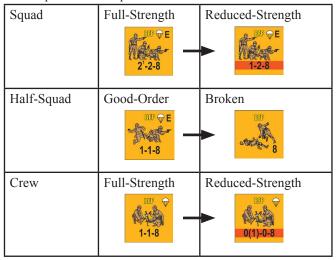


## **BLOOD & JUNGLE**

## Japanese Paratrooper Rules

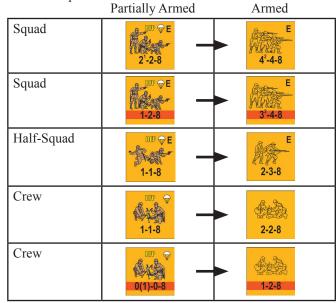
**1.0 Partially Armed Japanese Paratroopers:** Partially Armed Japanese Paratroopers are Elite and are treated as pre-1942 German Paratroopers (E9.7) for purposes of dropping partially armed and locating arms canisters, Drift (E9.2), and Landing (E9.4) except as amended herein. Partially Armed MMC have a CCV one less than normal. Their CCV is normal per A11.5 once fully armed. A Step-reduced crew is considered unarmed [EXC: CC Firepower and CCV is 1]. Non Step-reduced Partially Armed squads have a smoke exponent of 1. White Phosphorous is also available with a smoke exponent of 1. Partially Armed Paratroopers are otherwise treated as Japanese (G1) and represented by squads, half-squads, and crews. Partially Armed Paratrooper squads and half-squads have ELR Immunity (A19.11) as if unarmed.

The Step-reduction replacement is as follows:

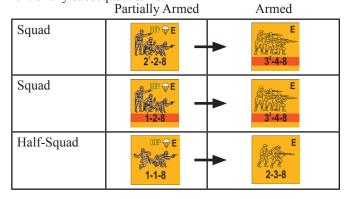


A 0(1)-0-8 crew that fails a Morale Check is eliminated.

**2.0 Arms Canister Location:** The G.5 +2 DRM is NA for a location dr per E9.7. A location dr is NA if the unit participated in a Banzai during the current Player Turn. Partially Armed Paratroopers which successfully recover weapons canisters are replaced as follows:

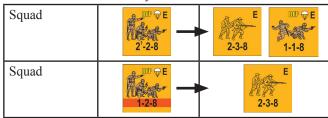


**3.0 Scrounging:** Partially Armed squads and half-squads may attempt to Scrounge per A20.552 or rearm via CC/Surrender per A20.551. If successful they are replaced as follows, and may not then attempt to locate a weapons canister in the current or any subsequent turns:



If a squad is only able to rearm a half-squad replace as follows:

Partially Armed Armed



**4.0 Injuries:** A Partially Armed Paratrooper that fails a MC per E9.42 is Step-reduced (G1.11) [EXC: A failed Morale Check for landing in Dense Jungle/Swamp (G2.213) still results in elimination].

**5.0 T-H Hero/DC Hero:** A T-H Hero/DC Hero created from a Partially Armed Paratrooper unit is treated as per G1.42-.425.

