

# 3rd or 7th SPECIAL NAVAL LANDING FORCE

## 1942 SNLF INFANTRY COMPANY

特別な海軍力

### HEADQUARTERS

HEADQUARTERS (1)



Regimental HQ

You must field the HQ and two Infantry Platoons.  
You may choose additional Tanks, Artillery Support and Reserve.

### COMBAT PLATOONS



INFANTRY (1)  
Regimental Platoon



INFANTRY (1)  
Regimental Platoon



INFANTRY (1)  
Regimental Platoon



ARTILLERY (2)  
Gun Platoon

### WEAPON PLATOONS



RECONNAISSANCE (2)  
Recon Platoon



INFANTRY (3)  
Engineer Platoon



MACHINE-GUNS (4)  
Machine-gun Platoon



ARTILLERY (4)  
Mortar Platoon

### SUPPORT PLATOONS



ARTILLERY (5)  
Anti-Tank Platoon



FIELD FORTIFICATION (5)  
Bunkers, Mines and Barbed wire



ARMOUR (6)  
Tank Platoon



ARMOUR (6)  
Amphibious Tank Platoon



ARTILLERY (7)  
Field Artillery Battery



ARTILLERY (7)  
Heavy Artillery Battery



ANTI-AIR (8)  
Anti-Air Platoon



AIRCRAFT (8)  
Air Support

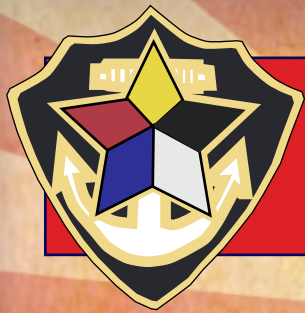
**3rd**

FEARLESS  
VETERAN

**7th**

CONFIDENT  
VETERAN

You may choose between 3rd and 7th Special Navy Force .  
3rd rating is fearless veteran.  
7thth rating is confident veteran.



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### HEADQUARTERS

		HEADQUARTERS	
	Company Command Rifle/MG team		2iC Command Rifle/MG team
	AT GUN team		AT GUN team
	LMG Type 96 team		LMG Type 96 team
		Company HQ 3rd	40
		Company HQ 7th	30
		Add AT Gun team	35
		Add LMG team	25
		Add SMG	5

### COMBAT PLATOONS

HQ Command	Light Mortar team	SNLF Regimental Platoon	
		3 Squads 3rd	260
		3 Squads 7th	220
		2 Squads 3rd	180
		2 Squads 7th	110
		Add LMG team	25
		Add Sniper team	50
		Add Lung mines for each squad.	

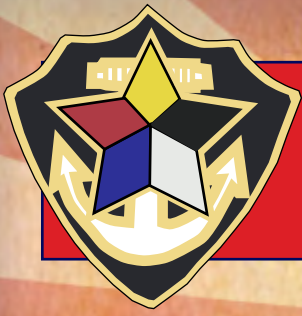
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特別な海軍力

### GUN PLATOON

<p>HQ Command</p>  <p>Command Rifle/MG team</p>		<p>Observer Rifle team</p>  <p>Observer Rifle team</p>		<p>SNLF Gun Platoon</p>	
<p>Section</p>  <p>Type 92 70mm gun</p>		<p>Section</p>  <p>Type 92 70mm gun</p>		<p>Gun Sections 3rd</p>	<p>60</p>
				<p>Gun Section 7th</p>	<p>50</p>
				<p>Add Observer Rifle team</p>	<p>15</p>
<p>Use fire burst rule.</p>					

### WEAPON PLATOONS

### RECONNAISSANCE

<p>HQ Command</p> 		<p>SNLF Recon Platoon</p>	
<p>Squad</p>  <p>Rifle/MG teams</p>		<p>2 Squads 3rd</p>	
<p>Squad</p>  <p>Rifle/MG teams</p>		<p>2 Squads 7th</p>	
		<p>1 Squad 3rd</p>	<p>115</p>
<p>Squad</p>  <p>Rifle/MG teams</p>		<p>1 Squad 7th</p>	
<p>Squad</p>  <p>Rifle/MG teams</p>		<p>105</p>	

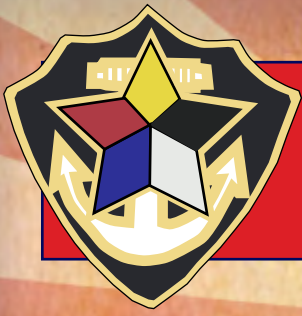
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# 3rd or 7th SPECIAL NAVAL LANDING FORCE

## 1942 SNLF INFANTRY COMPANY

特別な海軍力

### INFANTRY Pioneers

HQ Command



Engineer Platoon



Pioneer Rifle/MG teams



Pioneer Rifle/MG teams



Pioneer Rifle/MG teams

3 Engineer Squads 220

2 Engineer Squads 150

1 Engineer Squad 75

Add Pioneer Supply  
1.5-ton truck 25

Engineers are Pioneer Platoons  
with Tank Assault 4  
You may change one Rifle/MG team  
in a squad with a flame-thrower



Pioneer Rifle/MG teams



Pioneer Rifle/MG teams



Pioneer Rifle/MG teams



Pioneer Rifle/MG teams



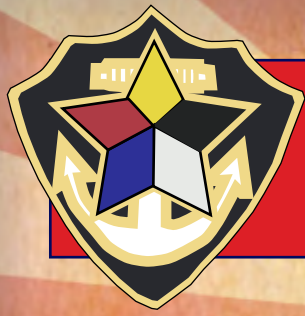
Pioneer Rifle/MG teams



Pioneer Rifle/MG teams

CONFIDENT  
VETERAN

Engineers rating is confident veteran.








# 3rd or 7th SPECIAL NAVAL LANDING FORCE

## 1942 SNLF INFANTRY COMPANY









特別な海軍力

### WEAPON PLATOONS

#### MACHINE-GUN PLATOON

HQ Command		SNLF MG Platoon	
 Command Rifle/MG team			
Section		2 Sections 3rd	155
 Type 3 HMG team	 Type 3 HMG team	2 Sections 7th	135
Section		1 Section 3rd	80
 Type 3 HMG team	 Type 3 HMG team	1 Section 7th	70

#### ARTILLERY – MEDIUM MORTAR PLATOON

HQ Command		SNLF Medium Mortar Platoon	
 Command Rifle/MG team			
 Observer Rifle/MG team			
Section		2 Mortar Sections 3rd	180
 Mortar team	 Mortar team	2 Mortar Sections 7th	160
 Mortar team			
Section		1 Mortar Section 3rd	90
 Mortar team	 Mortar team	1 Mortar Section 7th	70
 Mortar team		Add Observer	15

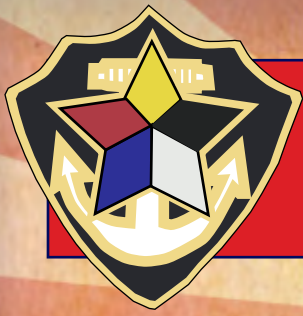
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# 3rd or 7th SPECIAL NAVAL LANDING FORCE

## 1942 SNLF INFANTRY COMPANY

特別な海軍力

### SUPPORT PLATOONS

### ANTI-TANK PLATOON

<p>HQ Command</p> <p>Command Rifle/MG team</p>			<p>SNLF Anti-tank Platoon</p>	
<p>Section</p> <p>Type 94 37mm gun</p> <p>Type 94 37mm gun</p> <p>Type 94 37mm gun</p>				
<p>Section</p> <p>Type 94 37mm gun</p> <p>Type 94 37mm gun</p> <p>Type 94 37mm gun</p>			<p>2 Gun Sections 7th</p> <p>1 Gun Section 7th</p>	<p>160</p> <p>80</p>
			<p>Use rapid fire rule.</p>	

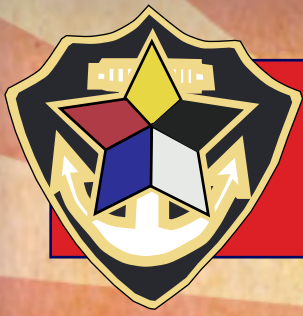
### FIELD FORTIFICATIONS

<p>Fortification</p> <p>HMG Bunker</p> <p>Barbed Wire</p> <p>Mine Field</p>			<p>Field Fortifications</p>	
			<p>2 Fortifications</p> <p>1 Fortification</p>	<p>180</p> <p>90</p>
<p>Fortification</p> <p>HMG Bunker</p> <p>Barbed Wire</p> <p>Mine Field</p>			<p>Add 2 Mine Fields</p> <p>Add 1 Mine Field</p>	<p>100</p> <p>50</p>

**3rd** FEARLESS VETERAN

**7th** CONFIDENT VETERAN

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# 3rd or 7th SPECIAL NAVAL LANDING FORCE

## 1942 SNLF INFANTRY COMPANY

特別な海軍力

### SUPPORT PLATOONS




### NAVY ARMoured FORCE PLATOON

#### Navy Armoured Force Platoon

4 Armoured Platoons	700
3 Armoured Platoons	530
2 Armoured Platoons	340
1 Armoured Platoon	170




On Guadalcanal, nine tanks of the 1. Independent tank company were available at time at the battle. All of them were destroyed.

Squad




Command Type 97 Chi-Ha    Type 95 Chi-Ha    Type 97 Chi-Ha

Squad

Command Type 97 Chi-Ha    Type 97 Chi-Ha    Type 97 Chi-Ha

Squad

Command Type 97 Chi-Ha    Type 97 Chi-Ha    Type 97 Chi-Ha

Squad





Command Type 97 Chi-Ha    Type 97 Chi-Ha    Type 97 Chi-Ha




### AMPHIBIOUS PLATOON

#### Amphibious Platoon

2 Ka-Mi Amphibious Platoons	320
1 Ka-Mi Amphibious Platoons	160




Originally no amphibious platoons were deployed. It was planned to sent Ka-Mi tanks to all SNLF companies on islands.

Squad

Command Type 2 Ka-Mi    Type 2 Ka-Mi    Type 2 Ka-Mi

Squad

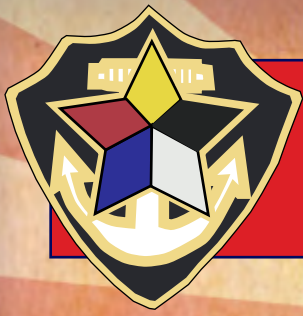




Command Type 2 Ka-Mi    Type 2 Ka-Mi    Type 2 Ka-Mi

# SUPPORT

CONFIDENT VETERAN

All Support platoons are rated as confident veteran.









# 3rd or 7th SPECIAL NAVAL LANDING FORCE

## 1942 SNLF INFANTRY COMPANY








特別な海軍力

### SUPPORT PLATOONS

### FIELD ARTILLERY BATTERY

<p>HQ Command</p>   <p>Command Rifle/MG team      Observer Rifle/MG team</p>		SNLF Field Artillery Battery	
<p>Gun section</p>   <p>Type 38 75 mm gun      Type 38 75 mm gun</p>		2 Gun Sections	260
		1 Gun Section	130
<p>Gun section</p>   <p>Type 38 75 mm gun      Type 38 75 mm gun</p>		Add Observer	15
<p>Use Fireburst rule, cannot be deployed in ambush or surprise.</p>			

### HEAVY ARTILLERY BATTERY

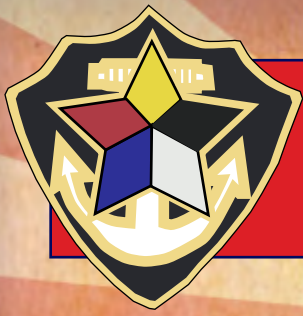
<p>HQ Command</p>    <p>Command Rifle/MG team      Observer Rifle/MG team      Staff team</p>			Heavy Artillery Battery	
<p>Gun section</p>   <p>Gun or Howitzer      Gun or Howitzer</p>			Type 92 105mm	
			2 Gun Sections	500
			1 Gun Section	250
<p>Gun section</p>   <p>Gun or Howitzer      Gun or Howitzer</p>			Type 96 150mm	
			2 Gun Sections	400
			1 Gun Section	200
			Add Observer	15
			Add 1.5 ton trucks	5
<p>No Fireburst rule, cannot be deployed in ambush or surprise.</p>				

**SUPPORT**

CONFIDENT  
VETERAN

All Support platoons are rated as confident veteran.





# 3rd or 7th SPECIAL NAVAL LANDING FORCE

## 1942 SNLF INFANTRY COMPANY

特別な海軍力

### SUPPORT PLATOONS

### ANTI-AIR PLATOON

HQ Command



Command Rifle/MG team

SNLF Anti-air platoon

Gun section



Type 38 75 mm gun



Type 38 75 mm gun

2 Gun Sections

260

1 Gun Section

140

Gun section



Type 38 75 mm gun



Type 38 75 mm gun

### AIRCRAFT

Mitsubishi A6M "Zero"



Air support

Sporadic

1 Flight A6M "Zero"

90

Mitsubishi G4M "Betty Bomber"



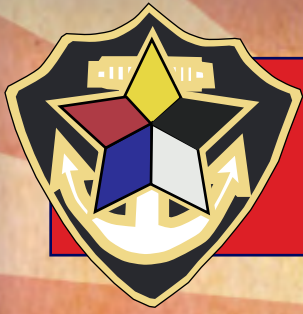
1 Flight "Betty Bomber"

100

# SUPPORT

CONFIDENT  
VETERAN

All Support platoons are  
rated as confident veteran.



## 3rd or 7th SPECIAL NAVAL LANDING FORCE

### THE JAPANESE FORCES ON GUADALCANAL

The Special Naval Landing Force was the marine component of the IJN. Compared with the Imperial Japanese Army they were highly trained with better discipline and had a small unit leadership. After August 1942 the Special Naval Landing Forces found themselves fighting a much different kind of war. They were almost exclusively involved in defensive fighting, holding various island outposts against the growing US offensive. The 3rd Kure SNLF fought on Tulagi against the US 2nd Battalion, 5th Marines forces.

In the Solomons, the next battle after Guadalcanal centred on New Georgia.

The Japanese Navy in this area had the 6th Kure and 7th Yokosuka SNLFs.

These were joined together as the 8th Combined Special Naval Landing Force, under Rear-Admiral Minoru Ota. The 7th Yokosuka SNLF was brought over from the adjacent island of Kolombangara to reinforce the New Georgia force as the battle developed.

#### **The Battle of Guadalcanal - 7 August 1942 – 9 February 1943**

The battle for Guadalcanal, codenamed „Operation Watchtower“ (7 August 1942 – 19 February 1943) was the first battle in the American amphibious campaign against Japanese Forces in the Pacific. It was fought on and around the island of Guadalcanal in the Pacific theatre of WWII.

On 7 August 1942 the newly formed 1st Marine Division landed at Guadalcanal in the Solomon Islands. The main target was the airfield that was under construction at nearby Red Beach. It was known as 'Lunga' Point', or as well 'Runga Point' to the Japanese (code named RXI), and became later known as Henderson Field, named in honor of Major Lofton Henderson in the Battle of Midway.

The strip would allow to use Guadalcanal as a base and for strategic use – most wanted by both forces, Allied and Japanese.

Supported by powerful US naval forces the Marines landed at Guadalcanal where they overwhelmed the Japanese defenders and seized the airfield as well as their radio station, food stocks and other useful materials. Huge naval battles between the US Marines and Japanese forces followed, Japanese planes dominated the sky over the area, air raids happened several times per day. Japanese soldiers adapted the jungle fighting which was a hard target to the US Marines, finding an unfamiliar terrain and territory. The Japanese Forces defended themselves and their country bravely and tried to retake Henderson Field, the US Marines defended Henderson Field for which they had fought so hard. After three major land battles, several large naval battles and air raids and battles November 1942 saw the Japanese Forces defeated decisively, although campaigns continued into 1943. Between 1 – 19 February 1943 the Japanese Seventeenth Army evacuated from Guadalcanal. At Guadalcanal started the long way to the final Japanese surrender and the end of World War II. The price paid was very high on both sides.

# JAPANESE ARSENAL 1942 / 1943

## JAPANESE ARSENAL GUADALCANAL

### TANKS

Type 97 Chi-Ha Shinhoto Standard, Front: 2 Side: 2 Top: 1 - Turret MG, Hull MG, smoke

"Type 97 47mm gun Range: 24" / 60cm ROF: 2 AT: 7 FP: 4+

Type 97 Chi-Ha Standard, Front: 2 Side: 2 Top: 1 - Turret MG, Hull MG, smoke

"Type 90 57mm gun Range: 16" / 40cm ROF: 2 AT: 5 FP: 4+

Type 95 Ha-Go Standard, Front: 1 Side: 1 Top: 1 - Turret MG, Hull MG, one-man turret

"Type 94 37mm gun Range: 24" / 60cm ROF: 2 AT: 5 FP: 4+

Type 2 Ka-Mi Slow, 20cm Front: 1 Side: 1 Top: 1 - Turret MG, Hull MG, one-man turret, amphibious tank

"Type 94 37mm Range: 24" / 60cm ROF: 2 AT: 5 FP: 4+

Type 97 Ke-Te Standard, Front: 1 Side: 1 Top: 1 - Turret MG, Hull MG, one-man turret, amphibious tank

"Type 94 37mm Range: 24" / 60cm ROF: 2 AT: 5 FP: 4+

TANK MGs: Range 40cm ROF: 3 AT: 2: FP: 6 - ROF 1 if other weapons fire

### GUNS

Type 3 HMG - man-packed, Range: 24"/60cm ROF:6 AT:2 FP: 6 - ROF 3 when pinned or moved

Type 92 70mm AT gun - man-packed, Range: 8"/20cm ROF:2 AT:3 FP: 3

" firing bombardment: 40"/100cm AT:2 FP: 6

Type 94 37mm AT gun - light, Range: 24"/60cm ROF:3 AT:6 FP: 4+ - Gun Shield

Type 38 75mm gun - light, Range: 24"/60cm ROF:2 AT:6 FP: 3+ - Gun Shield, Smoke

" firing bombardment: 40"/100cm AT:3 FP: 6

Type 97 81 mm infantry mortar - man-packed, 16"/40cm ROF:2 AT:2 FP: 6 - AA Mine Discharger

" firing bombardment: 40"/100cm AT:3 FP: 6

Type 89 122mm - immobile, Range: 30"/80cm ROF:3 AT:14 FP: 2+ - Breakthrough gun

" firing bombardment: 80"/200cm AT:6 FP: 3+

Type 92 105mm - immobile, Range: 40"/100cm ROF:1 AT:14 FP: 2+ - Breakthrough gun, Gun Shield

" firing bombardment: 96"/240cm AT:4 FP: 4+

Type 96 150mm - immobile, Range: 24"/600cm ROF:1 AT:12 FP: 1+ - Bunker buster, Gun Shield

" firing bombardment: 80"/200cm AT:5 FP: 2+

### ANTI-AIRCRAFT

20mm AA Gun truck - Wheeled, Range: 16"/24cm ROF:4 AT:4FP:5+ - Anti-Aircraft

Type 38 75mm - immobile, Range: 24"/100cm ROF:3 AT:11 FP: 3+ - Anti-Aircraft

### INFANTRY

Sword team 4"/10cm ROF:1 AT:1 FP:6 - Hits on a 2+ in Assaults and has Tank Assault of 1

Rifle team 16"/40cm ROF:1 AT:2 FP:6

Rifle/MG team 16"/40cm ROF:2 AT:2 FP:6 - ROF 2 when pinned

LMG team 16"/40cm ROF:5 AT:2 FP:6 - ROF 2 when pinned

Light Mortar Type 89 - 16"/40cm ROF:1 AT:1 FP:4+

Lung mines (Nikuhaku) - human bullet, improvised Tank Assault 4

Staff team 16"/40cm ROF:1 AT:2 FP:6

Pioneer teams are rated as Tank Assault 3

### FORTIFICATIONS

HMG Bunker immobile 24"/60cm ROF: 6 AT: 2 FP: 6 - ROF 3 when pinned

### AIRCRAFT

A6M "Zero": MG toHit: 2+ AT: 6 FP: 5+

Bombs: to Hit: 4+ AT: 5 FP: 2+

Betty Bomber: MG toHit: 2+ AT: 6 FP: 5+

Bombs: to Hit: 3+ AT: 7 FP: 2+

# JAPANESE ARSENAL 1942 / 1943

## JAPANESE ARSENAL GUADALCANAL

### **AMPHIBIOUS TANK**

Tanks like the Japanese Ka-Mi may use this rule and may move into water.

The speed of these tanks is 4"/10cm as in difficult terrain. They may even fire with their main gun or MGs.

### **AA MINE DISCHARGER**

You may use this as Anti-Aircraft gun with RANGE: 16"/40cm ROF:2 AT: 4 FP:5 +

The AA Mine Discharger was a Japanese anti-aircraft weapon fired by 81mm mortars.

The device was a simple tube like an infantry mortar of 70 mm or 81 mm caliber.

Instead of a standard mortar bomb, the projectile was a tube containing seven individual mines, each mine was equipped with a parachute. When fired, the mortar threw the shell to a range of 3,000 to 4,000 feet (900 to 1,200 m) and a maximum altitude of approximately 600 m.

The shell ejected the mines at the top of its arc. They would then float down on their parachutes.

They were fused to detonate on contact or after a fixed time period, damaging nearby aircraft.

The weapon could also be used like a simple cluster bomb, by firing over enemy troops.

### **LUNG MINES** (improvised Anti-tank weapons)

In the years of World War Two, the Japanese developed a crude hand-thrown HEAT antitank grenade, and a suicide-weapon HEAT-warhead anti-tank grenade, the lunge mine, that was not launched or thrown, but rammed into the target like a bayonet. As well as the HEAT grenade, the Type 3.

The Japanese also used large improvised bombs made with teapots and other salvaged material.

### **TYPE 100 SUBMACHINE GUN**

The Type 100 submachine gun had a rate of fire of 800 rounds/min.

Between 10,000 to 30,000 were built between 1942-1945.

### **TYPE 96 LIGHT MACHINE GUN**

The Type 96 was a light machine gun used by the Japanese from 1936-1945.

### **TYPE 97 BOLT-ACTION RIFLE (SNIPER RIFLE)**

The Type 97 was a Japanese bolt-action rifle, based on the Type 38 rifle.

It used the Japanese designed 6.5×50mm Arisaka caliber cartridge which produced little recoil when fired. Its stopping power was reduced by the rifle's 31 1/2 inch long barrel which slowed the bullet, and because the charge was light compared to the bullet's weight.

It was built between 1937-1945.

# JAPANESE SPECIAL RULES

## JAPANESE SPECIAL SNLF RULES – GUADALCANAL

### **BANZAI CHARGE**

In Assault or Hand to Hand combat, Japanese SNLF combat platoons hit on a 2+. If forced to fall back from defensive fire, it may roll for a Banzai motivation check, if passed the Assault goes on, otherwise it falls back as normal or Assault does not happen.

### **SNLF-COMMAND**

Combat platoons may change their commanders if they are lost due to combat like in the "mission tactics rule" or may change a normal combat team to a command team.

### **DEFENDING THE ISLAND**

(Use this rule if you play an "ISLAND ATTACK MISSION")  
All your platoons might be dugged in or in prepared positions in their gun emplacements. You even can dig in your tanks, but these tanks cannot move for the game anymore. Before the first turn you have to place your fortifications, except minefields.

### **TO THE LAST MAN**

Combat platoons of the SNLF may fight to the last man and any "Last man standing rules" does not apply.

### **FIRE BURST**

Two gun gun platoons with this rule do not need to re-roll their hits in bombardments.

### **HUMAN BULLETS**

If a tank terror or motivation test fails to attack tanks of defensive fire is too strong, your Nikuhakus or 'Human Bullets' can do the job! Even a missed counterattack test cannot stop them. Each Nikuhaku team rolls 4 to hits for their weapon if its an enemy tank within the assault or hand to hand combat range - if it is any other type of unit, then only one roll is allowed per each 'Nikuhaku' team. They are counted as tank assault 4.

### **OTHER RULES**

You may use known rules for the Japanese like "Envelope" for infantry, "Duty to the End" and "Hip Shot" for tanks.