

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, second paragraph

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 which cannot normally assault enemies, such as those with the Fixed special rule, or the Self-defence special rule. All infantry units can and will assault into close quarters if given the opportunity.

PAGE 24. SNLF

Change the last sentence of the Bitter Rivalry rule as follows:

On the other hand, their 'You Men, Snap to Action!' ability (including when executing a Banzai order) only affects other SNLF units, amphibious vehicles and all transport vehicles that are transporting at least one SNLF unit.

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: 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 44. Medium Mortar Team

Amend the Cost as follows:

32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)

PAGE 44. Heavy Mortar Team

Amend the Cost as follows:

42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)

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)

PAGE 58. Type 2 KA-MI Light Amphibious Truck

Add the following Options:

- Remove the Low Velocity special rule for +10pts and/or the One-man Turret special rule for +10pts.

PAGE 73. Transports & Tows

Add the following two units:

DAIHATSU-CLASS LANDING CRAFT

The most common example of Japanese landing craft, at 14 metres long, it could carry infantry and a light vehicle and deliver them from their transport ship offshore to the beach, where the front ramp was dropped to let the troops quickly deploy.

Cost	36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)	Period	E/M/L
Weapons	1 Pintle-mounted HMG with a 360 degrees arc of fire		
Damage Value	6+ (soft-skin)		
Transport	70 men, or one vehicle with DMG value of 8+ or less and 36 men		
Special Rules	- Waterborne: May only move in areas of deep or shallow water, being treated as a tracked vehicle for speed and turning ability.		
	- Slow		
	- Landing Craft: Standard rules for transports apply, with the exception that units must begin the game on landing craft and cannot board them unless the landing craft is partially on solid ground.		

TOKU DAIHATSU-CLASS LANDING CRAFT

These 17-metres long landing crafts were designed to deliver either a large body of troops or vehicles directly on to the beaches from their front ramp. They could carry a couple of light tanks, making them a very useful tool during an amphibious assault.

Cost	64pts (Inexperienced), 80pts (Regular), 96pts (Veteran)	Period	E/M/L
Weapons	1 pintle-mounted HMG with a 360 degrees arc of fire		
Damage Value	7+ (armoured carrier)		
Transport	100 men, or two vehicles with DMG value of 8+ or less, or one such vehicle and 50 men		
Options	- Upgrade the HMG to a light autocannon (with the Flak rule) for +10pts		
Special Rules	- Waterborne: May only move in areas of deep or shallow water, being treated as a tracked vehicle for speed and turning ability.		
	- Slow		
	- Open-topped		
	- Landing Craft: Standard rules for transports apply, with the exception that units must begin the game on landing craft and cannot board them unless the landing craft is partially on solid ground.		

ARMIES OF IMPERIAL JAPAN - FAQs

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 the 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.

Can a Kempeitai officer issue the Banzai charge order?

Yes, including to other officers (see below).

Can a Kempeitai officer or Platoon Commander issue the Banzai charge order to other Platoon Commanders? And Company Commanders?

Yes. The other officers would charge along, with the more senior ones effectively 'taking command' of the Banzai Charge.

In a Banzai charge, would a Spotter be included in the snap-to activation? What if the Weapon they were purchased for has already activated, would they still receive a Run Order?

Yes, they would, you would have to remember they've Run this turn.

If a Spotter receives a Run Order from a Banzai snap-to, do they take the Order Die for the unit they were purchased for?

Yes.

Would you activate both a Spotter and their unit if they're both within 6" of the Banzai snap-to?

Yes, see above, the unit gets the dice, and you have to remember that the spotter has Run this turn.

The IJA Paratrooper Squad and SNLF Paratrooper Squad (page 32) don't have the Yamato Damashii options (because they are already paratroopers). By default, they both have Tough Fighters included in the entry (which is the Yamato Damashii rule for Paratroopers). However, they don't have the "Entire squad may be equipped with bicycles for +1pt per model." option in their entries, which the Yamato Damashii allows for Paratroopers. Can you confirm whether they can take bicycles?

Yes, you can give bicycles to both the IJA Paratrooper Squad and SNLF Paratrooper Squad for +1pt per model.