

CHINESE

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PLATOON LEADER

SQUAD LEADER

RIFLEMAN

LMG



Morale/Panic  
4/5



Morale/Panic  
3/4



Morale/Panic  
3/4



Morale/Panic  
4/4

VETERAN

VETERAN

VETERANS

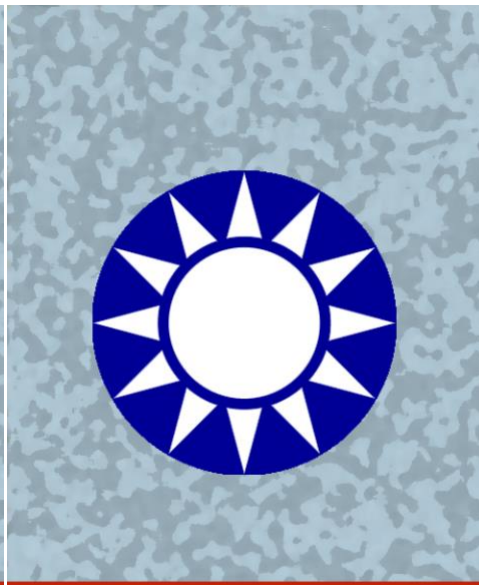
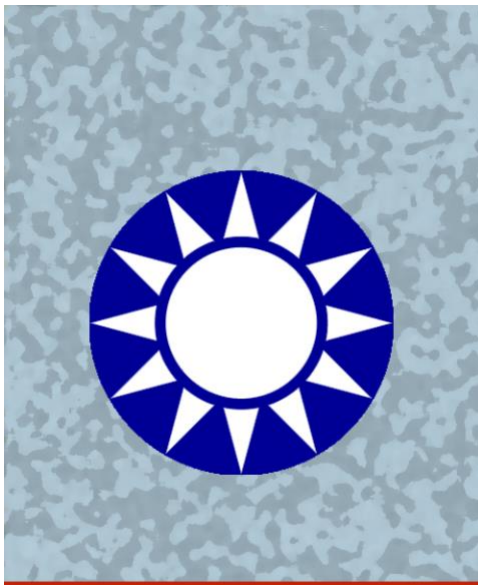
VETERAN

CCV	GM/PIN	LM	0/+1
SMG	7/3	Pts	41/51

CCV	GM/PIN	Points
SMG	6/2	35

CCV	GM/PIN	Points
RIFLE	8/4	10
SMG	6/2	11

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



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

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

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

CHINESE

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2" MORTAR



75mm Mountain Gun

MMG

GUN CREWMAN

2" MORTAR

75mm Mountain Gun

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

Morale/Panic  
**4/4**




Morale/Panic  
**2/3**




Morale/Panic  
**3/3**




Dam/Des  
**5/9**

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/0+	68

CCV	GM/PIN	Points
Rifle	7/3	8

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

WF/REP	Points
-4/3+	210

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.

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
CLOSE	3	5
MEDIUM	4	3
LONG	5	1
EXTREME	6	0

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

37mm Anti-Tank Gun ANTI-TANK RIFLE

ANTI-TANK RIFLE

37mm Anti-Tank Gun



Morale/Panic  
**3/4**



Dam/Des  
**5/9**

VETERAN

CCV	GM/PIN	MAL/REP	Points	WF/REP	Points
AT Rifle	3/0	-6/3+	13	-4/3+	160