



JAPANESE

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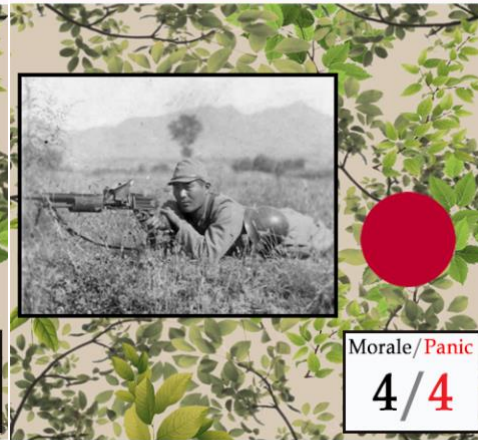
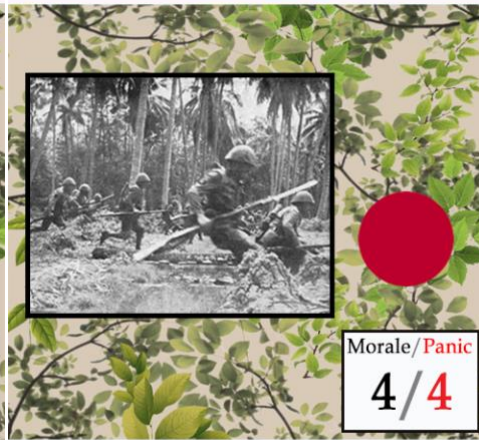
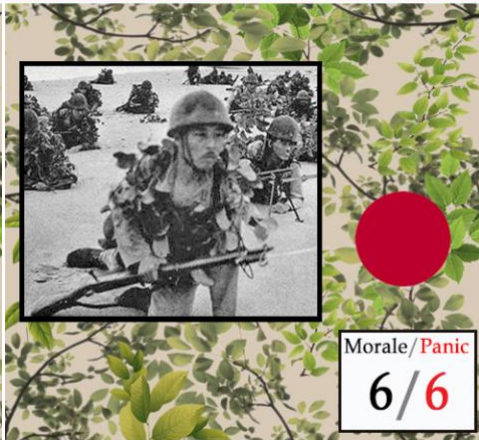
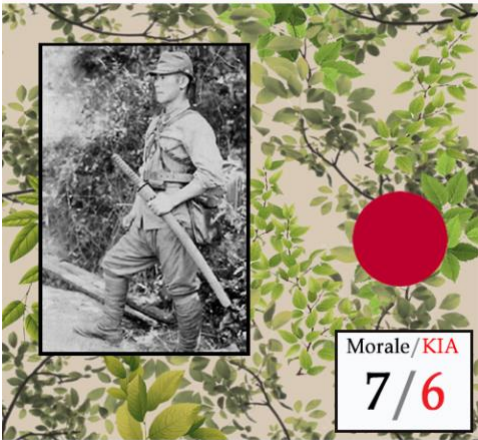
JAPANESE

PLATOON LEADER

SQUAD LEADER

RIFLEMAN

LMG



VETERAN

VETERAN

VETERANS

VETERAN

CCV	GM/Wd	LM	0/+1
Katana	10/6	Pts	48/58

CCV	GM/PIN	Points
Rifle	11/7	45

CCV	GM/PIN	Points
RIFLE	9/5	13

CCV	GM/PIN	WF/REP	Points
LMG	6/2	-5/2+	47



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RANGE	To Hit #	FV
crewed/uncrewed		
CLOSE	1 (3)	5
MEDIUM	1 (3)	3
LONG	3 (4)	1
EXTREME	4 (5)	0

Two-man Crew.
Flank Shot: "AP" +1
Target Acquired: "AP" +1
Target Moving: Positive "To Hit" #
AP add positive "To Hit" result,
minus negative "To Hit" result.
No moving fire.

ANTI-TANK RIFLE

RANGE	To Hit #	FV
crewed/uncrewed		
CLOSE	NA	-
MEDIUM	0-2	0
LONG	1	2
EXTREME	2	3

Add "To Hit" result to FV (To Hit must inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #
Target in Wood/Jungle/Orchard
Ignore Terrain CV

KNEE MORTAR

MMG

FLAMETHROWER

ANTI-TANK RIFLE

KNEE MORTAR

Morale/Panic
4/4

CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+3 (+1)	+3 (+1)

VETERAN

CLOSE
+5

Morale/Panic
4/4

VETERAN

Morale/Panic
3/3

VETERAN

Morale/Panic
3/3

VETERAN

CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/2+	79

CCV	GM/PIN	WF/REP	Points
FT	3/0	-5/7	55

CCV	GM/PIN	WF/REP	Points
AT Rifle	3/0	-7(-5)/2+	17

CCV	GM/PIN	WF/REP	Points
Knee Mortar	3/0	-5(-2)/2+	41



RANGE	To Hit	AP	HE
CLOSE	0-5	6	-1
MEDIUM	0-3	4	-1
LONG	0-1	2	-1
EXTREME	2	1	-1

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	7	0
MEDIUM	0-3	5	0
LONG	0-1	3	0
EXTREME	2	2	0

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP	HE
CLOSE	0-5	8	2
MEDIUM	0-3	8	2
LONG	0-1	8	2
EXTREME	2	-	2

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

JAPANESE

37mm AT GUN

47mm AT GUN

70mm HOWITZER

GUN CREWMAN

37mm AT GUN

47mm AT GUN

70mm HOWITZER

Morale/Panic
3/3

Dam/Des
5/9

Dam/Des
5/9

Dam/Des
5/9

VETERAN


CCV	GM/PIN	Points
Rifle	8/4	10

WF/REP	Points
-5/2+	133

WF/REP	Points
-5/2+	163

WF/REP	Points
-5/2+	165

75mm MOUNTAIN GUN



Target Moving: Positive "To Hit" #

Target Acquired: "To Hit" +1

One man crew "To Hit" -2

Two man crew "To Hit" -1

Add "To Hit" result to HE FV (if to Hit inc "0")

RANGE	To Hit	AP	HE
CLOSE	0-5	7	2
MEDIUM	0-3	5	2
LONG	0-1	3	2
EXTREME	2	2	2

Type 95 Ha Go



Target Moving: Positive "To Hit" #

Target Acquired: "To Hit" +1

Add "To Hit" result to HE FV (if to Hit inc "0")

RANGE	To Hit	#	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	6	-1	3/2	
MEDIUM	0-3	0-1	4	-1	2/1	
LONG	0-1	2	2	-1	1/0	
EXTREME	2	3	1	-1	0/-1	

Type 97 CHI-HA



Target Moving: Positive "To Hit" #

Target Acquired: "To Hit" +1

Add "To Hit" result to HE FV (if to Hit inc "0")

RANGE	To Hit	#	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	5	-1	3/2	
MEDIUM	0-3	0-1	3	-1	2/1	
LONG	0-1	2	1	-1	1/0	
EXTREME	2	3	0	-1	0/-1	

Type 97-KAI



Target Moving: Positive "To Hit" #

Target Acquired: "To Hit" +1

Add "To Hit" result to HE FV (if to Hit inc "0")

RANGE	To Hit	#	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	7	0	3/2	
MEDIUM	0-3	0-1	5	0	2/1	
LONG	0-1	2	3	0	1/0	
EXTREME	2	3	2	0	0/-1	

75mm MOUNTAIN GUN

Type 95 Ha Go

Type 97 CHI-HA


Type 97-KAI

75mm MOUNTAIN GUN

Type 95 Ha Go


Type 97 CHI-HA

Type 97-KAI



Dam/Des


5/9



Morale/CE

5/9


FRONT	1	0	0
K/S/I			
SIDE	0	-1	-2



Morale/CE

5/9

FRONT	3	2	1
K/S/I			
SIDE	1	0	-1



Morale/CE

5/9

FRONT	3	2	1
K/S/I			
SIDE	1	0	1

WF/REP

-5/2+

Points

177

OVR

2/1

WF/Rep

Main (MG)

Points

245

BOG

8/7

-5(-7)/2+

OVR

2/1

WF/Rep

Main (MG)

Points

294

BOG

7/6

-5(-7)/2+

OVR

2/1

WF/Rep

Main (MG)

Points

305

BOG

7/6

-5(-7)/2+