The first section of this document is the Errata, dealing with corrections or changes to the wording of rules. The second section of this document is the FAQs, providing clarification on how specific rules interact.

ARMIES OF IMPERIAL JAPAN – ERRATA

All instances of light machine gun option for infantry units

REPLACE the +20pts cost with the following:

- for +15pts.

PAGE 23, Banzai! special rule

REPLACE the following:

Note that this includes weapon teams and other units that normally would not be that keen to assault the enemy in close combat!

With the following:

Note that this includes infantry units with the Fixed special rule, like many weapon teams.

PAGE: 26, HQ Options box-out

REPLACE the second bullet point with the following:

- Any unit can be given horses for +3 pts per model

PAGE: 33, Cavalry

REPLACE the unit cost with the following:

65pts (Regular), 80pts (Veteran)

REPLACE the additional men's cost with the following:

+13pts (Regular) or +16pts (Veteran) each

PAGE: 35, Sennyuu Infiltration Team

REPLACE the first option with the following:

- Add up to 2 men with rifles at a cost of +11 pts (Regular) or +14pts (Veteran) each

PAGE 39, Pioneers, Options

REPLACE the flamethrower options with the following:

- Up to 1 man may replace their rifle with a flamethrower for +30pts – another man becomes the assistant

PAGE 47, Type 98 20mm AA Gun

REPLACE the unit cost with the following:

25pts (Inexperienced), 35pts (Regular), 46pts (Veteran)

PAGE 54, Type 97 Shi-Ki Command Tank

REPLACE the unit cost with the following:

108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)

The Bitter Rivalry rule states that the You Man Snap to Action only affects SNLF units, but what about Navy vehicles attached/used by the SNLF? And transport vehicles that are not SNLF but are transporting SNLF units? Do they count?

No, only units that have taken the SNLF option count.

How are units transported inside vehicles affected when they receive a 'Banzai' Run order?

If the vehicle already has a Run order, the transported units are issued a Run order but they cannot dismount, so their order dice is changed to Down.

If they vehicle does not already have a Run order, the transported units receive a Run order and must dismount and Run towards the closest visible enemy (from the point of view of the vehicle), except that they will stop 1" away from the enemy.

If a unit receives a 'Banzai' Run order, but has no enemies in sight, what do they do?

They have to Run towards the closest enemy instead, probably running towards noise/dust that is suggesting enemy presence. If there are no enemies on the table at that particular moment, they can Run in any direction. Note that if they have enough movement to make contact with an enemy they could not see at the start of the move, they will stop 1" away from the enemy.

If a unit receives a 'Banzai' Run order, but the closest enemy is found not to be in range, what do they do?

They behave like any other unit that fails to make contact during an assault move, moving as fast as possible towards the intended target.

If a model is equipped with both a shin gunto and a submachine gun, does it receive the additional attack, as the submachine gun confers the Tough Fighter special rule?

Yes, we assume these combat monsters unload their submachine gun against the enemy as they close in and then draw their sword as they get stuck in... very cinematic!

If a Nikuhaku team assaults a transport vehicle that has passengers, what happens?

The passengers disembark as normal and the unfortunate nikuhaku team has to fight the infantry unit in close quarters instead of triggering its explosives. Not recommended.

If a Kirikomi Tai team assaults an enemy that has not activated, can they react by shooting at it before it makes contact? Can Recce vehicle or cavalry unit escape the assault?

Yes, this is treated as a normal assault until the moment the team moves into contact. If that happens then the explosives are triggered instead of resolving the normal close quarters attacks sequence.