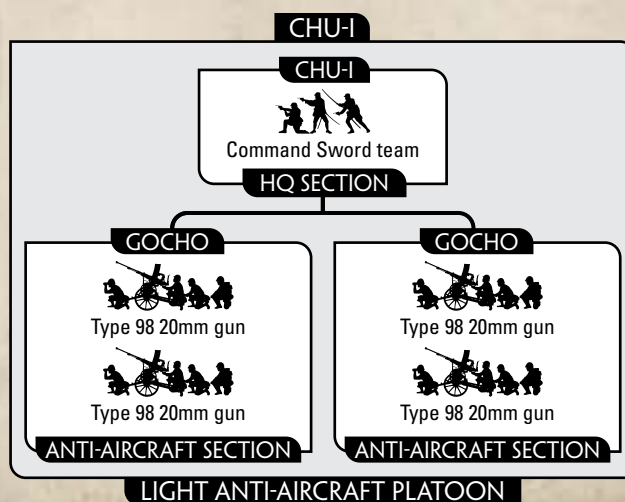
60 points    60 points

105 points    105 points

55 points    55 points

*Type 98 20mm Nests from a Light Anti-aircraft Platoon are Area Defences, see page 262 of the rulebook.*

The Type 92 20mm Anti-aircraft gun, also referred to as a 'machine cannon,' was Japan's most numerous light anti-aircraft weapon of World War II, with a total production run of roughly 2500. The 20mm gun was essentially a scaled-up version of the French 13.2mm Hotchkiss machine gun sharing much of its mechanism with the smaller design. The gun was highly portable and could be set up in a matter of minutes by an experienced crew. The weapon could also be fired while still on its running wheels, but was far less accurate. With a vertical range of 3500m, the light gun primarily served to defend against fighter-bombers and low-altitude attack craft. The high calibre and reasonably high rate of fire also made the design effective against enemy infantry.





## NAVAL GUNFIRE SUPPORT

### NAVAL GUNFIRE SUPPORT

Heavy Cruiser	505 points	300 points
Light Cruiser	420 points	250 points
Destroyer	255 points	150 points



NAVAL GUNFIRE SUPPORT

### NAVAL GUNFIRE SUPPORT

If you have Naval Gunfire Support, your force will field an NGFS Observer Rifle team that can only Spot for an artillery battery of Confident Trained Naval Guns. The guns are not deployed on the table, but have the range to hit any target on the table. They do not have a Staff team.

When firing an Artillery Bombardment with Naval Gunfire Support, position the Artillery Template with the sides parallel to the table edges. Naval Gunfire Support always uses the smallest Artillery Template available, electing to re-roll misses rather than use a larger Template.

## NAVAL AIR & SEA SUPPORT

### PRIORITY NAVAL AIR & SEA SUPPORT

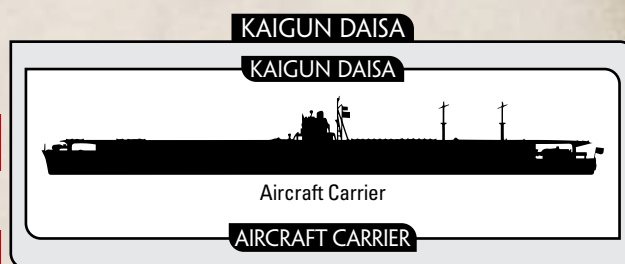
Carrier Group	100 points	60 points
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### LIMITED NAVAL AIR & SEA SUPPORT

Aircraft Carrier	70 points	40 points
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### SPORADIC NAVAL AIR & SEA SUPPORT

Destroyer Squadron	45 points	25 points
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NAVAL AIR & SEA SUPPORT

### NAVAL AIR & SEA SUPPORT

During the island fighting in the Pacific both the US and Japanese Navies played an important role in both supporting amphibious landings and disrupting them. Carriers launched aircraft and naval ship squadrons could upset, stall, or halt the activities of the enemy's seaborne forces.

Sea Support dice pool they can only be used in that role for the rest of the turn.

Every use of Naval Air & Sea Support (successful or not) permanently removes one die from your Naval Air & Sea Support Pool, although your pool cannot be reduced below one die.

Depending of your level of Naval Air & Sea Support you gain a pool of dice:

Priority Naval Air & Sea Support has a pool of seven dice.

Limited Naval Air & Sea Support has a pool of five dice.

Sporadic Naval Air & Sea Support has a pool of three die.

In your opponents Starting Step, before they roll for Air Support, choose whether you will allocate the dice from your pool as Fighter Interception (see page 179 of the rulebook), or disrupt your opponents Naval Gunfire Support in the Shooting Step. Once you have allocated your Naval Air &

### DISRUPTING NAVAL GUNFIRE SUPPORT

To use your Naval Air & Sea Support dice pool disrupting your opponents Naval Gunfire Support roll the dice in your Naval Air & Sea Support Pool when you opponent announces they are attempting to range-in their Naval Gunfire Support bombardment in their Shooting Step.

Any die roll of 6 successfully disrupts your opponent's Naval Gunfire Support. They cannot use their Naval Gunfire Support this Shooting Step.

Otherwise, you opponent may use their Naval Gunfire Support as normal.



## AIR SUPPORT

### LIMITED AIR SUPPORT

Mitsubishi Zero

115 points

115 points

### OPTION

- Establish Close Air Support for +25 points.

*If you establish Close Air Support, you roll two dice on the How Many Aircraft Table and take the best result.*

CHUI-I

CHU-I



Mitsubishi Zero

FLIGHT

FLIGHT

# JAPANESE TANKS

## TYPE 95 HA-GO

### Armament:

Type 98 37 mm gun  
2 x 7.7 mm MG

Length: 4.38 m

Weight: 7.4 tonnes

Armour: 12 mm

Speed: 45 km/h

Range: 250 km



The Type 95 Ha-Go light tank first went into production in 1936 and saw extensive service in China and the Pacific. The light tank companies of the tank regiments were equipped with these excellent little tanks.

## TYPE 97 CHI-HA

### Armament:

Type 97 57 mm Gun  
2 x 7.7 mm MG

Length: 5.50 m

Weight: 15 tonnes

Armour: 28 mm

Speed: 38 km/h

Range: 210 km



The Type 97 Chi-Ha medium tank was introduced in 1938 as a replacement for the aging Type 89 Chi-Ro tanks. The Type 97 Chi-Ha had improved armour protection and speed.

## TYPE 2 KA-MI

### Armament:

Type 1 37 mm gun  
2 x 7.7 mm MG

Length: 7.42 m (4.80 m  
without flotation tanks)

Weight: 12.3 tonnes

Armour: 13 mm

Speed: 37 km/h

Range: 200 km



The Type 2 Ka-Mi amphibious tank was developed for the Japanese Imperial Navy to be used for amphibious operations by the Special Naval Landing Forces (SNLF). It was based on the armament and running gear of the Type 95 Ha-Go light tank with a sophisticated system of detachable flotation tanks for amphibious operations.

## TYPE 89 CHI-RO

### Armament:

57 mm Type 90 gun  
2 x 6.5 mm MG

Weight:

12.79 tonnes

Length: 5.73 m

Armour: 17 mm

Speed: 26 km/h

Range: 170 km



By 1941 the Type 89 Chi-Ro medium tank was the oldest of the Japanese tank designs in service, but still soldiered on in tank regiments around Asia and the Pacific.

## TYPE 97 KAI SHINHOTO CHI-HA

### Armament:

Type 1 47 mm Gun  
2 x 7.7 mm MG

Length: 5.52 m

Weight: 14.8 tonnes

Armour: 33 mm

Speed: 38 km/h

Range: 210 km



After the 1939 Nomonhan Incident (Battles of Khalkhin Gol) against the Soviet Union. It was decided that the Type 97 Chi-Ha needed a new more powerful gun with a longer range. A new 47mm guns was developed as a tank weapon and an anti-tank gun. To accommodate the new gun a new turret was design giving rise to the Type 97 Kai Shinhoto (new turret) Chi-Ha in 1942.



# JAPANESE ARSENAL

## TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>TANKETTES</b>					
Type 97 Te-Ke (37mm) Type 94 37mm gun	Standard Tank 24"/60cm	1 2	1 5	1 4+	One-man turret.
Type 97 Te-Ke (MG)	Standard Tank	1	1	1	MG.
<b>TANKS</b>					
Type 95 Ha-Go Type 94 37mm gun	Standard Tank 24"/60cm	1 2	1 5	1 4+	Japanese Turret MG, Hull MG. One-man turret.
Type 89 Chi-Ro Type 90 57mm gun	Slow Tank 16"/40cm	1 2	1 5	1 4+	Japanese Turret MG, Hull MG.
Type 97 Chi-Ha Type 90 57mm gun	Standard Tank 16"/40cm	2 2	2 5	1 4+	Japanese Turret MG, Hull MG.
Type 97 Kai Shinhoto Chi-Ha Type 1 47mm gun	Standard Tank 24"/60cm	2 2	2 8	1 4+	Co-ax MG, Hull MG.
Captured M3 Stuart M6 37mm gun	Light Tank 24"/60cm	3 2	2 7	1 4+	Co-ax MG, Hull MG, AA MG, Unreliable.
<b>AMPHIBIOUS TANKS</b>					
Type 2 Ka Mi Type 94 37mm gun	Standard Tank 24"/60cm	1 2	1 5	1 4+	Amphibious, Co-ax MG, Hull MG. One-man turret.
<b>SELF-PROPELLED GUNS</b>					
Type 1 Ho-Ni I Type 90 75mm gun Firing bombardments	Standard Tank 32"/80cm 88"/220cm	3 2 -	2 10 3	0 3+ 6	Hull mounted, Smoke. Smoke bombardment.
Type 4 Ho-Ro Type 38 150mm howitzer Firing bombardments	Standard Tank 16"/40cm 56"/140cm	2 1 -	1 13 5	0 1+ 2+	Hull mounted, Bunker buster, Smoke. Smoke bombardment.
Captured M3 75mm GMC M1897 75mm gun	Half-tracked 32"/80cm	1 2	0 9	0 3+	Unreliable. Hull mounted, Smoke.
<b>VEHICLE MACHINE-GUNS</b>					
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.





## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
<b>MACHINE-GUNS</b>						
Type 92 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
<b>MORTARS</b>						
Type 97 81mm mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
Type 94 90mm mortar	Man-packed	48"/120cm	-	2	5+	Smoke bombardment.
<b>INFANTRY GUNS</b>						
Type 92 70mm gun	Man-packed	16"/40cm	2	3	3+	Gun shield, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment
Type 41 75mm gun	Light	16"/40cm	2	6	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6	
<b>ANTI-AIRCRAFT</b>						
Type 98 20mm gun	Light	16"/40cm	4	5	5+	Anti-aircraft gun, Turntable.
Type 88 75mm gun	Immobile	32"/80cm	2	10	3+	Heavy anti-aircraft gun, Turntable.
<b>ANTI-TANK</b>						
Type 97 20mm anti-tank rifle	Man-packed	16"/40cm	3	5	5+	
Type 94 37mm gun	Light	24"/60cm	3	6	4+	Gun shield.
Type 1 37mm gun	Light	24"/60cm	3	7	4+	Gun shield.
Type 1 47mm gun	Medium	24"/60cm	3	8	4+	Gun shield.
<b>ARTILLERY</b>						
Type 38 75mm gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke.
Firing bombardments		80"/200cm	-	3	6	Smoke bombardment.
Type 91 105mm howitzer	Immobile	24"/60cm	1	9	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
Type 92 105mm gun	Immobile	32"/80cm	1	14	2+	Gun shield.
Firing bombardments		96"/240cm	-	4	4+	
Type 96 150mm howitzer	Immobile	24"/60cm	1	12	1+	Gun shield, Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Sword team	4"/10cm	1	1	6	Hits on 2+ in Assaults. Tank assault 1.
Rifle team	16"/40cm	1	2	6	
Nikuhaku team	-	-	-	-	Human bullet, Improvised tank assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams, Smoke.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

### ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<b>TRUCKS</b>					
Isuzu 1.5-ton truck			Wheeled	-	-
<b>TRACTORS</b>					
Horse-drawn limber			Wagon	-	-



## FORTIFICATIONS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
<b>NESTS</b>					
HMG Nest	24"/60cm	6	2	6	ROF 3 when pinned down.
Type 98 20mm Nest	16"/40cm	4	5	5+	Anti-aircraft gun, Turntable.
Type 88 75mm Nest	32"/80cm	3	10	3+	Heavy anti-aircraft gun, Turntable.
Type 94 37mm Nest	24"/60cm	3	6	4+	
Type 1 37mm Nest	24"/60cm	3	7	4+	
Type 1 47mm Nest	24"/60cm	3	8	4+	
Type 41 75mm Nest	16"/40cm	2	6	3+	
Type 38 75mm Nest	24"/60cm	2	8	3+	Smoke.
<b>PILLBOXES</b>					
HMG Pillbox	24"/60cm	6	2	6	ROF 3 when pinned down.
Type 94 37mm Pillbox	24"/60cm	3	6	4+	
Type 1 37mm Pillbox	24"/60cm	3	7	4+	
Type 1 47mm Pillbox	24"/60cm	3	8	4+	
Type 41 75mm Pillbox	16"/40cm	2	6	3+	
Type 38 75mm Pillbox	24"/60cm	2	8	3+	Smoke.

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Mitsubishi Zero	MG	3+	5	5+	
	Bombs	4+	5	2+	

## NAVAL GUNFIRE SUPPORT

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Destroyer	72"/180cm	-	4	3+	4-gun battery, Naval Gunfire Support.
Light Cruiser	112"/280cm	-	5	2+	4-gun battery, Naval Gunfire Support.
Heavy Cruiser	112"/280cm	-	6	1+	4-gun battery, Naval Gunfire Support.





# PAINTING THE IMPERIAL JAPANESE ARMY

## JAPANESE INFANTRY

### SNLF UNIFORMS

Not all Japanese were from the Imperial Army, some of the forces defending and attacking in the Pacific were from the Imperial Navy's Special Naval Landing Force (SNLF, *Kaigun Tokubetsu Rikusentai*).

Much of their equipment, organisation and weapons were similar to that of the Imperial Army. However, their uniforms were a drab-green rather than the khaki-yellow of the army. When painting SNLF troops use the colours above, except instead of Comrade Khaki (326) for the uniform colour use GI Green (347).

Check out *Colours Of War* for more Step-by-step instructions and tips on how to paint your miniatures. The *Colours Of War* book and paint range are available from all good hobby retailers and online at [www.FlamesOfWar.com](http://www.FlamesOfWar.com)



*Rifles, SMGs, & MGs*

SEE INFANTRY WEAPONS  
PAGE 27 OF COLOURS OF WAR

*Flesh*

SEE FACES  
PAGE 26 OF COLOURS OF WAR

*Boots*

SEE BROWN LEATHER  
PAGE 28 OF COLOURS OF WAR



## UNIFORM

### COLOUR PALETTE



COMRADE KHAKE  
(326)



ZHUKOV SHADE  
(493)



MILITARY KHAKE  
(327)



**BASECOAT** the uniform with Comrade Khaki.



**WASH** the uniform generously with Zhukov Shade.




**DRYBRUSH** the uniform with Comrade Khaki. For extra contrast, paint Military Khaki on edges and raised points.



## LEATHER WEBGEAR

**COLOUR PALETTE**



**DARK LEATHER**  
(322)

**MANSTEIN SHADE**  
(492)

**MOTHERLAND EARTH**  
(383)

**DARK LEATHER**  
Medium Brush



**BASECOAT** the leather belt, sling and pouches with Dark Leather.

**MANSTEIN SHADE**  
Medium Brush



**WASH** the leather with Manstein Shade.

**DARK LEATHER**  
Fine Brush



**ACTUAL SIZE**

**HIGHLIGHT** the leather with Dark Leather, ensuring that recesses and folds remain darker. For extra contrast, paint raised points with Motherland Earth.

## CANVAS

**COLOUR PALETTE**



**MILITARY KHAKI**  
(327)

**ZHUKOV SHADE**  
(493)

**WORN CANVAS**  
(306)

**MILITARY KHAKI**  
Medium Brush



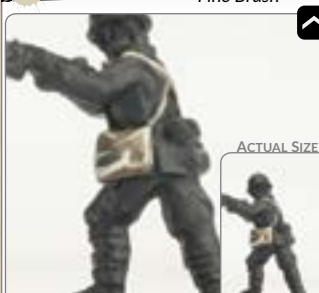
**BASECOAT** the webbing straps, shoulder bag, and water bottle straps with Military Khaki.

**BRADLEY SHADE**  
Medium Brush



**WASH** the canvas a generous coat of Zhukov Shade.

**MILITARY KHAKI**  
Fine Brush



**ACTUAL SIZE**

**HIGHLIGHT** the canvas with Military Khaki, ensuring that recesses and folds remain darker. For extra contrast, paint raised points with Worn Canvas.

## JAPANESE VEHICLES

Official instructions called for vehicles to be painted in a khaki colour ('tsuchi kusa iro'), known to US intelligence as 'Japanese Artillery Brown' (**Comrade Khaki 326**). Roughly 30% of the vehicle was painted in disruptive patterns of a dark mahogany brown or earth colour ('tsuchi iro') (**Boot Brown 323**).



Officially, it was recommended that green ('kusa iro') (**Army Green 342**) should replace the khaki ('tsuchi kusa iro') base colour in summer, or in southern areas. In practice, though, green was often added as an additional colour instead, in disruptive areas covering roughly 20% of the vehicle's surface. Areas of colour were sometimes separated by thin black lines.



From 1942 new vehicles had a simpler scheme using the same colours without the yellow lines and a larger proportion of green.



Flat yellow (**Cavalry Yellow 361**) was applied in two wavy lines forming a rough cross shape when viewed from above, centred on the top of the vehicle. There is some dispute about the actual colour of the cruciform yellow lines. Some researchers have theorised that it was actually a sandy, 'dry grass' colour (**Sicily Yellow 362**), which was described as 'yellow' because that is how it looked in contrast with the darker camouflage colours. Both suggestions are equally plausible, so gamers are free to pick the colour which looks best to them.





# THE BATTLE OF IWO JIMA



Iwo Jima, known to the Japanese as *Iwo To* or 'sulfur island,' is a small volcanic island in the Pacific between the Mariana Islands and Japan. By 1945, with the war going badly against the Japanese, it was primarily being used as an air base for attacks against the Allies in the Marianas and for fighters intercepting B-29 raids over Japan itself. The Allies themselves were in a lull between the recently completed major offensive

to liberate the Philippines and the upcoming invasion of Okinawa, which was designed to provide a staging area for the final invasion of Japan itself. Allied intelligence believed the island would fall within a week, and securing the air bases on Iwo Jima would allow P-51 Mustangs to accompany the B-29 bombers on their raids to Japan. The Allies therefore made the fateful decision to invade this tiny island in February 1945.

The Japanese placed Lieutenant General Tadamichi Kuribayashi in charge of Iwo Jima. By June 1944, he began building a series of fortifications on the island. Kuribayashi was in many ways a maverick and his fortifications on Iwo Jima defied normal Japanese practices. Instead of concentrating his fortifications at the water's edge, Iwo Jima was defended in depth with a fully interlocking grid of machine-guns, mortars, rockets, and artillery – all of which were concealed in bunkers or well prepared positions. The bunkers and prepared positions were connected by tunnels allowing positions to be re-occupied by defending troops. Knowing he could not possibly defeat the Americans, Kuribayashi's aim was to bleed his enemy's forces white which would at least forestall the invasion of Japan itself.

Despite weeks of air and naval bombardment, by 19 February when the Marines invaded, the overwhelming majority of the defences of Iwo Jima were fully intact. Initially the

Japanese allowed the Americans to come ashore in great numbers on the island's volcanic beaches. It was only when the lead marine elements reached a series of inland bunkers that the Japanese opened up on the unsuspecting attackers. The Marines found themselves stuck on the volcanic beaches with no way of digging in while artillery and bunkers that had pre-ranged in on their positions opened up from all over the island, including Mount Suribachi on the southern tip of the island which overlooked the landing beaches.

Desperate to make progress, over 700 marines made a near suicidal charge across the island to cut off Suribachi from the rest of the island. By the evening of the first day of the battle, with roughly 30,000 troops ashore, the Americans had cut the island in half. Over the next several days the Americans, supported by medium flame-thrower tanks and close air support, finally managed to secure the landing zones allowing more troops and equipment to come ashore. Though the Japanese conducted night counterattacks against the marine positions, these attacks were not the typical *banzai* charges which had characterized earlier battles as Kuribayashi had forbidden them as futile gestures.

With Suribachi isolated, the Marines began securing it on 23 February. Expecting a hard fight, the marines instead only encountered pockets of resistance with many of the Japanese remaining inside their tunnel network. The remaining Japanese threat on Suribachi was quickly eliminated allowing the marines to raise the American flag at its summit to signal its capture. As this was the first American flag to fly over Japanese soil, its historical significance was understood by the field commanders. Therefore, a second larger flag was raised at the top of the mountain which was the subject of the famous 'flag raising' photographs.

Though the southern end of the island had been secured, Kuribayashi's best defences, along with several army infantry divisions, naval infantry, and a tank regiment all supported by artillery, were concentrated in the northern half of the island. Marine casualties mounted as they tried to reduce these defences as interlocking Japanese fire cut apart any breakthrough before it could be fully exploited. Areas thought 'secure' were also vulnerable as the Japanese fre-





frequently re-man bunkers and other fortifications behind the American lines wreaking havoc in the rear areas.

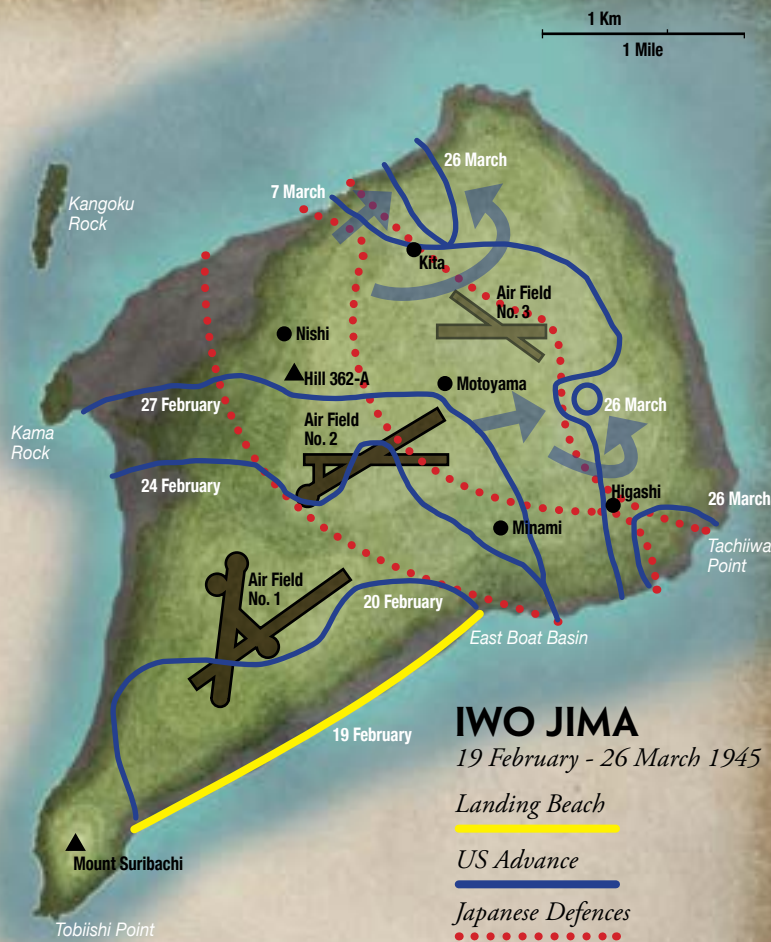
Eventually the American Marines changed their tactics – attacking the Japanese at night without a preliminary bombardment. This radical departure from normal procedure frequently caught the Japanese by surprise and finally allowed the Marines to capture the strategic Hill 362-A on 7 March. So devastating was the loss of this hill, that the area commander, Captain Samaji Inouye, ordered a *banzai* charge to retake the hill the next night in defiance of Kuribayashi's orders. Though the Japanese inflicted heavy casualties on the Marines, including almost 100 killed, the 1000-man charge was broken with nearly 800 Japanese dead.

Kuribayashi's command post at the extreme northwestern end of the island continued to hold out, even though the island was nominally declared secure on 16 March. Rather than painstakingly reducing the hold-out, the Marines used explosives to collapse the tunnels and seal the remaining tunnel openings by 24 March. The surviving Japanese organised one final counterattack on 25 March on Airfield number two. Some 300

Japanese fought against Marines, Seabees, and Army Pilots for over an hour inflicting over 50 killed and 100 wounded. This final assault was not a loud *banzai* charge but instead a stealthy attack which, at least according to some accounts, was led by Kuribayashi himself.

Over the course of the battle, roughly 18,000 Japanese were killed or committed suicide. For the first time in the Pacific Campaign, American casualties outnumbered the Japanese

at roughly 26,000, though less than 7,000 of those were killed in action. Despite the island being declared officially secure on 26 March, there were roughly 3,000 Japanese holdouts in the remaining tunnels who refused to surrender to the Americans because of their sense of honor or pre-war propaganda that painted the Americans as barbarians who would kill surrendering soldiers. The last of these would finally be caught and surrender in early 1949.



## REFIGHTING IWO JIMA

Iwo Jima provides the player with many options for scenarios to recreate this fierce battle on the tabletop. Here are just a few:

**The Landing:** Play the Island Landing Mission with a Veteran Japanese Yosai Hohei Chutai defending against a Marine Rifle Company. Iwo Jima is a volcanic beach and should use those rules. The Japanese should focus on bunkers, minefields, barbed wire, and heavy guns while the Marines can include tanks and close air support.

**Consolidating the Bridgehead:** Play No Retreat with a Marine Rifle or Tank Company attacking a Veteran Japanese Yosai Hohei Chutai Company. The marine force should emphasize flame-throwers and flame-thrower tanks like the M4A3 or M4A2 'Zippo' while the Japanese should continue to have a mix of weapons but no armour.

**Japanese Counterattacks and Night Battles:** Play Surrounded with a Japanese Hohei Chutai Company attacking a Marine Rifle Company. The Japanese can have any combination of infantry, guns and even armour allowed by the list. The terrain should be primarily rough ground with some crags or hills. Use the Hell by Day, Paradise by Night rule (Page 10 of Banzai).

**Assault on Airfield #2:** Play Free-for-All with a Japanese Hohei Chutai Company attacking a Marine Rifle Company. The battle should make use of an airfield as terrain. The Japanese should be focused on light weapons only with no artillery support and may include a Regimental Standard. The Marine Forces should include a Naval Construction Platoon and/or an Army Rifle Platoon and no armour.



*This is a supplement for Flames Of War, the World War II Miniatures Game.*  
A copy of the rulebook for *Flames Of War* is necessary to use the contents of this book.



*'To die for the Emperor is to live forever.'*

– Japanese Imperial Army Slogan

The Japanese Imperial armed forces had been at war since 1931 in China and Manchuria. Their war in the Pacific is just the next step in asserting their leadership over the Asia-Pacific region. In a series of well-planned and executed campaigns in late-1941 and 1942 veteran Japanese forces quickly asserted their dominance in southeast Asia and the western Pacific, toppling the western colonial powers and taking control of these resource rich regions for the greater good of the Japanese Empire.

However, the Japanese strike on Pearl Harbor has woken the Americans. The Japanese must fight with determination to hold their gains, to push the westerners back, and consolidate Japanese control. Each inch of ground is not given lightly, with each beach, hill, village, island, and airfield defended and counter-attacked with a ferocity and spirit of will that no enemy can stand against.

## INSIDE YOU WILL FIND:

- History of the Japanese Imperial forces in the Pacific.
- History and gaming suggestions for the Battle of Guadalcanal.
- History and gaming suggestions for the Battle for Iwo Jima.
- Japanese Tactics.
- Japanese national special rules.
- Options for fielding a Hohei Chutai infantry company; a Sensha Rentai tank regiment; a Yōsai Hohei Chutai fortified company with bunkers, gun nests and obstacles; and a Ka-Mi Sensha Chutai amphibious tank company.
- All forces can be fielded using either Pacific War or Late War points options.
- Support platoons includes armour, assault guns, engineers, reconnaissance, mortars, artillery, anti-aircraft, naval, and air support.
- Japanese Painting Guide
- Inspirational colour photographs

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