



THE EMPIRE OF JAPAN



When Japan struck at the United States in the Pacific Imperial forces set the map ablaze with all the speed and striking power evinced by the German Blitzkrieg through Europe. The hollowed-out forces of the Colonial powers in South-east Asia were no match for troops and airmen of the Empire battle-hardened by years of war in China and Manchuria. By 1943, however, the vast industrial power of the United States was making itself felt, and their resurgence began with the capture of the obscure island of Guadalcanal over 3,000 miles from American soil. A decisive battle was sought at Midway to destroy the growing colossus of the US Navy before it could push any further, but the resulting stalemate only bought time to prepare for their inevitable return to the Western Pacific.

By 1944 an endless, grinding war of attrition against the US and its Allies seemed inevitable. The Emperor and his people certainly had the willpower for such a struggle, but no answer to the industrial capacity and manpower of their enemies. In March 1944 this bleak prospect was changed entirely by news from Germany. Initially the reports were of a weapon of devastating impact used on Dresden, but they soon changed to a hope of salvation and final victory through the new power unleashed into the world.

Despite the advances of the American barbarians, the Empire of the Sun still reigns supreme over the Greater Asian Co-Prosperity Sphere. Battles between mighty fleets and great armies rage across the islands of the western Pacific, yet the Home islands remain unsullied by war. In China the Communists and Nationalists alike have been swept into the hinterlands. Just as with Germany the opening of the Rifts has marked a reversal in Japan's fortunes from inevitable defeat to unbroken victory.

The Emperor's loyal servants have been galvanised by the secrets of Rift technology revealed to them by Axis scientists. They have embraced and industrialised each new development with all of the unmatched national spirit shown since the rise of Japan as an industrial power. Situated far from the Rifts so ineptly opened by the Allies in Dresden and New Mexico, Imperial Rift research has found its own path which has led to a unique mastery of stealth and phasing technology.

With these new tools the Imperial Japanese Navy has been able to keep America and its Allies at bay thanks to Rift-tech submarines and bitterly-fought island campaigns by the IJN elite's 'Ghost' battalions. Meanwhile the Imperial Army, reinforced by Rift weapons, light walkers, and powered armour, has been free to pursue its ambitions in China and the remaining European colonies. The Imperial Japanese Army and Navy remain political rivals, with each jealously guarding the resources and intelligence about their own fiefdoms. This fundamental lack of unity is carefully concealed from the Imperial Court, but it may yet be Japan's undoing.

In 1947 the tide appears to be turning once again; the British have successfully reconquered Burma with the aid of their tireless automated warriors, New Guinea remains a horrifying charnel house after half a decade of gruelling jungle warfare. Despite appalling losses the US Navy pushes ever deeper into the belt of island fortresses protecting the Home Islands, recently recapturing the Philippines. In China the communists have gained fresh heart, and new Rift-tech weaponry, with Soviet help. The future of the Empire is balanced on the edge of a blade and only the furious dedication of its people and their armed forces will keep it safe.

THE ARMY LIST

This army list describes the troops, equipment, and special abilities available to the Empire of Japan in games of *Konflikt '47*. It may be used in conjunction with the Force Selection rules on pages 164-171 of the *Konflikt '47* Rulebook. Each unit entry specifies its type for the purposes of fulfilling the slots in each type of Platoon.

Incorporating Bolt Action Units

If both players agree, they may use units taken from *Bolt Action Armies of Imperial Japan: Third Edition* in

their list (see page 164 of the *Konflikt '47* rulebook). It is recommended that any units taken be identified as 'Late War' units in *Armies of Imperial Japan*. Any Infantry units count as Basic Infantry for the purposes of the *Konflikt '47* Platoon Selectors.

With the opening of the Rifts, the nature of warfare has changed. For this reason, any *Bolt Action* units taken do not benefit from the Empire of Japan Army Special Rules **with the exception of Death Before Dishonour**, nor do they benefit from the Army Special Rules present in *Armies of Imperial Japan*.

ARMY SPECIAL RULES

DEATH BEFORE DISHONOUR

Many Japanese soldiers and officers continue to believe that a display of will through personal sacrifice will win the war for the Empire. An appropriate offer in blood at least ensures a spiritual victory.

All Empire of Japan Infantry and Artillery units have the Fanatics special rule, and automatically pass Morale Checks for being assaulted by enemy Vehicles. Furthermore, Empire of Japan units may re-roll failed Order Tests when attempting to Assault.

FROM NOWHERE

With lessons well-learned from the attritional war in the Western Pacific, the Japanese make good use of the terrain to launch well-timed, close quarters attacks before withdrawing into prepared positions.

Empire of Japan Infantry units on *Ambush* may Ambush Charge enemies that move within 12", rather than the usual 6". This still counts as a Surprise Charge. If the Ambush Charge goes over Rough Ground or Obstacles, or the ambushing unit begins in Rough Ground, the Ambush Charge distance is reduced to the *Advance* rate of the assaulting unit.

SHADOW WORK

Rift-tech advances in stealth technology are several cuts above traditional camo, enabling them to blend with the shadows before launching their furious attacks.

If deemed to be in Cover from enemy shooting, Empire of Japan units on *Ambush* Orders improve their Cover Save by +1.

SECRETS OF IWO JIMA

The development and deployment of new distinct designs of Rift-tech, flies in the face of the Empire's increasingly tenuous relationship with their former Axis allies, leading to questions as to the source of all of this new knowledge, if they are unaided by a Rift of their own...

Empire of Japan Rift units attempting an Outflanking Manoeuvre may be ordered onto the table from Turn 2 onwards, rather than from Turn 3 onwards, entering the table from any point on the owning player's DZE or the left/right edge of the table (as written down during deployment). Furthermore, Japanese Rift units attempting an Outflanking Manoeuvre do not suffer the -1 modifier to the Order Test for moving onto the table from Reserve.

HQ TEAMS

OFFICERS

Since the 'confirmation' of the Emperor's true godhood through the mystical powers of the Rifts, Japanese officers are now regarded as embodying the Bushido spirit of the nation, the Samurai reborn. The arrival of Rift technology and the shining light of the Emperor's rule has stabilised the military situation allowing for the growth and consolidation of a new generation of junior officers. Time and time again these modern Samurai have confounded their critics in embracing and exploiting the gifts provided by the Rift. Poorly performing troops are still subject to harsh discipline from their superiors, but in the new order the Samurai's spiritual link to the Emperor is usually enough to inspire the common soldier to do their duty.

COMPANY COMMANDER – OFFICER				REQUISITION POINTS	
Unit Composition:	1 Officer			Inexperienced:	42
Unit Type:	Company Commander			Regular:	60
Base Size:	25mm			Veteran:	78
Standard Weapon:	Pistol				
Movement Rate:	Advance 6"	Run 12"			
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				Points per model	Limit
• Additional Soldiers with Pistols (No Mixed Quality)		<div><div>Inexperienced</div><div>Regular</div><div>Veteran</div></div>	<div><div>6</div><div>9</div><div>12</div></div>	<div></div>	2 per squad
• Replace Pistol with Rifle			+1		3 per squad
• Replace Pistol with SMG			+5		3 per squad
• The Officer may take <u>one</u> of the following Hero stat points:		<div><div>Guts</div><div>Luck</div></div>	<div><div>+10</div><div>+15</div></div>	<div></div>	1 per Officer
• The Officer may take a Combat Blade (+1 Pen at Close Quarters)			+2		1 per Officer
SQUAD UPGRADES (Must be applied to entire squad)				Points per model	
• Yoroï-kumi Anti Tank Launchers (Count as RPG-1s)			+5		

COMPANY COMMANDER – OFFICER IN BATTLE-FRAME HEAVY ARMOUR			REQUISITION POINTS
Unit Composition: 1 Officer in Grade 1 Heavy Powered Armour			87
Unit Type: Company Commander			
Base Size: 25mm			
Standard Weapon: SMG			
Movement Rate:		Advance 6"	Run 12"
Quality:		Veteran	
Damage Value:		6+	
Morale Value:		10	
SPECIAL RULES			
• Heavy			
OPTIONS		Points per model	Limit
• Additional Soldiers in Battle-Frame Grade 1 Heavy Powered Armour armed with SMGs		22	2 per squad
• Replace SMG with LMG		+11	3 per squad
• The Officer may take a Combat Blade (+1 Pen at Close Quarters)		+2	1 per Officer
• The Officer may take <u>one</u> of the following			
• Hero stat points:			
	Guts	+10] 1 per Officer
	Luck	+15	
SQUAD UPGRADES (Must be applied to entire squad)		Points per model	
• Yoroi-kumi Anti Tank Launchers (Count as RPG-1s)		+5	
• Anti-tank Grenades		+2	

COMPANY COMMANDER – OFFICER IN ASSAULT-FRAME HEAVY ARMOUR			REQUISITION POINTS	
Unit Composition: 1 Officer in Grade 1 Heavy Powered Armour			91	
Unit Type: Company Commander				
Base Size: 25mm				
Standard Weapons: SMG, Combat Blade (+1 Pen at Close Quarters)				
Movement Rate:			Advance 6"	Run 12"
Quality: Veteran				
Damage Value: 6+				
Morale Value: 10				
SPECIAL RULES				
• Deadly (2)				
• Heavy				
OPTIONS			Points per model	Limit
• Additional Soldiers in Assault-Frame Grade 1 Heavy Powered Armour armed with SMGs and Combat Blades			26	2 per squad
• Replace SMG with LMG			+11	3 per squad
• The Officer may take <u>one</u> of the following Hero stat points:			— [Guts +10 Luck +15] 1 per Officer	
SQUAD UPGRADES (Must be applied to entire squad)			Points per model	
• Yoroi-kumi Anti Tank Launchers (Count as RPG-1s)			+5	
• Anti-tank Grenades			+2	

PLATOON COMMANDER – OFFICER				REQUISITION POINTS	
Unit Composition:	1 Officer			Inexperienced:	21
Unit Type:	Platoon Commander			Regular:	30
Base Size:	25mm			Veteran:	39
Standard Weapon:	Pistol				
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				Points per model	Limit
• Additional Soldiers armed with Pistols (No Mixed Quality)		— [<i>Inexperienced</i>	6] — 2 per squad
			<i>Regular</i>	9	
			<i>Veteran</i>	12	
• Replace Pistol with Rifle				+1	3 per squad
• Replace Pistol with SMG				+5	3 per squad
• The Officer may take <u>one</u> of the following Hero stat points:		— [<i>Guts</i>	+10] — 1 per Officer
			<i>Luck</i>	+15	
• The Officer may take a Combat Blade (+1 Pen at Close Quarters)				+2	1 per Officer
SQUAD UPGRADES (Must be applied to entire squad)				Points per model	
• Yoroi-kumi Anti Tank Launchers (Count as RPG-1s)				+5	

PLATOON COMMANDER – OFFICER IN BATTLE-FRAME HEAVY ARMOUR			REQUISITION POINTS
Unit Composition: 1 Officer in Grade 1 Heavy Powered Armour			48
Unit Type: Platoon Commander			
Base Size: 25mm			
Standard Weapon: SMG			
Movement Rate:		Advance 6"	Run 12"
Quality:		Veteran	
Damage Value:		6+	
Morale Value:		10	
SPECIAL RULES			
• Heavy			
OPTIONS		Points per model	Limit
• Additional Soldiers in Battle-Frame Grade 1 Heavy Powered Armour armed with SMGs		22	2 per squad
• Replace SMG with LMG		+11	3 per squad
• The Officer may take a Combat Blade (+1 Pen at Close Quarters)		+2	1 per Officer
• The Officer may take <u>one</u> of the following			
• Hero stat points:			
	Guts	+10	} 1 per Officer
	Luck	+15	
SQUAD UPGRADES (Must be applied to entire squad)		Points per model	
• Yoroi-kumi Anti Tank Launchers (Count as RPG-1s)		+5	
• Anti-tank Grenades		+2	

PLATOON COMMANDER – OFFICER IN ASSAULT-FRAME HEAVY ARMOUR			REQUISITION POINTS
Unit Composition: 1 Officer in Grade 1 Heavy Powered Armour			52
Unit Type: Platoon Commander			
Base Size: 25mm			
Standard Weapon: SMG, Combat Blade (+1 Pen at Close Quarters)			
Movement Rate:		Advance 6"	Run 12"
Quality:		Veteran	
Damage Value:		6+	
Morale Value:		10	
SPECIAL RULES			
• Deadly (2)			
• Heavy			
OPTIONS		Points per model	Limit
• Additional Soldiers in Assault-Frame Grade 1 Heavy Powered Armour armed with SMGs and Combat Blades		26	2 per squad
• Replace SMG with LMG		+11	3 per squad
• The Officer may take <u>one</u> of the following Hero stat points:		Guts Luck	+10 +15
			1 per Officer
SQUAD UPGRADES (Must be applied to entire squad)		Points per model	
• Yoroi-kumi Anti Tank Launchers (Count as RPG-1s)		+5	
• Anti-tank Grenades		+2	

MEDICS

Imperial field medics present the wounded soldier with their best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to the battle as rapidly as possible. Medical supervision is particularly necessary in the virulent jungles and tropical islands of Southeast Asia. Imperial Medics went unarmed before the war, but escalating dangers on the battlefield have led to even dedicated healers taking up arms to defend themselves.

MEDIC			REQUISITION POINTS	
Unit Composition:	1 Medic		Regular:	23
Unit Type:	Medic		Veteran:	30
Base Size:	25mm			
Standard Weapon:	Pistol			
Movement Rate:	Advance 6"	Run 12"		
Quality:	Regular	Veteran		
Damage Value:	4+	5+		
Morale Value:	9	10		
SPECIAL RULES				
• Medic				
OPTIONS				
		Points per model	Limit	
• Additional Soldiers armed with Pistols	— [Regular	9] 2 per squad
		Veteran	12	
• Replace Pistol with Rifle (additional soldiers only)		+1	2 per squad	
• Replace Pistol with SMG (additional soldiers only)		+5	2 per squad	

FORWARD OBSERVERS

Forward observers are liaison officers responsible for coordinating the fire of remote heavy artillery batteries, aircraft strikes or Rift weapons. They are often accompanied by a radio operator or other immediate attendants.

ARTILLERY FORWARD OBSERVER			REQUISITION POINTS	
Unit Composition:	1 Artillery Forward Observer		Regular:	75
Unit Type:	Forward Observer		Veteran:	90
Base Size:	25mm			
Standard Weapon:	Pistol			
Movement Rate:	Advance 6"	Run 12"		
Quality:	Regular	Veteran		
Damage Value:	4+	5+		
Morale Value:	9	10		
SPECIAL RULES				
• Infiltrator				
OPTIONS				
		Points per model	Limit	
• Additional Soldiers armed with Pistols	[Regular	9] 2 per squad
		Veteran	12	
• Replace Pistol with Rifle		+1	3 per squad	
• Replace Pistol with SMG		+5	3 per squad	

AIR FORCE FORWARD OBSERVER			REQUISITION POINTS	
Unit Composition:	1 Air Force Forward Observer		Regular:	75
Unit Type:	Forward Observer		Veteran:	90
Base Size:	25mm			
Standard Weapon:	Pistol			
Movement Rate:	Advance 6"	Run 12"		
Quality:	Regular	Veteran		
Damage Value:	4+	5+		
Morale Value:	9	10		
SPECIAL RULES				
• Infiltrator				
OPTIONS			Points per model	Limit
• Additional Soldiers armed with Pistols	— [Regular	9] — 2 per squad
		Veteran	12	
• Replace Pistol with Rifle			+1	3 per squad
• Replace Pistol with SMG			+5	3 per squad

KEMPEITAI INSPIRATIONAL OFFICERS

The Kempeitai was formally the military police arm of the Imperial Japanese forces loyal to the admirals and generals that originally dominated the government. The Kempeitai, unlike other institutions loyal to the military leaders, was not disbanded during the Revelation. Despite their dark reputation it was recognised that their skills could be adapted to reinforcing the Imperial cult. Usually, they are generally assigned to new formations to provide spiritual and if necessary physical encouragement to any soldier not pulling their weight. Rumours still persist that certain Kempeitai are still assigned to the secretive 'research units' whose experimentation on captured prisoners has gained impetus with the opening of the Rifts.

KEMPEITAI INSPIRATIONAL OFFICER				REQUISITION POINTS	
Unit Composition:	1 Inspirational Officer			Inexperienced:	21
Unit Type:	Inspirational Officer (see below)			Regular:	30
Base Size:	25mm			Veteran:	39
Standard Weapon:	Pistol				
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
SPECIAL RULES					
<ul style="list-style-type: none">• HQ Choice – An Assault Platoon may include 0–1 Kempeitai Inspirational Officer.• Strict Discipline – Friendly units within 6" of a Kempeitai Officer may re-roll failed Order Tests. Furthermore, when a friendly Empire of Japan unit within 6" of a Kempeitai Officer rolls for the Green special rule, it may re-roll the D6.					
OPTIONS		Points per model		Limit	
<ul style="list-style-type: none">• Additional Soldiers armed with Pistols (No Mixed Quality)		<div><div>Inexperienced</div><div>Regular</div><div>Veteran</div></div>	<div>6</div> <div>9</div> <div>12</div>	<div>2 per squad</div>	
<ul style="list-style-type: none">• Replace Pistol with Rifle		+1		3 per squad	
<ul style="list-style-type: none">• Replace Pistol with SMG		+5		3 per squad	
<ul style="list-style-type: none">• The Kempeitai Inspirational Officer may take a Combat Blade (+1 Pen at Close Quarters)		+2		1 per Officer	

INFANTRY

IMPERIAL JAPANESE INFANTRY SQUAD

The Imperial Japanese Army forms the largest component of the Imperial Japanese forces and provides the bulk of the manpower. During the early phases of the Pacific War, the Japanese soldier excelled against his enemies, quickly adapting to jungle fighting that was very different to the warfare of China and Manchuria. The conventional Japanese soldier remains a highly motivated and capable combatant, willing to die before surrendering, but their commanders have begun to learn the value of living to fight another day and increasingly husband their resources whilst expending militia and conscripted soldiers recruited from the occupied territories.

Unit Composition: 1 NCO and 6 Soldiers				<div>REQUISITION POINTS</div> <div>Inexperienced: 49</div> <div>Regular: 70</div> <div>Veteran: 91</div>		
Unit Type: Basic Infantry						
Base Size: 25mm						
Standard Weapon: Rifle						
Movement Rate:	Advance 6"	Run 12"				
Quality:	Inexperienced	Regular	Veteran			
Damage Value:	3+	4+	5+			
Morale Value:	8	9	10			
OPTIONS						
			Points per model	Limit		
• Additional Soldiers (No Mixed Quality)	Inexperienced		7	5 per squad		
	Regular		10			
	Veteran		13			
• Replace Rifle with SMG			+4	12 per squad		
• Upgrade Rifle with the ability to fire Rifle Grenades			+6	2 per squad		
• Replace Rifle with LMG			+15	2 per squad		
• Replace Rifle with Light Mortar			+20	2 per squad		
• Replace Rifle with Infantry Flamethrower (only if Engineers option taken)			+30	1 per squad		
• The NCO may take a Combat Blade (+1 Pen at Close Quarters)			+2	1 per NCO		
SQUAD UPGRADES (Must be applied to entire squad)						
			Points per model			
• Yoroi-kumi Anti Tank Launchers (Count as RPG-1s)			+5			
• Anti-tank Grenades			+2			
• Tough Fighters (Veteran squads only)			+1			
• Engineers			+1			
• Shirkers (Inexperienced squads only)			-2			
• Green (Inexperienced squads only)			Free			

IMPERIAL JAPANESE SHIBORU RIFLE SQUAD

While the Army has been slow in introducing assault rifles into its inventory, the Empire has surprised the world by being the first faction to supply mass-produced Rift weapons to its rank-and-file troops. Exploiting Axis technical and theoretical advances, Japanese scientists and engineers have created the Type 10 Shiboru rifle also known as the Compression gun. So-called Type 'A' squads are beginning to field this weapon in large numbers. This gives Japanese infantry a significant longer-range punch, giving their officers new options beyond the traditional tactic of closing in to close assault the opponent.

Unit Composition: 1 NCO and 6 Soldiers

Unit Type: Basic Infantry

Base Size: 25mm

Standard Weapon: Type 10 Shiboru Rifle

Movement Rate: **Advance** 6" **Run** 12"

Quality: **Veteran**

Damage Value: 5+

Morale Value: 10

REQUISITION POINTS

161

RIFT UNIT

• Rift Dice: 1 Crush Weapon (see Konflikt '47 rulebook, page 83)

OPTIONS

Points per model

Limit

- | | Points per model | Limit |
|--|------------------|-------------|
| • Additional Soldiers | 23 | 5 per squad |
| • The NCO may take a Combat Blade (+1 Pen at Close Quarters) | +2 | 1 per NCO |

SQUAD UPGRADES (Must be applied to entire squad)

Points per model

- | | Points per model |
|--|------------------|
| • Yoroï-kumi Anti Tank Launchers (Count as RPG-1s) | +5 |
| • Anti-tank Grenades | +2 |
| • Tough Fighters | +1 |
| • Engineers | +1 |

BATTLE-FRAME ARMoured INFANTRY SQUAD

Granted access to the mass of Axis Rift-tech development, Japanese scientists were able to make significant advances in new areas of technology. One such field was that of exoskeletons intended to enhance the endurance and speed of the fighting soldier. This rapidly led to the development of armoured battle-exoskeletons that were first deployed by the Imperial Japanese Army in mid-1946. These 'battle-frames' enable the wearer to move freely whilst carrying heavier loads and some protective armour. Mounting either an SMG or a rapid firing compression rifle, most squads also utilise LMGs for additional firepower, or their own version of the German Panzerschreck to counter enemy armour.

Unit Composition:	1 NCO and 4 Soldiers in Grade 1 Heavy Powered Armour		<div>REQUISITION POINTS</div> <div>110</div>
Unit Type:	Advanced Infantry		
Base Size:	25mm		
Standard Weapon:	SMG		
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"	
Quality:	<i>Veteran</i>		
Damage Value:	6+		
Morale Value:	10		

SPECIAL RULES

- Heavy

RIFT UNIT (ONLY IF TYPE 10 SHIBORU RIFLES TAKEN)

- Rift Dice: 1 Crush Weapon (see Konflikt '47 rulebook, page 83)

OPTIONS	Points per model	Limit
• Additional Soldiers in Battle-frame Grade 1 Heavy Powered Armour	22	5 per squad
• Replace SMG with LMG	+11	2 per squad
• Replace SMG with Panzerschreck	+66	1 per squad
• The NCO may take a Combat Blade (+1 Pen at Close Quarters)	+2	1 per NCO

SQUAD UPGRADES (Must be applied to entire squad)	Points per model
• Replace SMGs with Type 10 Shiboru Rifles	+6
• Yoro-i-kumi Anti Tank Launchers (Count as RPG-1s)	+5
• Anti-tank Grenades	+2

ASSAULT-FRAME ARMoured INFANTRY SQUAD

'Assault-frame' armour was based on the earlier 'battle-frames' in response to demands for a modified frame specially adapted for close-quarters fighting. 'Assault-frame' squads are armed with weapons geared towards close range, mounting an SMG and close combat blade forged with a hardened compound derived from Rift-science, which the soldiers take pride in mastering to a fearsome level of proficiency.

Unit Composition:	1 NCO and 4 Soldiers in Grade 1 Heavy Powered Armour	REQUISITION POINTS 130
Unit Type:	Advanced Infantry	
Base Size:	25mm	
Standard Weapons:	SMG, Combat Blade (+1 Pen at Close Quarters)	
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"
Quality:	<i>Veteran</i>	
Damage Value:	6+	
Morale Value:	10	

SPECIAL RULES

- Deadly (2)
- Heavy

RIFT UNIT (ONLY IF TYPE 10 SHIBORU RIFLES TAKEN)

- Rift Dice: 1 Crush Weapon (see *Konflikt '47* rulebook, page 83)

OPTIONS

	Points per model	Limit
• Additional Soldiers in Assault-Frame Grade 1 Heavy Powered Armour	26	5 per squad
• Replace SMG with LMG	+11	2 per squad

SQUAD UPGRADES (Must be applied to entire squad)

	Points per model
• Replace SMGs with Type 10 Shiboru Rifles	+6
• Yoroï-kumi Anti Tank Launchers (Count as RPG-1s)	+5
• Anti-tank Grenades	+2

SHIBITO SQUAD

The Shibito Squads are a relentless scourge on the Pacific battlefields of 1947, they are reanimated dead akin to the Axis Totenkorps, immune to fear and driven to fight until they collapse. US and Commonwealth troops find themselves under constant pressure in the remote battlefields of the Pacific Theatre. Without the need for food, water, or even ammunition, these reanimated corpses range behind the lines, sowing terror wherever they appear. In a horrifying contrast to the Totenkorps, not only do Shibito squads quickly rot away in the hot, humid tropical environment, but they have a tendency to be raised from the fallen foes of the Empire.

Unit Composition: 6 Shibito

Unit Type: Specialist Infantry

Base Size: 25mm

Standard Weapon: Fists

Movement Rate: **Advance** 6" **Run** 12"

Quality: **Veteran**

Damage Value: 5+

Morale Value: 10 (Fearless)

REQUISITION POINTS

114

SPECIAL RULES

- Fearless
- Horror
- Infiltrator
- **Limited Intelligence** – Shibito may never capture, control, or pick up Objectives (including Intelligence Markers) in scenarios that use them. Their presence still prevents enemy units from capturing or controlling Objectives if within 3".
- Tough Fighters

RIFT UNIT

- Rift Dice: 1
- **Active Rift Enhancement:** *The Dead Rise – Again!* At any time, the squad can opt to exhaust a Rift Die to return D6 Shibito models to the unit previously removed as casualties. Returning models must be able to be placed in formation with the unit and not within 1" of an enemy unit – note that this means that the ability may not be used whilst the Shibito unit is engaged in Close Quarters combat. Models which cannot be placed are lost. A Shibito unit may not exceed its starting number of models using this ability.
- **Surging Bonus:** Gain Fast special rule.
- **Exhausted Penalty:** May not be given Run Orders, including for the purposes of making an Assault.

OPTIONS

	Points per model	Limit
• Additional Shibito	19	6 per squad

GHOST ATTACK SQUAD

Using technical data provided by the Axis and their own line of research, Imperial Japanese scientists have created devices that generate a field capable of temporarily phasing objects or people out of sync with the world around them. The land-based military implementation of this research – the Ghost Attack Squads – has proven adept at surprising Allied forces, literally appearing from the shadows to attack from unlikely directions or through the heaviest terrain. Armed with Shiboru compression rifles, a squad of ambushing Ghost soldiers can lay down a significant weight of fire before vanishing back into dense terrain, making attempts at pursuit futile.

Unit Composition: 1 NCO and 4 Ghost Attack Soldiers

Unit Type: Specialist Infantry

Base Size: 25mm

Standard Weapon: Type 10 Shiboru Rifle

Movement Rate: *Advance* *Run*

Whilst Fast: 8" 16"

Otherwise: 6" 12"

Quality: *Veteran*

Damage Value: 5+

Morale Value: 10

REQUISITION POINTS

160

SPECIAL RULES

- Fast
- Hard to Kill
- Horror
- Infiltrator
- Fieldcraft

RIFT UNIT

- **Rift Dice:** 1 (or 2 if carrying Type 10 Shiboru Rifles – see Konflikt '47 rulebook, page 83 for Crush)
- **Active Rift Enhancement:** *Bon Odori (Spirit Dance)*. After executing an *Advance*, *Run*, or *Fire Order* a Ghost Attack Squad may exhaust one of its Rift Dice to remove itself from the battlefield (retaining its Order Die, Rift Dice, and any Pin Markers). If it does so it must make a Morale Check. If the Morale Check is failed, the unit is destroyed. If the Morale Check is passed, then the Ghost Attack Squad may set up again anywhere on the table that is at least 12" from any enemy unit, and at least 6" from any Objective (including Intelligence Markers, enemy Bases etc.). A Ghost Attack Squad may use this enhancement whilst locked in Close Quarters.
- **Surging Bonus:** Gain Deadly (2) special rule.
- **Exhausted Penalty:** Lose Fast and Fieldcraft special rules.

OPTIONS

Points per model

Limit

- Additional Ghost Attack Soldiers 32 5 per squad
- The NCO may take a Combat Blade (+1 Pen at Close Quarters) +2 1 per NCO

SQUAD UPGRADES (Must be applied to entire squad)

Points per model

- Yoro-i-kumi Anti Tank Launchers (Count as RPG-Is) +5
- Anti-tank Grenades +2
- Engineers +1
- Replace Type 10 Shiboru Rifle with SMG -6

INFANTRY TEAMS

MACHINE GUN TEAMS

Visually identical to the Type 1 medium machine gun, the Type 2 7.7mm MMG introduces components created from Rift materials making the weapon much more robust and reliable.

MMG TEAM			REQUISITION POINTS
Team Composition:	3 Soldiers		Inexperienced: 35
Unit Type:	Machine Gun Team		Regular: 50
Base Size:	25mm		Veteran: 65
Standard Weapon:	1x Medium Machine Gun		
Movement Rate:	<i>Advance</i> Rotate	<i>Run</i> 12"	
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

ANTI-TANK RIFLE TEAMS

Although obsolete against most tanks and walkers, Imperial forces continue to deploy the 20mm Type 97 anti-tank rifle to the infantry for use against heavy infantry and light vehicles. It is particularly effective in jungle battlefields where the enemy is more likely to deploy light vehicles capable of managing the difficult terrain.

ANTI-TANK RIFLE TEAM			REQUISITION POINTS
Team Composition:	2 Soldiers		Inexperienced: 18
Unit Type:	Anti-tank Team		Regular: 25
Base Size:	25mm		Veteran: 33
Standard Weapon:	1x Anti-tank Rifle		
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"	
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

BATTLE-FRAME ANTI-TANK TEAMS

The added power and protection of the IJA's exoskeleton battle frames make them ideal for tackling enemy vehicles, enabling them to maximise the firepower of their anti-tank weaponry. Equipped with the latest anti-tank rocket launchers, the Battle-frame Anti-tank teams are survivable enough to fire off multiple shots against armour trying to navigate the dense terrain of the Pacific Islands.

BATTLE-FRAME ANTI-TANK TEAM		REQUISITION POINTS
Team Composition:	2 Soldiers in Grade 1 Heavy Powered Armour	118
Unit Type:	Anti-tank Team	
Base Size:	25mm	
Standard Weapon:	1 Soldier with Panzerschreck 1 Soldier with SMG	
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"
Quality:	<i>Veteran</i>	
Damage Value:	6+	
Morale Value:	10	
SPECIAL RULES		
• Heavy		
OPTIONS		
	<i>Points per model</i>	<i>Limit</i>
• Replace SMG with LMG	+11	1 per team

SNIPER TEAMS

Now that many of their targets are protected by advanced armour, Japanese snipers have begun to use a scoped Type 10 Shiboru rifle as their primary weapon. It is especially disconcerting to the enemy when a seemingly secure comrade is subject to the terrible compression effects of this weapon.

SNIPER TEAM			REQUISITION POINTS	
Unit Composition:	2 Soldiers		Regular:	52
Unit Type:	Sniper Team		Veteran:	67
Base Size:	25mm			
Standard Weapon:	Team Leader – Rifle & Pistol Assistant – Pistol			
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"		
Quality:	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	4+	5+		
Morale Value:	9	10		
SPECIAL RULES				
• Infiltrator				
• Sniper				
RIFT UNIT (ONLY IF ANY TYPE 10 SHIBORU RIFLES TAKEN)				
• Rift Dice:	1	Crush Weapon (see Konflikt '47 rulebook, page 83)		
OPTIONS				
• Replace the Team Leader's Rifle with a Type 10 Shiboru Rifle (Retains the benefits of the Sniper rule)			+10	
• Replace the Assistant's Pistol with a Rifle			+1	
• Replace the Assistant's Pistol with an SMG			+5	

LIGHT MORTAR / MORTAR TEAMS

While Rift weapons of the Shiboru variety have provided Imperial forces with excellent direct fire capabilities, indirect fire is still provided by tube mortar weapons firing high explosive projectiles. Imperial Forces deploy 50mm light mortars, 81mm medium mortars, and 90mm or 150mm heavy mortars.

LIGHT MORTAR TEAM				REQUISITION POINTS	
Team Composition:	2 Soldiers			Inexperienced:	21
Unit Type:	Light Mortar Team			Regular:	30
Base Size:	25mm			Veteran:	39
Standard Weapon:	1x Light Mortar				
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		

MEDIUM MORTAR TEAM				REQUISITION POINTS	
Team Composition:	3 Soldiers			Inexperienced:	32
Unit Type:	Mortar Team			Regular:	45
Base Size:	25mm			Veteran:	59
Standard Weapon:	1x Medium Mortar				
Movement Rate:	<i>Advance</i> Rotate	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				<i>Points</i>	
· If taken as Regular or Veteran, may take a Spotter				+10	

HEAVY MORTAR TEAM				REQUISITION POINTS	
Team Composition:	4 Soldiers			Inexperienced:	42
Unit Type:	Mortar Team			Regular:	60
Base Size:	25mm			Veteran:	78
Standard Weapon:	1x Heavy Mortar				
Movement Rate:	<i>Advance</i> Rotate	<i>Run</i> 12"			
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				<i>Points</i>	
· If taken as Regular or Veteran, may take a Spotter				+10	

FLAMETHROWER TEAMS

Japanese experience of being on the receiving end of American flamethrowers during the earlier island-hopping campaign has taught them the value of such weapons. Recent campaigns have given Imperial 'Dragon Breath' flamethrower teams the opportunity to exact some payback.

FLAMETHROWER TEAM			REQUISITION POINTS	
Team Composition:	2 Soldiers		Regular:	50
Unit Type:	Team Leader – Infantry Flamethrower Assistant – Pistol		Veteran:	65
Base Size:	25mm			
Standard Weapon:	1x Infantry Flamethrower			
Movement Rate:	<i>Advance</i> 6"	<i>Run</i> 12"		
Quality:	<i>Regular</i>	<i>Veteran</i>		
Damage Value:	4+	5+		
Morale Value:	9	10		
TEAM UPGRADES (Must be applied to entire team)			Points	
• Anti-tank Grenades			+2	

ARTILLERY

FIELD ARTILLERY

The Imperial forces employ a variety of artillery pieces to support their operations. These range from the tiny Type 92 70mm howitzer, ideal for manoeuvring in dense and rugged island terrain, to the large Type 96 150mm gun.

LIGHT ARTILLERY TEAM				REQUISITION POINTS	
Team Composition:		3 Soldiers		Inexperienced:	32
Unit Type:		Field Artillery		Regular:	45
Base Size:		25mm		Veteran:	59
Standard Weapon:		1x Light Howitzer			
Movement Rate:		Advance Rotate	Run 6"		
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				Points	
• Add a Gun Shield				+5	

MEDIUM ARTILLERY TEAM				REQUISITION POINTS	
Team Composition:		4 Soldiers		Inexperienced:	60
Unit Type:		Field Artillery		Regular:	85
Base Size:		25mm		Veteran:	111
Standard Weapon:		1x Medium Howitzer			
Movement Rate:		Advance Rotate	Run 6"		
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				Points	
• If taken as Regular or Veteran, may take a Spotter				+10	
• Add a Gun Shield				+5	

HEAVY ARTILLERY TEAM				REQUISITION POINTS	
Team Composition:		5 Soldiers		Inexperienced:	95
Unit Type:		Field Artillery		Regular:	135
Base Size:		25mm		Veteran:	176
Standard Weapon:		1x Heavy Howitzer			
Movement Rate:		Advance Rotate	Run N/A		
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
OPTIONS				Points	
• If taken as Regular or Veteran, may take a Spotter				+10	
• Add a Gun Shield				+5	

ANTI-TANK GUNS

Not since the Khalkhin-Gol battles against the Soviet Union had the Japanese faced enemy tanks in open combat. Consequently, they had lagged behind the other powers in the development of anti-tank guns. When the first United States walkers appeared on Iwo-jima the Japanese 47mm anti-tank gun was simply too small to have any real impact. However, it remains a potent tool against the personal powered armour becoming ever more prevalent on the battlefield.

LIGHT ANTI-TANK GUN TEAM				REQUISITION POINTS	
Team Composition:		3 Soldiers		Inexperienced:	35
Unit Type:		Anti-tank Gun		Regular:	50
Base Size:		25mm		Veteran:	65
Standard Weapon:		1x Light Anti-tank Gun			
Movement Rate:		Advance Rotate	Run 6"		
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
SPECIAL RULES					
• Gun Shield					

MEDIUM ANTI-TANK GUN TEAM				REQUISITION POINTS	
Team Composition:		3 Soldiers		Inexperienced:	49
Unit Type:		Anti-tank Gun		Regular:	70
Base Size:		25mm		Veteran:	91
Standard Weapon:		1x Medium Anti-tank Gun			
Movement Rate:		Advance	Run		
		Rotate	6"		
Quality:	Inexperienced	Regular	Veteran		
Damage Value:	3+	4+	5+		
Morale Value:	8	9	10		
SPECIAL RULES					
• Gun Shield					

WALKERS

TYPE 6 KE-HO LIGHT WALKER

The Type 6 Ke-Ho Kei-Hokousensha was inspired by 'Spinne' light Panzermechs provided by the Axis. Although admiring the design Japanese engineers believed they could develop their own example, one better suited to the environments Japan would be fighting in. The result was a sleek and agile light walker designed for reconnaissance and rapid response. The lightweight multi-legged frame allows it to traverse difficult terrain with ease while its low silhouette makes it a difficult target.

Unit Type:	Light Walker (4 Legs)		REQUISITION POINTS	
Standard Weapons:	2x Forward-facing, Hull-mounted MMGs		Regular:	95
Movement Rate:	<i>Advance</i> Up to 12"	<i>Run</i> 12"–24"	Veteran:	114
Damage Value:	8+			
Quality:	<i>Regular</i>	<i>Veteran</i>		
Morale Value:	9	10		
SPECIAL RULES				
• Multi-legged				
• Recce				

TYPE 6-KAI KE-HO LIGHT WALKER

Early units of the Type 6 were only armed with forward firing machine guns for engaging infantry and as a result were roughly handled by allied light walkers. Quickly responding to the challenge, later versions were given an additional tail-like structure which permitted the mounting of either a casement light anti-tank gun or a Type 61 light Shiboru cannon.

Unit Type:	Light Walker (4 Legs)		REQUISITION POINTS	
Standard Weapons:	1x Forward-facing Light Anti-tank Gun		Regular:	145
	2x Forward-facing, Hull-mounted MMGs		Veteran:	174
Movement Rate:	<i>Advance</i>	<i>Run</i>		
	Up to 12"	12"–24"		
Damage Value:	8+			
Quality:	<i>Regular</i>	<i>Veteran</i>		
Morale Value:	9	10		
SPECIAL RULES				
• Multi-Legged				
• Recce				
RIFT UNIT (ONLY IF ARMED WITH TYPE 61 LIGHT SHIBORU CANNON)				
• Rift Dice:	1	Crush Weapon (<i>see Konflikt '47 rulebook, page 83</i>)		
OPTIONS				
• Replace Forward-facing Light Anti-tank Gun with Type 61 Light Shiboru Cannon				Points +80

TYPE 7 SASORI LIGHT WALKER

The success of the Type 6 armed with the Light Shiboru Cannon led to the development of the Type 7. This improved on the previous design by incorporating an elongated chassis, leaving the crew less cramped, and a pair of front-mounted 'claws' equally useful for cutting through dense undergrowth as they are swatting away enemy infantry or even other light vehicles. An articulated tail purpose built for the Type 61 Light Shiboru Cannon was also fitted, affording the gunner much more control when gun laying. Given the Type 7's even more apparent resemblance to an arachnid than its forerunner, and the addition of the tail sting, this inevitably resulted in the walker being named the Sasori ('Scorpion').

Unit Type:	Light Walker (4 Legs)		REQUISITION POINTS
Standard Weapons:	1x Forward-facing Type 61 Light Shiboru Cannon		Regular: 235
	2x Forward-facing, Hull-mounted MMGs		Veteran: 282
	Left and Right Arms		
Movement Rate:	Advance Up to 12"	Run 12"–24"	
Damage Value:	8+		
Quality:	Regular	Veteran	
Morale Value:	9	10	
SPECIAL RULES			
<ul style="list-style-type: none"> • Multi-Legged • Recce 			
RIFT UNIT			
• Rift Dice:	1	Crush Weapon (see Konflikt '47 rulebook, page 83)	

INAGO MEDIUM BATTLE WALKER

The deployment of USMC Grizzly medium walkers to the Pacific posed a serious tactical problem for the Japanese. Developing a similar medium walker to counter it entirely from scratch would be too time-consuming. Again, the Imperial leadership turned to their (then) Axis allies who offered to export a limited number of the Pz.Kpfz. VII Heuschrecke stripped of its gravitic jump assist modules. On inspection of the first units to arrive in Japan the Imperial military discovered that the missing weight of the modules actually benefited the walker's speed and agility, making it ideal for both general combat and reconnaissance duties. Recently, Japanese reverse-engineering of Axis-supplied components has allowed a fully Imperial-built version of the Locust, the 'Inago', to be produced in the Home islands.

Unit Type:	Medium Walker (2 Legs)		REQUISITION POINTS
Standard Weapons:	2x Forward-facing, Light Automatic Cannons		294
	1x Forward-facing Medium Anti-tank Gun		
	Left and Right Arms		
Movement Rate:	Advance Up to 12"	Run 12"–24"	
Damage Value:	9+		
Quality:	Veteran		
Morale Value:	10		
SPECIAL RULES			
• Two-legged			
OPTIONS			Points
• Recce			+10
• Replace Forward-facing Medium Anti-Tank Gun with Light Rocket System			–20

VEHICLES

TYPE 97-KAI SHIBORU CHI-HA LIGHT TANK

Probably the best pre-Rift Japanese tank, the Type 97-Kai Shinhoto Chi-Ha was designed to address the shortcomings of the original Type 97 Chi-Ha. In the battles of Khalkhin Gol against the Soviet Union, the low-velocity 57 mm main gun of the Type 97 Chi-Ha caused it to be outclassed by Soviet tanks, leading to heavy losses. To rectify this, the Japanese Army decided to upgrade the tank with a more powerful 47mm high-velocity gun, resulting in the Type 97 Shinhoto ('new turret') Chi-Ha. In recent years the Shihoto Chi-Ha has become the experimental testbed for the fielding of the first Imperial Rift-enhanced tanks, leading to the Type 97-Kai Shiboru medium tank.

Unit Type: Light Tank		REQUISITION POINTS	
Standard Weapons:	1x Turret-mounted Type 61 Light Shiboru Cannon		Inexperienced: 172
	1x Forward-facing, Hull-mounted MMG		Regular: 215
	1x Rear-facing, Turret-mounted MMG		Veteran: 258
Movement Rate:	Advance	Run	
	Up to 9"	9"–18"	
Damage Value:	8+		
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>
Morale Value:	8	9	10
RIFT UNIT (ONLY IF ARMED WITH TYPE 61 LIGHT SHIBORU CANNON OR TYPE 99 SHIBORU CANNON)			
• Rift Dice:	1	Crush Weapon (see Konflikt '47 rulebook, page 83)	
OPTIONS			Points
• Replace Turret-mounted Type 61 Light Shiboru Cannon with Type 99 Shiboru Cannon and Co-axial MMG			+25
• Replace Turret-mounted Type 61 Light Shiboru Cannon with Medium Anti-Tank Gun			–60

TYPE 3-KAI SHIBORU CHI-NU MEDIUM TANK

Shocked by their first encounters with Allied Matilda, Lee, and Sherman tanks, the Chi-Nu medium tank represented Japan's attempts to modernise their armoured forces during a period of intense conflict and rapid technological advancement. It was armed with a Type 3 75mm tank gun, capable of engaging Allied tanks more effectively. Additionally, the Chi-Nu had improved armour compared to its predecessors, with a frontal armour thickness of up to 50 mm. Its engine also proved powerful enough to give the Chi-Nu good mobility. Based on the experience with fitting Rift weaponry to the Chi-Ha, a variant of the Chi-Nu mounts the Type 99 Shiboru cannon.

Unit Type:	Medium Tank			<div>REQUISITION POINTS</div> <div>Inexperienced: 220</div> <div>Regular: 275</div> <div>Veteran: 330</div>
Standard Weapons:	1x Turret-mounted Type 99 Shiboru Cannon			
	1x Forward-facing, Hull-mounted MMG			
	1x Rear-facing, Turret-mounted MMG			
Movement Rate:	Advance Up to 9"	Run 9"–18"		
Damage Value:	9+			
Quality:	Inexperienced	Regular	Veteran	
Morale Value:	8	9	10	
RIFT UNIT (ONLY IF ARMED WITH TYPE 99 SHIBORU CANNON)				
• Rift Dice:	1	Crush Weapon (see Konflikt '47 rulebook, page 83)		
OPTIONS				Points
• Replace Turret-mounted Type 99 Shiboru Cannon with Medium Anti-Tank Gun				–80

TRANSPORTS & TOWS

Transports remain as relevant as ever, serving vital logistical needs and getting troops where they need to be. The introduction of heavy powered armour, and bulky genetically modified troops, however, has rendered conventional transports somewhat less effective. For now they remain in service. Engineers are hard at work coming up with fresh designs to accommodate the new age of warfare.

TRUCK				REQUISITION POINTS	
Unit Type:	Transport Vehicle			Inexperienced:	22
Standard Weapons:	None			Regular:	27
Movement Rate:	<i>Advance</i>	<i>Run</i>		Veteran:	32
	Up to 12"	12"—24"			
Damage Value:	6+				
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Morale Value:	8	9	10		
Transport:	Up to 12 Soldiers				
Tow:	Light Howitzers, Light or Medium Anti-tank Guns, Light Anti-aircraft Guns				
OPTIONS				Points	
• Add a Forward-facing Pintle-mounted LMG				+15	

TYPE 95 KUROGANE SCOUT CAR				REQUISITION POINTS	
Unit Type:	Transport Vehicle			Inexperienced:	15
Standard Weapons:	None			Regular:	19
Movement Rate:	<i>Advance</i>	<i>Run</i>		Veteran:	23
	Up to 12"	12"–24"			
Damage Value:	6+				
Quality:	<i>Inexperienced</i>	<i>Regular</i>	<i>Veteran</i>		
Morale Value:	8	9	10		
Transport:	Up to 4 Soldiers				