

HOHEI CHUTAI (7TH)

INFANTRY COMPANY

FEARLESS

VETERAN

INFANTRY COMPANY

POINTS

1695

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Hohei Chutai HQ (7th) p.21	2	Cmd Sword team	2.9% 50
COMBAT PLATOONS			
Hohei Platoon (7th) p.21	1 9 3	Cmd Sword team Rifle team Light Mortar team Banners	21.2% 360
Hohei Platoon (7th) p.21	1 9 3	Cmd Sword team Rifle team Light Mortar team Banners	21.2% 360
WEAPONS PLATOONS			
Hohei Machine-gun Platoon (7th) p.22	1 2	Cmd Sword team Type 3 HMG	5% 85
REGIMENTAL SUPPORT			
Hohei Rapid-fire Gun Platoon (7th) p.22	1 1 1	Cmd Sword team Type 94 37mm gun Captured 45mm obr 1937 gun	6.5% 110
DIVISIONAL SUPPORT			
Light Sensha Company p.19	6	Type 95 Ha-Go	28.9% 490
Field Artillery Battery (7th) p.23	1 2	Cmd Sword team Type 38 75mm gun	11.2% 190
Air Support p.31	3	Priority Air Support Nakajima Ki-27 Type 97	2.9% 50

Rising Sun book - Japanese Early-War - v4

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	-	2	4+	
Captured 45mm obr 1937 gun	Light	24"/60cm	3	7	4+	Gun shield.
Type 94 37mm gun	Light	24"/60cm	3	6	4+	Gun shield.
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.

AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Nakajima Ki-27 Type 97	0	-	-	-+	Fighter interception.

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Air Support - p.31

The Nakajima Ki-27 is a dedicated air superiority fighter. It can only be used for Fighter Interception and cannot be used for Ground Attack.

Field Artillery Battery (7th) - 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 (7th) - p.21

Banners

The first hit from enemy shooting in the Shooting Step does not count towards Pinning Down a Japanese Unit 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 Unit with Banners.

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

A Japanese Unit with Banners also does not count the first hit from Defensive Fire when determining if it will Fall Back (see page 56 of the rulebook).

Banzai Charge

Whenever an assaulting Japanese Unit (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 Unit 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

Bailed Out Japanese Tank Teams are not ignored in Unit Last Stand, counting as still fighting. They can shoot their Japanese Turret MG and fight in Assaults, but cannot move to Counterattack or Break Off. They are not required to make a Cross Check if making a Counterattack in terrain.

Bailed Out Japanese Tank Teams also prevent enemy Assaulting Units from Winning if within 4"/10cm, as if they were still operational.

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

Envelopment

Japanese Infantry Teams and Light Gun Teams may Move at up to Cross-country Dash at Night (see page 90 of the rulebook).

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 re-roll hits.

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

Hell by Day, Paradise by Night

If a Japanese Formation is the Attacker in any type of mission the Japanese player may choose to use the Dawn rules (see page 91 of the rulebook).

If the opposing force also uses Night rules on page 90 of the rulebook, both players roll a die and the player with the highest score uses their Night 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 Unit is within 16"/40cm.

Human Bullet

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

- If an assaulting Japanese Unit with Nikuhaku teams is forced to Fall Back by Defensive Fire after the Banzai Charge rule is applied, the Japanese Unit does not Fall Back. Instead the Japanese Unit containing Nikuhaku Teams continues the Assault. However, all Teams other than the Nikuhaku Teams immediately move as if the Unit was forced to Fall Back by Defensive Fire and become Non-Assaulting Teams.
- If a Japanese Unit containing Nikuhaku Teams fails its Motivation Test to Counterattack, the Japanese Unit will still Counterattack. However, all Teams other than Nikuhaku Teams in the Japanese Unit become Nonassaulting 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.

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

A Sword team hits on Infantry and Gun Teams on 2+ in Assaults.

No Surrender

When a Japanese Formation is not in Good Spirits at the start of a turn, after rolling to Remount Bailed Out Tank Teams, it is not Destroyed.

Instead all Independent Teams are immediately Destroyed, and all Units draw on their Seishin (using the Seishin rule) as if they had failed a Unit Last Stand.

Units in Reserves 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 No Formations Left on page 61 of the rulebook.

Regimental Standard

A Unit with the same title as the Company HQ that has the Regimental Standard Team within 6"/15cm automatically passes all Motivation Tests. For example, only Units 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 Unit with the same title as the Company HQ within 4"/10cm instead, leaving the Regimental Standard unharmed.

Seishin

If a Japanese Unit fails a Unit Last Stand, it is not automatically Destroyed. Instead it draws on its Seishin and remains on the table and fights on.

When a Unit draws on its Seishin all of its Tank Teams are immediately Destroyed and its Heavy Weapon and Gun Teams become Rifle Teams for the rest of the game. All other teams continue fighting.

A Unit that has drawn on its Seishin automatically passes all Motivation Tests they are required to take.

In the Movement Step a Unit 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, they must move their full Tactical Move distance towards either of these Objectives until they are within 8"/20cm of it. They may never Move at Dash speed or Dig-in.

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

In the Assault Step a Unit that has drawn on its Seishin must Charge into Contact if they can. They must always Counterattack rather than Break Off.

Hohei Machine-gun Platoon (7th) - p.22

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

Hohei Platoon (7th) - 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.