

HOHEI CHUTAI (23RD)

INFANTRY COMPANY

FEARLESS

TRAINED

INFANTRY COMPANY

POINTS

1000

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Hohei Chutai HQ (23rd) p.21	2	Cmd Sword team	3.5% 35
COMBAT PLATOONS			
Hohei Platoon (23rd) p.21	1 9 3	Cmd Sword team Rifle team Light Mortar team	25.5% 255
Hohei Platoon (23rd) p.21	1 9 3	Cmd Sword team Rifle team Light Mortar team	25.5% 255
WEAPONS PLATOONS			
Hohei Machine-gun Platoon (23rd) p.22	1 2	Cmd Sword team Type 3 HMG	6.5% 65
DIVISIONAL SUPPORT			
Light Sensha Company p.19 FEARLESS VETERAN	3	Type 95 Ha-Go	24.5% 245
Field Artillery Battery (23rd) p.23	1 2	Cmd Sword team Type 38 75mm gun	14.5% 145

Rising Sun book - Japanese Early-War - v3 - Platoon Count: 5

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

TANKS

Type 95 Ha-Go	Standard Tank	1	1	1	Japanese Turret MG, Hull MG.
Type 94 37mm gun	24"/60cm	2	5	4+	One-man turret.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Type 38 75mm gun	Heavy	24"/60cm	2	8	3+	Gun shield.
Firing bombardments		80"/200cm	-	3	6+	
Type 3 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Rifle team	16"/40cm	1	2	6+	
Sword team	4"/10cm	1	1	6+	Hits on 2+ in Assaults, Tank assault 1.

VEHICLE MACHINE-GUNS

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

SPECIAL RULES

Field Artillery Battery (23rd) - p.23

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 may not be deployed in Ambush.

Field Artillery Battery Gun Sections use the Fire Bursts special rule.

Hohei Chutai HQ (23rd) - p.21

Banners

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 the 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).

Banzai Charge

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.

Duty to the End

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 and fight in Assaults, but cannot move to Counterattack or Brek 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 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.

Envelopment

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 are not restricted to 8"/20cm while moving at Night, instead they may move up to their full move.

Fire Bursts

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.

Hell by Day, Paradise by Night

Players commanding a Japanese 3rd Sensha Rentai, 4th Sensha Rentai, or a Hohei Chutai that does not have Field Fortifications 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.

Hip Shot

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

Human Bullet

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 dice per team as normal. Nikuhaku teams are rated Improvised Tank Assault 4 (see page 169 of the rulebook).

Japanese Turret MG

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

Kendo

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

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.

Regimental Standard

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.

Seishin

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. 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.

Type 92 70mm Battalion Gun

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).

Hohei Machine-gun Platoon (23rd) - p.22

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

Hohei Platoon (23rd) - p.21

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

Light Sensha Company - p.19

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