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.

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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 camouflage, 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.

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SPECIAL PLATOONS FOR THE EMPIRE OF JAPAN

When building an Empire of Japan force, the Platoon listed below can be used in addition to those presented in the *Konflikt '47* rulebook. Rather than identify Unit Types that can be taken in a Platoon, these special Platoons list specific units. These Platoons also confer additional special rules to some or all of the units in that Platoon, as outlined. Only one of each type of Special Platoon may be taken in a force.

GHOST INFILTRATION PLATOON

A Ghost Infiltration Platoon may be taken in lieu of an Assault Platoon as the mandatory requirement for an Empire of Japan force. If this option is taken, it counts as an Assault Platoon for the purposes of forming additional Platoons as described on page 166 of the *Konflikt '47* rulebook.

MANDATORY UNITS

1 Ghost Infiltration Platoon Commander
2 Ghost Attack Squads
1 Special Type Onryō Assault Walker

OPTIONAL UNITS

0-3 Ghost Attack Squads
0-2 Shadow Warrior Squads
0-2 Special Type Onryō Assault Walkers
0-1 Kimura Tadaaki, Scourge of the Spirit Realm



Special Rules:

- Once per Game, a Ghost Infiltration Platoon Commander may make use of its **Bon Odori** Active Rift Enhancement before executing an *Advance*, *Run*, or *Fire* Order, rather than after. A Ghost Infiltration Platoon Commander may use its Snap to Action! ability as part of the same Order; if any Ghost Attack Squads are assigned *Advance*, *Run*, or *Fire* Orders this way, they may also make use of their **Bon Odori** Active Rift Enhancements before they execute their Order, rather than after.
- Whilst this Platoon's Ghost Infiltration Platoon Commander remains in play, Ghost Attack Squads, Shadow Warrior Squads, and Onryō Assault Walkers from the same Platoon add a +1 modifier to any Morale Test they take whilst using their Active Rift Enhancements. Note that a Ghost Infiltration Platoon Commander in Reserve is not considered to be in play.

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KIMURA TADAAKI, SCOURGE OF THE SPIRIT REALM

Until late-1946 Kimura Tadaaki had been a test pilot for the Imperial Japanese Army, specialising in armoured walkers. He would seemingly be killed when a prototype's ghost engine exploded, engulfing him in Rift energy. Rather than become just another unfortunate victim of phasing experimentation, Kimura miraculously survived, but would become something far beyond human.

Kimura had been thrown into Shinobi space, far from human perception, infused with energies that resonated with the place in which he found himself. Though he yearned for death, it would not come, having seemingly developed an imperviousness to physical harm. He also found he had developed the ability to partially manipulate the energies within him, such as to project it with force, or create and control energy constructs.

Over the first half of 1947, Kimura would train with Iwo Jima-based philosopher-scientists to gain mastery of his new abilities. They also fashioned a unique armour for him, serving two roles; to help him contain the rampant energies swirling within him, and as a morale-boosting reminder of samurai traditions for the ghosts he serves beside.

Unit Composition:	1 Empire of Japan Hero
Unit Type:	Hero
Base Size:	32mm
Standard Weapon:	Energy Projections

REQUISITION POINTS

159

Type	Range	Shots	Pen	Special Rules
Energy Projections	6"	3	+3	Assault, Rift Weapon

Movement Rate:	***Advance*** 8"	***Run*** 16"
Quality:	***Veteran***	
Damage Value:	6+	
Morale Value:	10 (Fearless)	

SPECIAL RULES

- **Deadly (3)**
- **Energy Projections** – *(See right)*
- **Fast**
- **Fearless**
- **Fieldcraft**
- **Horror**
- **Incorporeality** – Kimura Tadaaki always receives a 3+ 'Incorporeality' save against any damage, which cannot be modified in any way. Kimura Tadaaki receives no benefits from being in Cover.
- **Infiltrator**

HERO STATISTICS

Rift Mastery:	3
Luck:	1

Energy Projections – Kimura Tadaaki must exhaust a Rift Die in order to make a shooting attack using Energy Projections. In Close Quarters, he must exhaust a Rift Die to make use of the Energy Projections – note that if he does the effect lasts for a the entirety of a single Close Quarters sequence (i.e., a maximum of two rounds of Close Quarters). If he does not, he makes attacks as normal (i.e., three attacks total with no Penetration Modifier).

RIFT UNIT

Rift Dice:	4 *(including Rift Mastery)*
Active Rift Enhancements:	***Shinobi Kūkan no Tatsujin (Master of Shinobi Space).*** See page 5. ***Onryō Chōyaku (Onryō Leap).*** See page 5.
Surging Bonus:	Energy Projections increased to +4 Pen (Shooting and Close Quarters).
Exhausted Penalty:	Loses **Incorporeality** special rule. All Shinobi Shadows in play are immediately removed.

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KIMURA TADAAKI, SCOURGE OF THE SPIRIT REALM

ACTIVE RIFT ENHANCEMENTS

Shinobi Kūkan no Tatsujin (Master of Shinobi Space). Before or after executing an *Advance* or *Down* Order, Kimura Tadaaki may exhaust a Rift Die to target an enemy unit within Line of Sight and issue it a Shinobi Shadow. Place a Shinobi Shadow with the target unit in the same way as a Pin Marker. This is not considered a shooting attack. Shinobi Shadows have the following effects:

- Each Shinobi Shadow lowers a unit's Morale Value by 2. This is cumulative with any Pin Markers the unit has and can destroy it if its Morale Value reaches 0.
- If a unit has one or more Shinobi Shadows it suffers -1 to hit when shooting. This is cumulative with any Pin Markers the unit has.
- Any unit with one or more Shinobi Shadows must pass an Order Test when issued an Order Die in the same way as Pinned units. If the unit has both Pin Markers and Shinobi Shadows, only one Order Test is required.
- Any unit with one or more Shinobi Shadows will be subject to a Surprise Charge if assaulted.
- Any unit with the Fearless and/or Fanatic special rules loses these abilities whilst they have a Shinobi Shadow.

A unit can remove all Shinobi Shadows by being issued a *Rally* Order and passing an unmodified Morale Test, or may remove one instead of a Pin Marker when passing an Order Test. If any special ability would remove all Pin Markers, all Shinobi Shadows are also removed.

A maximum of three Shinobi Shadows created by Kimura Tadaaki may be in play at any one time. Kimura Tadaaki may use this Enhancement multiple times as part of the same Order, and may target the same unit multiple times with this ability. If three friendly Shinobi Shadows created by Kimura Tadaaki are already in play, he may not make use of this Enhancement. All Shinobi Shadows created by Kimura Tadaaki are immediately removed from play if he is ever removed as a casualty, or he becomes Exhausted.

Onryō Chōyaku (Onryō Leap). When issued an Order Die **or** after executing an Order, Kimura Tadaaki may exhaust one of his Rift Dice to remove himself from the battlefield (retaining his Order Die and Rift Dice). He may then may set up again anywhere on the table that is at least 6" from any enemy unit or Objective (including Intelligence Markers, enemy Bases etc.). Note that when set up again, this can trigger enemy units on *Ambush*. Kimura Tadaaki may use this enhancement whilst locked in Close Quarters.

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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	
Inexperienced:	42
Regular:	60
Veteran:	78

Unit Composition:	1 Officer		
Unit Type:	Company Commander		
Base Size:	25mm		
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)*	***Inexperienced***	6	2 per squad
	Regular	9	
	Veteran	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:**	**Guts**	+10	1 per Officer
	Luck	+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

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COMPANY COMMANDER – OFFICER IN BATTLE-FRAME HEAVY ARMOUR

REQUISITION POINTS
87

Unit Composition:	1 Officer in Grade 1 Heavy Powered Armour
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
· **The Officer may take <u>one</u> of the following Hero stat points:** 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

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COMPANY COMMANDER – OFFICER IN ASSAULT-FRAME HEAVY ARMOUR

REQUISITION POINTS

91

Unit Composition:	1 Officer in Grade 1 Heavy Powered Armour
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	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

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PLATOON COMMANDER – OFFICER

REQUISITION POINTS	
Inexperienced:	21
Regular:	30
Veteran:	39

Unit Composition:	1 Officer		
Unit Type:	Platoon Commander		
Base Size:	25mm		
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 armed with Pistols** *(No Mixed Quality)*	***Inexperienced***	6	2 per squad
	Regular	9	
	Veteran	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:**	**Guts**	+10	1 per Officer
	Luck	+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

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PLATOON COMMANDER – OFFICER IN BATTLE-FRAME HEAVY ARMOUR

REQUISITION POINTS

48

Unit Composition:	1 Officer in Grade 1 Heavy Powered Armour
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

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PLATOON COMMANDER – OFFICER IN ASSAULT-FRAME HEAVY ARMOUR

REQUISITION POINTS

52

Unit Composition:	1 Officer in Grade 1 Heavy Powered Armour
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	+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

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GHOST INFILTRATION PLATOON COMMANDER

REQUISITION POINTS
56

Unit Composition:	1 Specialist Officer	
Unit Type:	Platoon Commander	
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	

SPECIAL RULES

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

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 Infiltration Platoon Commander 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 Infiltration Platoon Commander may set up again anywhere on the table that is at least 6" from any enemy unit and any Objective (including Intelligence Markers, enemy Bases etc.). Note that when set up again, this can trigger enemy units on *Ambush*. A Ghost Infiltration Platoon Commander 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 armed with Type 10 Shiboru Rifles**		30	2 per squad
· **Replace Type 10 Shiboru Rifle with SMG**		–4	3 per squad
· **May take a Combat Blade (+1 Pen at Close Quarters)**		+2	3 per squad
· **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

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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	
Regular:	23
Veteran:	30

Unit Composition:	1 Medic	
Unit Type:	Medic	
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

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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	
Regular:	75
Veteran:	90

Unit Composition:	1 Artillery Forward Observer	
Unit Type:	Forward Observer	
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	
Regular:	75
Veteran:	90

Unit Composition:	1 Air Force Forward Observer	
Unit Type:	Forward Observer	
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

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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	
Inexperienced:	21
Regular:	30
Veteran:	39

Unit Composition:	1 Inspirational Officer		
Unit Type:	Inspirational Officer (see below)		
Base Size:	25mm		
Standard Weapon:	Pistol		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

SPECIAL RULES

- **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*
• **Additional Soldiers armed with Pistols** *(No Mixed Quality)* — ***Inexperienced***	6	2 per squad
Regular	9	
Veteran	12	
• **Replace Pistol with Rifle**	+1	3 per squad
• **Replace Pistol with SMG**	+5	3 per squad
• **The Kempeitai Inspirational Officer may take a Combat Blade** *(+1 Pen at Close Quarters)*	+2	1 per Officer

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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		
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

REQUISITION POINTS

Inexperienced:	**49**
Regular:	**70**
Veteran:	**91**

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

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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		**REQUISITION POINTS**
Unit Type:	Basic Infantry		**147**
Base Size:	25mm		
Standard Weapon:	Type 10 Shiboru Rifle		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Veteran***		
Damage Value:	5+		
Morale Value:	10		

SPECIAL RULES

- **Only Human** – Unlike other Rift units, a Shiboru Rifle Squad can benefit from the presence of a nearby Medic.

RIFT UNIT

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

OPTIONS

	Points per model	***Limit***
· **Additional Soldiers**	21	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
· **Yoroi-kumi Anti Tank Launchers** *(Count as RPG-1s)*	+5
· **Anti-tank Grenades**	+2
· **Tough Fighters**	+1
· **Engineers**	+1

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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		**REQUISITION POINTS**
Unit Type:	Advanced Infantry		**110**
Base Size:	25mm		
Standard Weapon:	SMG		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Veteran***		
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	+4
Yoroi-kumi Anti Tank Launchers (Count as RPG-1s)	+5
Anti-tank Grenades	+2

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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**
Unit Type:	Advanced Infantry	**130**
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**

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	+4
Yoroi-kumi Anti Tank Launchers (Count as RPG-1s)	+5
Anti-tank Grenades	+2

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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		**REQUISITION POINTS**
Unit Type:	Specialist Infantry		**114**
Base Size:	25mm		
Standard Weapon:	Fists		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Veteran***		
Damage Value:	5+		
Morale Value:	10 (Fearless)		

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

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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	**REQUISITION POINTS**
Unit Type:	Specialist Infantry	**150**
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	

SPECIAL RULES

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

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 6" from any enemy unit and any Objective (including Intelligence Markers, enemy Bases etc.). Note that when set up again, this can trigger enemy units on *Ambush*. 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	30	5 per squad
If armed with a Type 10 Shiboru Rifle, 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
Engineers	+1
Replace Type 10 Shiboru Rifle with SMG and Combat Blade	–2

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SHADOW WARRIOR SQUAD

Whilst the majority of the Imperial Japanese Ghost Battalions are typically armed with Shiboru compression rifles, some squads are instead trained as close-quarters specialists.Their traditional hand-to-hand weapons render them evoking the appearance of the samurai of old, but in reality these Shadow Warriors practise a brutal new form of ninjutsu, teleporting short distances to wield their blades with deadly efficacy before their presence is even known..

Unit Composition:	1 NCO and 4 Shadow Warriors	**REQUISITION POINTS**
Unit Type:	Specialist Infantry	**145**
Base Size:	25mm	
Standard Weapon:	Various Close Combat Weapons (+1 Pen at Close Quarters)	
Movement Rate:	***Advance*** ***Run***	
Whilst Fast:	8" 16"	
Otherwise:	6" 12"	
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Deadly (3)**
- **Fast**
- **Fieldcraft**
- **Hard to Kill**
- **Horror**
- **Infiltrator**

RIFT UNIT

- **Rift Dice:** 1
- **Active Rift Enhancement:** ***Kage no Kōgeki (Shadow Attack).*** When declaring an Assault and issued a *Run* Order, a Shadow Warrior Squad may make use of this Enhancement. If it does, it may charge any enemy unit within its Line of Sight, regardless of the distance to that unit. If it does so it must make a Morale Check. If the Morale Check is failed, the Shadow Warrior Squad is destroyed. If the Morale Check is passed, then the Shadow Warrior Squad may assault the target unit. Move the closest model into base contact with the closest model in the target unit by the shortest possible route, before placing the other models in base contact as you would for a normal Assault. The target may react by firing as normal, however, any unit called upon to make a Morale Test as a result of the Shadow Warrior Squad's Horror rule applies a –1 modifier to the result. Any reaction fire is resolved before the Shadow Warrior Squad moves into base contact for the purposes of establishing any Cover – in an exception to the normal Assault rules, weapons with a maximum range of 6" or less may not be used in reaction fire during the use of this Enhancement. Targets of a Kage no Kōgeki can never benefit from a Defensive Position Bonus. This Assault move will not normally trigger any *Ambush* Orders, the only exception is if the target unit itself is on an *Ambush* Order. Exhaust the Shadow Warrior Squad's Rift Die after it has completed its *Run* Order. Note that if locked in Close Quarters, the Rift Die will exhaust after the second round of Close Quarters is resolved.
- **Surging Bonus:** Deadly (3) special rule replaced with Deadly (4) special rule.
- **Exhausted Penalty:** Lose Fast and Fieldcraft special rules.

OPTIONS

	Points per model	*Limit*
Additional Shadow Warriors	29	5 per squad

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

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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

Team Composition:	3 Soldiers		
Unit Type:	Machine Gun Team		
Base Size:	25mm		
Standard Weapon:	1x Medium Machine Gun		
Movement Rate:	***Advance*** Rotate	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**35**
Regular:	**50**
Veteran:	**65**

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

Team Composition:	2 Soldiers		
Unit Type:	Anti-tank Team		
Base Size:	25mm		
Standard Weapon:	1x Anti-tank Rifle		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**18**
Regular:	**25**
Veteran:	**33**

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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

110

Team Composition:	2 Soldiers in Grade 1 Heavy Powered Armour	
Unit Type:	Anti-tank Team	
Base Size:	25mm	
Standard Weapon:	1 Soldier with Panzerschreck	
	1 Soldier with SMG	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Veteran***	
Damage Value:	6+	
Morale Value:	10	

SPECIAL RULES

- **Heavy**

OPTIONS	*Points per model*	*Limit*
· **Replace SMG with LMG**	+11	1 per team

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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	
Regular:	52
Veteran:	67

Unit Composition:	2 Soldiers	
Unit Type:	Sniper Team	
Base Size:	25mm	
Standard Weapon:	Team Leader – Rifle & Pistol	
	Assistant – Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

SPECIAL RULES

- **Infiltrator**
- **Only Human** (if armed with Type 10 Shiboru Rifle) – Unlike other Rift units, a Sniper Team can benefit from the presence of a nearby Medic.
- **Sniper**

RIFT UNIT (ONLY IF ANY TYPE 10 SHIBORU RIFLE TAKEN)

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

OPTIONS

	Points per model
• **Replace the Team Leader's Rifle with a Type 10 Shiboru Rifle** *(Retains the benefits of the Sniper rule)*	+8
• **Replace the Assistant's Pistol with a Rifle**	+1
• **Replace the Assistant's Pistol with an SMG**	+5

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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

Team Composition:	2 Soldiers		
Unit Type:	Light Mortar Team		
Base Size:	25mm		
Standard Weapon:	1x Light Mortar		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**21**
Regular:	**30**
Veteran:	**39**

MEDIUM MORTAR TEAM

Team Composition:	3 Soldiers		
Unit Type:	Mortar Team		
Base Size:	25mm		
Standard Weapon:	1x Medium Mortar		
Movement Rate:	***Advance*** Rotate	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**32**
Regular:	**45**
Veteran:	**59**

OPTIONS

	Points
· **If taken as Regular or Veteran, may take a Spotter**	+10

HEAVY MORTAR TEAM

Team Composition:	4 Soldiers		
Unit Type:	Mortar Team		
Base Size:	25mm		
Standard Weapon:	1x Heavy Mortar		
Movement Rate:	***Advance*** Rotate	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**42**
Regular:	**60**
Veteran:	**78**

OPTIONS

	Points
· **If taken as Regular or Veteran, may take a Spotter**	+10

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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	
Regular:	50
Veteran:	65

Team Composition:	2 Soldiers	
Unit Type:	Team Leader – Infantry Flamethrower	
	Assistant – Pistol	
Base Size:	25mm	
Standard Weapon:	1x Infantry Flamethrower	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

TEAM UPGRADES *(Must be applied to entire team)*	***Points***
· **Anti-tank Grenades**	+2

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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

Team Composition:	3 Soldiers		
Unit Type:	Field Artillery		
Base Size:	25mm		
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

REQUISITION POINTS

Inexperienced:	**32**
Regular:	**45**
Veteran:	**59**

OPTIONS

	Points
· **Add a Gun Shield**	+5

MEDIUM ARTILLERY TEAM

Team Composition:	4 Soldiers		
Unit Type:	Field Artillery		
Base Size:	25mm		
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

REQUISITION POINTS

Inexperienced:	**60**
Regular:	**85**
Veteran:	**111**

OPTIONS

	Points
· **If taken as Regular or Veteran, may take a Spotter**	+10
· **Add a Gun Shield**	+5

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HEAVY ARTILLERY TEAM

REQUISITION POINTS	
Inexperienced:	95
Regular:	135
Veteran:	176

Team Composition:	5 Soldiers		
Unit Type:	Field Artillery		
Base Size:	25mm		
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

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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

Team Composition:	3 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
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

REQUISITION POINTS

Inexperienced:	**35**
Regular:	**50**
Veteran:	**65**

SPECIAL RULES

- **Gun Shield**

MEDIUM ANTI-TANK GUN TEAM

Team Composition:	3 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x Medium Anti-tank Gun		
Movement Rate:	***Advance*** Rotate	***Run*** 6"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**49**
Regular:	**70**
Veteran:	**91**

SPECIAL RULES

- **Gun Shield**

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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)	
Standard Weapons:	2x Forward-facing, Hull-mounted MMGs	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	8+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS	
Regular:	**95**
Veteran:	**114**

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)	
Standard Weapons:	1x Forward-facing Light Anti-tank Gun 2x Forward-facing, Hull-mounted MMGs	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	8+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS	
Regular:	**145**
Veteran:	**174**

SPECIAL RULES

- **Multi-Legged**
- **Recce**

RIFT UNIT (ONLY IF ARMED WITH TYPE 61 LIGHT SHIBORU CANNON)

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

OPTIONS

	Points
Replace Forward-facing Light Anti-tank Gun with Type 61 Light Shiboru Cannon	+60

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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)	
Standard Weapons:	1x Forward-facing Type 61 Light Shiboru Cannon	
	2x Forward-facing, Hull-mounted MMGs	
	Left and Right Arms	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	8+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**215**
Veteran:	**258**

SPECIAL RULES

- **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.kpfl. 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)	
Standard Weapons:	2x Forward-facing, Light Automatic Cannons	
	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	

REQUISITION POINTS

294

SPECIAL RULES

- **Two-legged**

OPTIONS

	Points
· **Gain the Recce special rule**	+10
· **Replace Forward-facing Medium Anti-Tank Gun with Light Rocket System**	–40

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SPECIAL TYPE ONRYŌ ASSAULT WALKER

The successes of the Ghost battalions across the island battlefields of the Pacific naturally led to efforts to upsize the Ghost engine technology and grant much larger machines of war the ability to phase through solid objects. The result was the Special-Type Onryō, based on the bipedal designs employed by the US in the attempted invasion of Iwo Jima in 1946. The severity and speed the Onryō displayed in its combat testing, and its ability to rapidly redeploy using the improved Ghost engine, impressed both its pilots and engineers. The bipedal design also allowed for a number of different loadouts. Given the ability of the new walker to engage the enemy at close quarters without fear of closing fire, it could be outfitted with Shiboru micro-gravity wave weapons and/or special combat blades – not only did this give the Onryō increased reach against enemy walkers when engaged in 'hand-to-hand', but also evoked the legacy of the samurai, in the same vein as the shin guntō carried by officers within the IJA. To best preserve the secrets of the Onryō's Ghost technology, a detonation mechanism was also integrated into the engine itself – should the machine ever be compromised, it would thrust the Onryō into Shinobi space, before exploding.

Unit Type:	Medium Walker (2 Legs)
Standard Weapon:	1x Arm mounting a Walker Combat Blade 1x Arm mounting Twin HMGs *(Arm-mounted HMGs do not halve their Shots value for being mounted on a Vehicle)*
Movement Rate:	***Advance*** Up to 12" ***Run*** 12"–24"
Quality:	***Veteran***
Damage Value:	9+
Morale Value:	10

REQUISITION POINTS

258

SPECIAL RULES

- **Piercing Blade (only if equipped with a Walker Combat Blade)** – When engaged in Close Quarters against an Enemy Vehicle unit an Onryō equipped with a Walker Combat Blade may make use of this special rule. The Onryō may not make attacks with its Legs, but the bonus for each of its functioning Arms is increased to +3. Note that the Onryō's Legs still add their +1 Modifier to the final roll, if they are still functional.
- **Sweeping Strike (only if equipped with a Walker Combat Blade)** – When Overrunning an enemy Infantry or Artillery unit, an Onryō equipped with a Walker Combat Blade may make a Sweeping Strike instead of its usual attacks. Make a number of rolls to hit equivalent to the number of models in the overrun unit. Hits are scored on a 5+. Any hits scored have a +4 Pen modifier.
- **Two-legged**
- **Vengeance in Death** – If an Onryō ever suffers a Knocked Out result or would be abandoned by its crew, any Infantry or Artillery unit within 6" of the Onryō immediately suffers D3 hits with a +2 Pen Modifier, with no Cover Saves allowed, and D2 Pin Markers – roll for each affected unit separately. Casualties can trigger a Morale Check as if from a shooting attack. Then remove the Onryō from the battlefield (it does not become a Wreck).

RIFT UNIT

Rift Dice:	1 *(or 2 if equipped with any Shiboru Cannon – see Konflikt '47 rulebook, page 83 for Crush)*
Active Rift Enhancement:	***Ghost Engine.*** After executing an *Advance*, *Run*, or *Fire* Order an Onryō 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 Onryō is destroyed. If the Morale Check is passed, the Onryō 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.). Note that when set up again, this can trigger enemy units on *Ambush*. An Onryō may use this enhancement whilst locked in Close Quarters.
Surging Bonus:	The Onryō may make use of the Ghost Engine Active Rift Enhancement **before** executing an *Advance*, *Run*, or *Fire* Order.
Exhausted Penalty:	May not be issued *Advance* or *Run* orders.

OPTIONS

	Points per model
Replace Arm-mounted Twin HMGs with Type 61 Light Shiboru Cannon	+30
Replace Arm-mounted Walker Combat Blade with Type 61 Light Shiboru Cannon	+90
Replace Arm-mounted Twin HMGs and Arm-mounted Walker Combat Blade with Dual-barrelled Type 99 Shiboru Cannon, mounted across both Arms. ***– When rolling to hit with a Dual-barrelled Type 99 Shiboru Cannon, you may re-roll any misses.***	+50

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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		
Standard Weapons:	1x Turret-mounted Type 61 Light 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:	8+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**156**
Regular:	**195**
Veteran:	**234**

SPECIAL RULES

- **Rear-facing Turret Mounted Machine Gun** – In a single Game Turn, the Rear-facing MMG may only fire into the opposite Arc of Fire to the turret's main or Co-axial weapon.

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**	–40

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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		
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

REQUISITION POINTS

Inexperienced:	**204**
Regular:	**255**
Veteran:	**306**

SPECIAL RULES

- **Rear-facing Turret Mounted Machine Gun** – In a single Game Turn, the Rear-facing MMG may only fire into the opposite Arc of Fire to the turret's main or Co-axial weapon.

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**	–60
• **Replace Turret-mounted Type 99 Shiboru Cannon with Dual-barrelled Type 99 Shiboru Cannon** ***–When rolling to hit with a Dual-barrelled Type 99 Shiboru Cannon, you may re-roll any misses.***	+20

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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

Unit Type:	Transport Vehicle		
Standard Weapons:	None		
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"	
Damage Value:	6+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10
Transport:	Up to 12 Soldiers		
Tow:	Light Howitzers, Light or Medium Anti-tank Guns, Light Anti-aircraft Guns		

REQUISITION POINTS	
Inexperienced:	**22**
Regular:	**27**
Veteran:	**32**

OPTIONS	*Points*
· **Add a Forward-facing Pintle-mounted LMG**	+15

TYPE 95 KUROGANE SCOUT CAR

Unit Type:	Transport Vehicle		
Standard Weapons:	None		
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"	
Damage Value:	6+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10
Transport:	Up to 4 Soldiers		

REQUISITION POINTS	
Inexperienced:	**15**
Regular:	**19**
Veteran:	**23**

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