



CHINESE

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PLATOON LEADER

SQUAD LEADER

RIFLEMAN

LMG



Morale/Panic
4/5

VETERAN



Morale/Panic
3/4

VETERAN



Morale/Panic
3/4

VETERANS



Morale/Panic
4/4

VETERAN

CCV	GM/PIN	LM	0/+1
SMG	7/3	Pts	43/53

CCV	GM/PIN	Points
SMG	6/2	39

CCV	GM/PIN	Points
RIFLE	8/4	12
SMG	6/2	14

CCV	GM/PIN	WF/REP	Points
LMG	6/2	-7/1+	36



RANGE	To Hit #	FV
	AP/HH	
CLOSE	0-3	0-1
MEDIUM	0-1	2
LONG	-	-
EXTREME	-	-

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

Add "To Hit" result to **HE** (to hit must inc "0")
 Add "To Hit" result to AP.
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 No moving fire.

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

CHINESE

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BAZOOKA

2" MORTAR

MMG

FLAMETHROWER

BAZOOKA

2" MORTAR



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

Morale/Panic
4/4

CLOSE
 +5

Morale/Panic
4/5

Morale/Panic
3/4

Morale/Panic
3/3

VETERAN

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/0+	88

CCV	GM/PIN	WF/REP	Points
FT	3/0	-5/7	66

CCV	GM/PIN	WF/REP	Points
Bazooka	3/0	-2(0)/4+	44

CCV	GM/PIN	WF/REP	Points
2" Mortar	3/0	-4(-1)/3+	37



CHINESE

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

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

60mm MORTAR

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	2
MEDIUM	0-3	5	2
LONG	0-1	3	2
EXTREME	1	2	2

75mm PACK HOW

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.

RANGE	To Hit #	AP
CLOSE	3	5
MEDIUM	4	3
LONG	5	1
EXTREME	6	0

ANTI-TANK RIFLE

GUN CREWMAN



Morale/Panic
2/3

VETERAN



Morale/Panic
3/4

VETERAN



Dam/Des
5/9

VETERAN



Morale/Panic
3/4

CCV	GM/PIN	Points
Rifle	7/3	8

CCV	GM/PIN	WF/REP	Points
60mm	3/0	-4(-1)/3+	51

WF/REP	Points
-4/3+	220

CCV	GM/PIN	MAL/REP	Points
AT Rifle	3/0	-6/3+	13