

CODE OF BUSHIDO

ASL MODULE 8

CODE OF BUSHIDO is not a complete game.
Ownership of ASL, BEYOND VALOR, YANKS
and WEST OF ALAMEIN is required.



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

CODE OF BUSHIDO IS THE AVALON HILL GAME COMPANY'S TRADEMARK
FOR ITS WWII TACTICAL WARFARE MODULE FOR THE ASL GAME SYSTEM



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G. PACIFIC THEATER

ORDER OF PRESENTATION

- | | |
|-----------------|---|
| 1. The Japanese | 11. Caves |
| 2. Jungle | 12. Landing Craft |
| 3. Bamboo | 13. Beaches |
| 4. Palm Trees | 14. Seaborne Assaults |
| 5. Huts | 15. Bulldozers |
| 6. Kunai | 16. Tropical Climatic Conditions |
| 7. Swamp | 17. The U.S. Marine Corps & Early U.S. Army |
| 8. Rice Paddies | 18. The Chinese |
| 9. Panjis | |
| 10. Animal-Pack | |

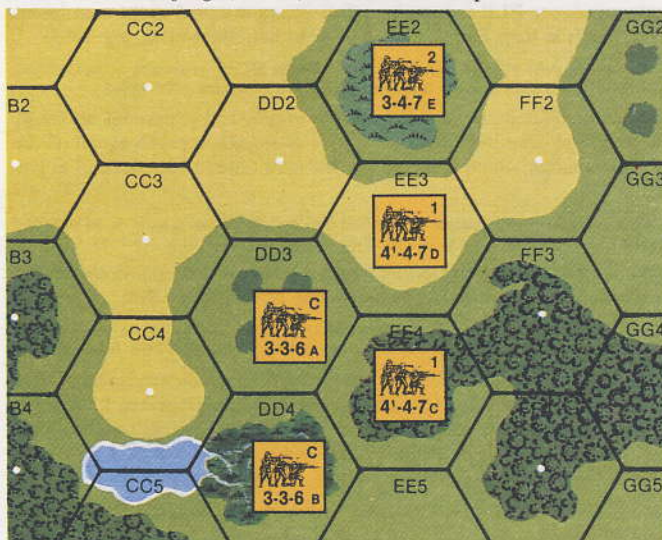
G.1 PTO TERRAIN: Except as mentioned otherwise, the following apply whenever "PTO Terrain" is stated as being in effect:

- All woods are Jungle;
- All brush is Bamboo;
- All orchards are Palm Trees;
- All wooden Single Story Houses in hexes containing \geq two separate buildings, but no *partial* building depiction, are Huts;
- All grain is Kunai;
- Each marsh hex adjacent to \geq one Jungle hex is a Swamp hex;
- Cellars (B23.41) can exist only in *multi-hex stone* buildings;
- No roads exist (all woods-roads are Paths, with no Open Ground in the woods-road portion of those hexes);
- All bridges are Fords;
- Stream "end-hexes" (whether overlay hexes or not) that are adjacent to each other but on different boards are assumed to represent a continuous stream; i.e., each hexside common to two such hexes is treated as a stream hexside [EXC: for LOS/LOF purposes, that hexside is considered a stream hexside only if the LOS/LOF begins in/IN one of those two stream hexes and ends in/IN the other].

G.1A ROAD/PATH: All Chapter G references to roads apply only to *playable* roads (i.e., not to printed roads that are treated as paths or as non-existent; G.1). All Chapter G references to paths apply also to roads treated as paths.

G.2 FORTIFICATIONS: In daytime scenarios, E1.16 applies to Fortifications [EXC: Known minefields; F.7] set up in jungle, kunai or bamboo [EXC: an entrenchment whose occupant(s) are hidden is revealed when a non-Dummy enemy unit enters its Location only if \geq one of its occupants is revealed too (see G.4); a pillbox is also revealed if any of its occupants fires].

G.3 FIRE GROUPS: A unit in *dense jungle* (2.2), kunai, bamboo or swamp may not participate in a multi-hex FG if another unit in that FG occupies some other dense-jungle, kunai, bamboo or swamp hex.



EX: If PTO Terrain (including dense jungle) is in effect, squad A (in a palm-tree hex) may form a FG with squad B (in a swamp hex), or with squad C (in a dense-jungle hex), or with squad D (in a kunai hex). No other FG configuration is possible for these units as shown—nor would any other be possible even if DD3 were Open Ground.

G.8C

G.4 DETECTION: A12.15/A12.41 does not necessarily apply when, during its MPh, an ATTACKER unit enters a jungle, kunai or bamboo Location whose occupying unit(s) consist(s) *only* of *hidden*, *Stealthy* Infantry DEFENDER(S), none of which is in a pillbox/building or manning a hidden Gun. The DEFENDER player has the choice of invoking A12.15/A12.41 (as applicable), of having all such DEFENDER units in that Location automatically retain their HIP status (though they can still be revealed by Searching; A12.152), or of having \geq one of them attack the moving ATTACKER using TPBF on the IFT (/using Reaction Fire as allowed). Unless pinned beforehand, the MPh of each ATTACKER Infantry unit thusly *attacked* ends after all attacks vs it prompted by its entry MF expenditure have been resolved. If the ATTACKER unit ends its MPh in that now-revealed DEFENDER's Location, a CC counter is placed therein. In all cases, the A12.15 provisions for removing a Dummy ATTACKER remain in effect, and A11.19 applies unchanged at the start of the CCPh; however, whenever a *hidden* unit is placed onboard as per A11.19, an Ambush *can* occur.

G.5 RECOVERY: A Recovery attempt (A4.44) in jungle, kunai or bamboo receives a +2 drm unless the item being Recovered is in a vehicle, trench, building or pillbox.

G.6 AMBUSH: Ambush (A11.4) may occur in jungle, kunai or bamboo just as if that terrain type were woods. However, the ATTACKER unit/stack in that hex must add a +1 drm to its Ambush dr.¹

G.7 RADIO: When PTO Terrain (G.1) is in effect, all radio (but not field phone) Contact and Maintenance DR receive a +1 DRM.²

G.8 TRIP FLARES: During setup for a 1944-45 PTO night scenario involving a U.S. Scenario Defender, the U.S. player may assign a number of trip flares (up to the number available in his OB) to any jungle/bamboo/wire/panji Locations.³ He does this by secretly recording the grid coordinate of each such hex and the number of trip flares set up therein. Each time any, even a friendly, non-Dummy (determined as per A12.11) ground unit/stack enters, expends additional MF/MP in or Searches (G.8C), a Location that currently contains any trip flare(s), the player owning the trip flare(s) immediately makes a dr (Δ) [EXC: no dr is made if the unit/stack is entering (or entering the Location via) a trench/pillbox/subterranean-passage, or is entering the Location via a path/TB created during play, or if the MF/MP expenditure is made for Stopping, Delay or placing SMOKE; for panjis see also 9.121]. During the MPh, one dr is made for each separate qualifying MF/MP expenditure (not for each such MF/MP expended), and is made before Defensive First Fire is conducted. The only possible drm is a -4, which applies if during the current Player Turn the unit/stack entered the hex using (or is Searching "across" a hexside that contains) a road or a path that was *not* created during play. If the Final dr is \leq the number of trip flares currently in that Location, a trip flare has been set off and a Trip Flare counter is placed therein.

G.8A EFFECTS: A Trip Flare counter Illuminates the ground-level Location of its own hex and all Accessible ground-level Locations, including all pillboxes in those hexes [EXC: if placed in/IN a Depression, it can illuminate IN an Accessible Depression hex only if those two hexes share a Depression hexside]. Each Trip Flare counter placed onboard during the MPh is placed with its red-on-white side face-up, and is removed at the end of that Player Turn's CCPh after the placement of "?"; each placed during a RtPh/APh/CCPh is placed with its purple-on-white side face-up, and is removed at the end of the *next* Player Turn's AFPh (along with First/Final Fire counters; E1.8). The MF/MP expenditure that sets off a trip flare is considered to have been made in an Illuminated Location. A set-off trip flare is equivalent to a fired starshell for the purpose of allowing Fire Lanes vs Bore Sighted hexes (E1.71) and the subsequent use of starshells/IR (E1.9).

G.8B ELIMINATION: Once a trip flare has been set off, the number of them remaining in that hex is reduced by one (or by two if the flare was set off by a vehicle and the -4 drm applied). All trip flares in the hex are eliminated by an Original KIA DR caused by a HE FFE Concentration; an Original K DR by such an attack eliminates one trip flare in that hex. Vs Bombardment, trip flares have a morale of 7 and must take a NMC; one trip flare in the Bombarded hex is eliminated for every multiple of one by which that MC is failed. Elimination by FFE/Bombardment does *not* cause trip flare Illumination.

G.8C SEARCH & RECON: A Search/Recon (A12.152/E1.23) vs a hex reveals the presence, but not the number, of trip flares therein. In addition, when a hex that contains a trip flare is Searched, a separate trip flare



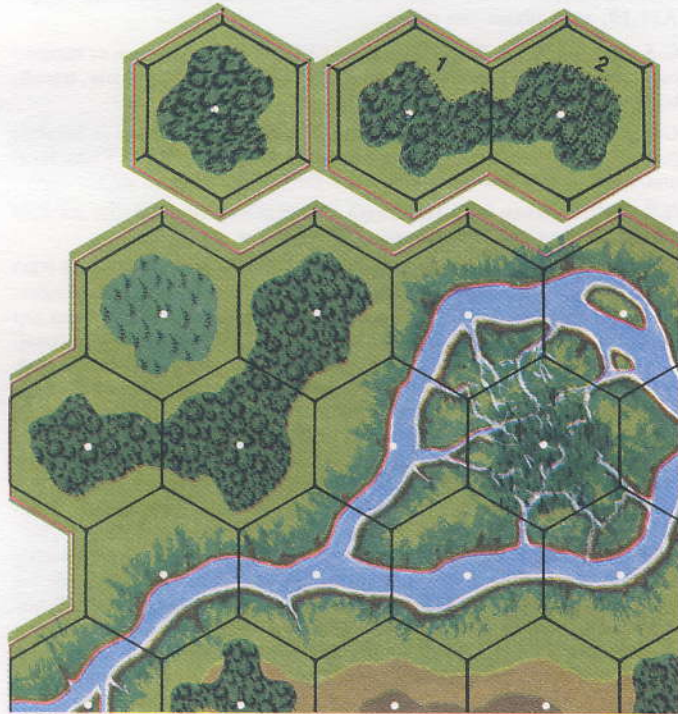
G.8C

dr is made for that hex as if the Searcher were entering it (G.8), but ignoring the presence of all entrenchments, TB and paths.

G.8D DYO: The BPV of each trip flare is "1".

G.9 OVERLAYS: A number of new overlays have been included in *CODE OF BUSHIDO*. Their preparation and use follow the principles given in F12.1-2, but with several important exceptions:

G.9A Cut out the overlays as follows. For each one with a letter-number ID, cut about 1/8" outside of its exterior hexsides (i.e., approximately to the tip of the partial hexspines), as indicated by the red lines in the accompanying illustration of Overlays Wd1 and Wd2. For each overlay with just a number ID (see the illustration of one corner of Overlay 2), cut in the same way *except* where the colored artwork does not extend beyond the hexside and where the colored artwork ends beside the hex center dot; in these cases cut along the edge of the colored artwork.



EX: Cut out these overlays, as well as all the others, in the manner indicated by the red lines.

G.9B If two or more overlays overlap—even if just along one of their exterior hexsides—each should be placed onboard in the order it is mentioned in the pertinent SSR.

G.9C Once positioned onboard, only the *overlay's* (or topmost overlay's, should two or more overlap) hexsides and vertices—not those covered over by it—matter for rules purposes. In addition, treat any extraneous terrain (e.g., a sliver of wall/hedge/building not completely covered by the overlay; a portion of brush/water terrain protruding into an adjacent hex of another terrain type) as Open Ground.

G.9D If a mapboard wall/hedge hexside forms a hexspine of an overlay hex, the overlay portion of that hexside (vertex included) is still a wall/hedge hexside (B9.1). This, of course, does not apply to a wall/hedge hexside that is covered by the overlay.

G.9E Overlays 1-3 are used on boards 34-37, and can be placed on D2-D1, N8-N9, T2-T1 or DD8-DD9. Overlay 4 is used only on board 34, and is positioned as per A2.7. Overlay 5 can be placed on 34K2-K1 or 34O9-O10, and on boards 35 and 37 on K2-K1, O9-O10, S2-S1 or W9-W10. The remaining overlays can be used almost anywhere on practically every board.



G.9F Overlay X6 represents a small temple. It is treated as a normal Single-Story stone building [EXC: its *non-Bypass* stacking capacity is reduced to one squad-equivalent (Overstacking can still occur), and no vehicle may enter the building itself].

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G.10 OTHER CHAPTERS: The various rules in Chapters A-D (and those in use from Chapters E/F) apply in conjunction with those in Chapter G unless specifically stated otherwise. Chapter G rules assume the presence of the 1987 and 1989 Errata for Chapters A-D. Chapter G rules that affect rules in some other chapter(s) are marked with one or more color bars of the appropriate color.

1. THE JAPANESE



1.1 SQUADS: A Japanese squad has no Broken side.⁴ Instead it has a *Full-Strength* side and a *Reduced-Strength* side, both of which are normally in Good Order. The Reduced-Strength side is distinguished by a horizontal red stripe.

1.11 STEP REDUCTION: Whenever an armed, non-berserk Japanese squad fails an IFT/Collateral-Attack/Bombardment/FPF MC or suffers a dr "1" sniper attack, it undergoes *Step Reduction* (1.121-.122) [EXC: if Conscript and it exceeds its ELR (1.125); if it suffers Casualty Reduction (1.14)]. Unless it becomes broken, a unit that undergoes Step Reduction retains any pinned/TI/CX status it has, and also maintains any Fire-Lane/Target-Acquisition it can currently claim. Only Japanese squads (and infantry-crews; 1.3) can suffer Step Reduction.

1.12 ATTACK BREAK: An armed, non-berserk Japanese squad that fails an IFT/Collateral-Attack/Bombardment/FPF MC (but does not suffer Casualty Reduction) or suffers a dr "1" sniper attack is always affected in one of the following ways (1.121-.125):

1.121 If *Full-Strength* it is Step-Reduced—i.e., is flipped over to its Reduced-Strength side, which is still considered an unbroken squad.

EX: A non-berserk 4-4-8 Japanese squad undergoes a four-FP Small Arms attack that causes a MC on the IFT. If it fails this MC (but does not roll an Original 12 or > its ELR) it is flipped to its 3-4-8 side.

1.122 If *Reduced-Strength* it is Step-Reduced—i.e., is exchanged for one of its *unbroken* HS.

EX: A non-berserk 3-4-8 Japanese squad is a Passenger in a truck that undergoes a six-FP A-P mine attack. The effects DR is a 6, which immobilizes the truck and Collaterally causes a 1MC vs the squad. If the squad fails this MC (but does not roll an Original 12 or > its ELR) it is exchanged for an unbroken 2-3-8 HS.

1.123 If *non-Conscript* and *Full-Strength*, and it exceeds its ELR, it is Replaced (due to ELR failure) by a Full-Strength squad of the next-lower Class which is then Step-Reduced (due to MC failure) as per 1.121.

EX: Continuing the 1.121 example, if the 4-4-8 fails the MC by an amount > its ELR (but does not roll an Original 12) it is instead exchanged for a 1st-Line 3-4-7 squad.

1.124 If *non-Conscript* and *Reduced-Strength*, and it exceeds its ELR, it is Replaced (due to ELR failure) by a Reduced-Strength squad of the next-lower Class which is then Step-Reduced (due to MC failure) as per 1.122.

EX: Continuing the 1.122 example, if the 3-4-8 fails the 1MC by an amount > its ELR (but does not roll an Original 12) it is instead exchanged for an unbroken 2-3-7 HS.

1.125 If *Conscript* (regardless of whether Full- or Reduced-Strength) and it exceeds its ELR, it is Replaced by one of its *broken* HS.

EX: A 3-3-6, or 2-2-6, non-berserk Japanese squad that fails a FPF MC by an amount > its ELR (but does not roll an Original 12) is exchanged for a broken (and DM) 1-2-6 HS.

1.13 OTHER BREAK: An armed, non-berserk Japanese squad that suffers a break result directly due to a cause *other than* those listed in 1.12 (e.g., due to its Bailing Out, voluntarily breaking, Wreck/Check, para landing, OVR Prevention MC, or Panji MC [9.31]) is always affected in ≥ one of the following ways (unless it suffers Casualty Reduction; 1.14):

1.131 If *Full-Strength* it is exchanged for its two broken HS.

1.132 If *Reduced-Strength* it is exchanged for one of its broken HS.

1.133 In addition, if it breaks by an amount > its ELR (but does not roll an Original 12), the one or two broken HS for which it is exchanged will be of the next-lower Class unless the squad is a Conscript.



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1.14 CASUALTY REDUCTION: All Casualty Reduction results, regardless of how they were caused, apply in the normal manner (i.e., as per A7.302) to all types of Japanese Personnel. A berserk or Unarmed Japanese squad that suffers any type of break result suffers Casualty Reduction instead of Step Reduction.

EX: Casualty Reduction, regardless of how it occurred, causes a Full- or Reduced-Strength Japanese squad (whether berserk/Unarmed or not) to be exchanged for one of its same-Class, unbroken HS. Casualty Reduction, regardless of cause, eliminates a HS or crew counter, and Wounds a SMC.

EX: A 4-4-8, or 3-4-8, Elite Japanese squad whose MC DR is an Original 12 (Casualty MC; A10.31) is exchanged for one of its broken (and DM) 2-3-8 HS if it does not fail the MC by an amount > its ELR. If that Casualty MC DR also exceeds its ELR it is exchanged for a broken (and DM) 1st-Line 2-3-7 HS instead—in effect being first Replaced by its respective 1st-Line squad, which is then Casualty Reduced to a 1st-Line HS, which then breaks.

EX: A 3-3-6, or 2-2-6, Conscript Japanese squad whose MC DR is an Original 12 (Casualty MC; A10.31) is exchanged for one of its broken (and DM) 1-2-6 HS if it does not fail the MC by an amount > its ELR. If that Casualty MC DR also exceeds its ELR it is eliminated instead—in effect being first Replaced by one of its broken HS (1.125), which is then Casualty Reduced (i.e., eliminated; A7.302).



1.15 UNARMED: A Full- or Reduced-Strength Japanese squad that becomes Unarmed is exchanged for a normal Unarmed squad. An Unarmed Japanese squad that becomes re-armed (A20.551-.552) is exchanged for a Full-Strength Conscript squad. An Unarmed, non-prisoner Japanese unit may enter a Location that contains ≥ one Known enemy unit, and can engage in CC vs Personnel using its “(1)” FP factor (A20.5), just as if it were armed. An Unarmed, non-prisoner Japanese unit is an obstacle to enemy movement (see A20.54). All other rules for Unarmed units apply unchanged.

1.16 DEPLOYING: A Japanese squad Deploys in the normal manner [EXC: if Reduced-Strength, it is exchanged for just one of its HS].

1.17 SMOKE: Japanese Elite and 1st-Line squads may attempt to place Smoke Grenades as per A24.1. Japanese Elite squads may attempt WP placement as well, as per A24.3.



1.2 HS: All armed Japanese HS break and rally in the normal manner (A8.31, A10.3, A10.4, A10.6, etc.; see also 1.14), but do not Disrupt (A19.12). Two Good-Order, same-Class Japanese HS Recombine (A1.32) into a Full-Strength squad of that Class.



1.3 CREWS: Japanese infantry-crew counters have Full- and Reduced-Strength sides like Japanese squad counters (1.1). A Full-Strength Japanese infantry-crew that fails an IFT/Collateral-Attack/Bombardment/FPF MC or suffers a dr “1” sniper attack is Step-Reduced in the same manner as a Full-Strength Japanese squad (1.11-.121). A Reduced-Strength infantry-crew that suffers such a result is likewise Step-Reduced—but to a broken vehicle-crew. A Full- or Reduced-Strength infantry-crew that suffers a break result as per 1.13 (including breaking voluntarily) is exchanged for a broken vehicle-crew. [EXC to all: if it suffers Casualty Reduction; see 1.14.] No infantry-crew may Deploy, nor may vehicle crews Recombine.

A Japanese vehicle-crew breaks and rallies in the normal manner (A8.31, A10.3, A10.4, A10.6, etc.; see also 1.14). A Japanese vehicle-crew counter that did not set-up/enter as an Inherent crew is considered an infantry-crew for purposes of A21.22; therefore, an Inherent Japanese vehicle-crew that becomes an onboard Personnel unit should have its ID recorded on paper if A21.22 could come into effect during the scenario. Japanese Inherent crews function in the standard manner (D5, etc.).

EX: A 2-2-8 crew undergoes a six-FP Small Arms attack that causes a 1MC on the IFT; if the crew fails that MC it is flipped over to its 1-2-8 side. Had the crew been a 1-2-8 instead, failing that MC would have caused it to be exchanged for a broken (and DM) 1-2-7 crew (and if subsequently rallied, this 1-2-7 would still be considered an infantry-crew, not a vehicle-crew). [EXC to all: If a crew rolls a Casualty MC it is eliminated; 1.14.] A 2-2-8 crew that suffers a dr “1” sniper attack is flipped over to its 1-2-8 side. A 1-2-8 or 1-2-7 crew that suffers a dr “1” sniper attack becomes a broken (and DM) 1-2-7 crew.

1.4 SMC: Japanese SMC have no Broken side, and cannot break voluntarily. A Japanese SMC (including a wounded leader) who suffers a break result due to any cause is instead Wounded [EXC: an already-wounded heroic SMC (including a wounded T-H Hero; 1.421) is eliminated (A15.2), as is a leader who suffers a Casualty MC (1.41)].⁵ If he passes his Wound Severity dr he is flipped over to his Wounded side (unless he was already wounded) to indicate the effects on his morale, movement and leadership. Japanese SMC do not take PTC (including LLTC) and do not Pin [EXC: Collapsed Hut PTC/Pin; 5.5]; however, any PTC/Pin result vs a concealed Japanese SMC can cause the loss of his concealment. Even a lone Japanese SMC may conduct an Infantry OVR (A4.15; see also 1.62).



1.41 LEADERS: The rank structure of unwounded Japanese leaders is as follows (in descending order): 10-2, 10-1, 10-0, 9-1, 9-0, 8-1, 8-0, 8+1. A Japanese leader who fails a MC by an amount > his ELR is not subject to Replacement. A Japanese leader who suffers a Casualty MC (A10.31) is eliminated (see D5.341 for an armor leader). A Japanese Infantry/Cavalry leader increases the Morale Level of all other non-bersek Japanese Infantry/Cavalry units [EXC: another leader] in his Location by one (A.18 applies). A Japanese leader [EXC: Inherent armor leader] is equivalent to a Commissar for all rally and berserk purposes; i.e., he bestows all the same benefits and penalties given in A25.222-.223. See also 1.62.

EX: A Good Order Japanese 10-0 leader stacked with a broken elite HS raises the latter's morale from 8 to 9, thus in effect adding a -1 DRM to its Rally Attempt DR as per A25.222. Should the 10-0 become berserk at any time while stacked with the HS, the latter would automatically go berserk too, without having to take the A15.41-mandated Berserk NTC (A25.223).

1.411 ARMOR LEADERS: When a Japanese Inherent crew that has not suffered a Stun/Recall during the scenario is forced to Abandon a vehicle, any armor leader who is part of that crew [EXC: a “+6+1 armor leader”; D3.45] may immediately (but at no other time) become an Infantry leader counter of the next-lower quality. An armor leader who becomes an Infantry leader cannot become an armor leader again.⁶

EX: A tank with a Japanese 9-1 armor leader is destroyed but the crew survives. As the crew counter is placed onboard, and before any attack of any kind (even minefield or Residual FP) can be conducted vs it, the Japanese player may also place onboard a 9-0 Infantry leader stacked with that crew. If he does, that armor leader permanently ceases to exist.

1.42 HEROES: Japanese Heroes can be created via Heat of Battle (A15.1). In addition, Japanese squads and HS may create “suicide” Heroes:



1.421 TANK-HUNTER (T-H) HEROES: An armed, Good Order Japanese Infantry squad/HS that in its MPH is within eight MF of, or at the start of its APH is ADJACENT to, or during the enemy MPH is able to conduct a CC Reaction Fire attack vs, or at the start of the CCPH is the DEFENDER in the same Location as, an enemy AFV in its LOS may at that time make one attempt to create a T-H Hero⁷ [EXC: no attempt is allowed if that MMC is marked with a Prep/Bounding/First/Final Fire or Pin/TI counter]. It does so by making a Final dr (Δ) of ≤ 3; cumulative dr are +1 if a HS, +2 if a Conscript, and -2 if possessing a DC it will give to that Hero (see 1.424). An Original 6 dr pins that MMC unless it is conducting a Banzai Charge.

A T-H Hero creation attempt is a “?”-loss activity (A12.141). An attempt made in the MMC's MPH costs no MF (and hence qualifies neither if nor any resulting Hero as a target of Defensive First Fire), but if it is to be made after the MMC has expended MF it must await the resolution of all Defensive First Fire prompted by the MMC's immediately preceding MF expenditure. An attempt made in the CCPH must await the determination of any possible Ambush, and the resolution of all (if any) ATTACKER Ambush attacks, in that Location. A stack of MMC may attempt to create T-H Heroes “simultaneously”, but must make individual dr; if this is done during a friendly MPH/APH, those MMC who rolled “simultaneously” can then move/advance in that phase only as a stack. When a T-H Hero is created (or voluntarily loses HIP; 1.422), the AFV (or unit/Fortification; 1.424) that allowed his appearance becomes his Designated Target. If ≥ two such targets qualify, the T-H Hero's owner must choose one of them as the Designated Target.



In each Player Turn, an allowed MMC can theoretically create two T-H Heroes; one each in the MPH and APH when it is the ATTACKER, or one each in the MPH and CCPH when it is the DEFENDER. However, the total number of T-H Heroes allowed per scenario may not exceed 10% (20% vs Russians) of the number of Japanese squads (only) in the OB prior to 1943, 20% of that number in 1943, 33% of that number in 1944, and 50% of that number in 1945 (FRU in all cases). The total allowed number of T-H Heroes yet to appear onboard is kept



1.421

track of in the same manner as PF shots (C13.31), using the T-H Heroes Remaining marker.

1.422 HIP: In a 1944-45 scenario in which at least some Japanese units set up onboard, any number of T-H Heroes (up to the allowed total; 1.421) may be set up using HIP in lieu of being created during play. A hidden T-H Hero can lose HIP involuntarily in the normal manner, but can lose it voluntarily only at the times and in the circumstances in which a T-H Hero may be created during play [EXC: the presence of a "creating" MMC is not required]. When his HIP is lost, all rules for T-H Heroes go into effect for him [EXC: he might be eliminated immediately; 1.425].

1.423 USE: A T-H Hero has no Hero DRM (A15.24), may not possess a Gun or a SW other than an ATMM (1.4231) or a DC Transferred to him as per 1.424 (thus he may not use MOL even if his side is otherwise allowed to), may not attempt Recovery (or Transfer except to receive a DC as per 1.424), and may not become PRC. When a T-H Hero is created or voluntarily loses HIP, he must immediately:

- make a Banzai Charge (1.5; see also below) at his Designated Target AFV, if it is the Japanese MPH; or
- make a CC Reaction Fire attack vs that AFV, if it is the opponent's MPH; or
- advance into that AFV's Location, if it is the Japanese Aph; or
- remain in that AFV's Location, if it is the CCPH.

During the CCPH the T-H Hero must also attempt to attack that AFV if in its Location. Assault/Hazardous Movement being employed by the creating MMC does not apply to the T-H Hero, nor does that MMC's CX status (if any). A T-H Hero created during a friendly MPH by a MMC that has already expended MF has two MF (one MF, if that MMC is conducting a Banzai Charge) deducted from his eight-MF allotment for each MF that MMC has already expended, but conducts his Banzai-Charge MPH before that MMC continues its MPH. While he is doing so, that MMC and all other units moving with it as a stack/Impulse are temporarily considered non-moving [EXC: they can still be affected by new Spraying Fire, Fire Lane and Aerial attacks directed at a T-H Hero but also hitting their Location, and their current movement status (FFMO/FFNAM, etc.) would apply]. A vehicle may not make a Motion Attempt (D2.401) based on a T-H Hero's MF expenditure.

A T-H Hero making a Banzai Charge does not have his Morale Level increased by one, and must move individually (i.e., as part of neither a stack nor a multi-unit Impulse). During his Charge he may enter an enemy-occupied hex only if it contains his Designated Target or is ADJACENT to that Target. A T-H Hero who is in his Designated Target's Location during his MPH may make a CC attack vs it at that time, provided he has survived all Defensive First Fire allowed against him by his immediately previous MF expenditure; that Location is then marked with a CC counter. A T-H Hero who is ADJACENT to his Designated Target at the start of his Aph must advance into that Target's Location if able to do so.

CC

1.4231 CC & ATMM: A T-H Hero has one FP which is usable only in CC vs Personnel (hence for rout [A10.5] and Interdiction purposes he is Unarmed and has no Normal Range), and has a CCV of 5. In addition, before making his CC attack he may roll for an ATMM:⁸ a Final dr of ≤ 3 succeeds; however, an Original 6 dr does not pin him (1.4). The only possible drm is a +1 which applies if the scenario is pre-1944. No other Japanese unit may roll for an ATMM. A T-H Hero attacking/defending together with a MMC merely adds one to that MMC's FP (A11.14) or CCV (A11.5); however, vs a vehicle, his ATMM DRM (if any) can apply to that combined attack (C13.73).

1.424 DC HERO: A unit allowed to create a T-H Hero may, if possessing a DC, make such an attempt in its own MPH provided it is within eight MF of and has a LOS to any enemy unit/Gun and/or to any enemy-Controlled hex that contains a Known Fortification counter; being within eight MF of and having a LOS to an enemy AFV is not required in this case. If the T-H Hero is created (the DC adds a -2 drm to this attempt; 1.421), that DC is automatically Transferred to him and he is then termed a DC Hero. A DC Hero is treated the same as a T-H Hero except as stated otherwise. A DC Hero may not Place/Throw a DC in the normal manner, and may not make a CC attack.

A DC Hero must declare as his Designated Target (and hence during his MPH must Banzai Charge) the enemy unit/Gun/Fortification that allowed his creation. When in that Target's Location (or hex, for a pillbox) during or at the end of his MPH, he may detonate his DC at that time (and does not expend a MF as per A23.61 to Place it), provided he has survived

all Defensive First Fire allowed against him by his immediately previous MF expenditure. The DC attack is otherwise resolved as if Placed [EXC: if he is above a Bank or Panji counter, see 8.212 or 9.211 respectively]. See also 1.612.

Any unbroken Japanese Infantry unit possessing a DC may, in lieu of Placing it in the normal manner (A23.3; 1.612), detonate it immediately during or at the end of its own MPH in the same manner as a DC Hero (and consequently is eliminated as per 1.425).

1.4241 FORTIFIED BUILDING: If a DC Hero's Designated Target is in a Fortified Building Location he cannot enter (B23.922), while ADJACENT to that Location he may expend two MF during his MPH as if attempting to enter it (or one MF if entry would be via a stairwell). If he survives all Defensive First Fire allowed by that MF expenditure, he may then immediately detonate his DC (1.424 applies) in an attempt to create a Breach as per B23.922.1. If a building's Fortified status is unknown to a T-H Hero when he attempts to enter it, his building-entry expenditure still qualifies him to detonate his DC in the same manner.

1.425 LOSS: If not eliminated beforehand, a non-hidden T-H Hero is removed from play immediately upon making his CC/DC attack vs his Designated Target (even if his DC's Effects DR is \geq its X#).⁹ If he does not make such an attack, he is removed either at the end of the Player Turn in which he was created (or lost HIP) or, if in Melee at that time, immediately when he is no longer in Melee. If a T-H Hero's Designated Target is eliminated before he can reach/attack it, he is immediately eliminated. The elimination of a DC Hero also eliminates his DC.

A T-H Hero who loses HIP status involuntarily (see 1.422) is immediately eliminated unless his HIP loss occurs either during the enemy MPH and he makes an immediate Reaction Fire attack (D7.2) or during a CCPH in which he is a DEFENDER in the same Location with an enemy unit (A11.19). If a hidden T-H Hero who is the only DEFENDER unit in his Location is eliminated due to being involuntarily revealed by the entrance of his Location during the enemy MPH (A12.15; but note also G.4), that enemy unit/stack is not returned to its previous Location and forced to end its MPH; it remains in the (now dead) hero's Location and may continue its MPH if otherwise able.

1.5 BANZAI CHARGE: A Banzai Charge is the Japanese version of a Human Wave (A25.23), and uses all rules applicable to Human Waves except as stated otherwise. Any Good Order Japanese Infantry unit (even one SMC) may declare a Banzai Charge, even if ADJACENT to an enemy unit; hence a Banzai Charge does not require multiple MMC in \geq three ADJACENT hexes. However, units in different hexes wishing to participate in the same Banzai Charge must still be ADJACENT to \geq one other such unit in order to be part of that chain. A leader must participate in each Banzai Charge that includes \geq one MMC. [EXC to all: a T-H Hero who is created (or voluntarily loses HIP) in a Japanese MPH must make his own Banzai Charge as per 1.423].



"Banzai" and "Lax" markers have been provided for player convenience. Each unit/stack that performs a Banzai Charge should be marked as Lax (see 1.6) at the end of its MPH if it is in (or able to advance into) an enemy-occupied Location.

1.6 MISCELLANEOUS: Good Order Elite and 1st-Line Japanese Infantry (including crews) are Stealthy, while Conscripts are Lax [EXC: all Japanese Infantry that make a Banzai Charge are Lax for the rest of that Player Turn].

1.61 ORDNANCE & OBA: Japanese ordnance uses black TH numbers unless captured. Japanese OBA receives five black and two red cards/chits, and achieves Accuracy (C1.3) on a Final dr of ≤ 1 .



1.611 MMG/HMG/ATR: A Japanese ATR/MMG/HMG (including .50-cal) SW being fired by a Japanese squad/HS has its B# and Multiple ROF lowered by one (A.11 applies). However, these SW are not considered crewed weapons for Captured-use purposes (A21.13).

EX: A Japanese ATR being fired by a U.S. HS is subject to normal—not doubled—Captured-use penalties.



1.612 DC: If otherwise able and allowed to, Japanese [EXC: DC Hero; see 1.424] may Place/Throw DC into their own Location (A23.61). A DC Placed in the normal manner (A23.3) but in its possessor's own Location can attack only enemy/Melee units



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(A7.4) and terrain/Fortifications. Any DC attack (including MPh detonation; 1.424) made vs an AFV in the same Location as the unit possessing that DC requires a Target Facing dr (D3.2) and a Position DR (C7.346). See also 1.424.

1.6121 A-T SET DC: During his onboard setup for a 1945 scenario vs other than Russians, the Japanese player may set up $\leq 25\%$ (FRU) of the DC in his OB unpossessed in paved/unpaved road [EXC: bridge] Locations. Such DC are termed A-T Set DC,¹⁰ and are treated as normal Set DC except as stated otherwise. An A-T Set DC always uses HIP, even if its road Location contains no Concealment Terrain. An A-T Set DC is never revealed by enemy LOS, but is eliminated by OBA as per A9.74 or when its Location is Searched by the enemy. It may be detonated only by the one Infantry unit (even a hidden T-H Hero) predesignated on paper during setup as allowed to do so; detonating it is not a “?”-loss activity. An A-T Set DC may be detonated only as Defensive First Fire, and only as a vehicle enters its Location using the road. If the DC successfully detonates, the vehicle becomes a Blazing Wreck (or, if it has no Wreck side, is simply eliminated with no PRC survival); if Infantry are using Armored Assault with it they are considered attacked by a normal Set DC. Once set up, an A-T Set DC cannot be Recovered.

1.613 DAISY CHAIN: Prior to his setup, the Japanese player may always convert any/all available A-T mine factors to Daisy Chains (B28.531).

1.62 MORALE: Japanese are exempt from taking PAATC (inclusive of A12.41) and the NTC for an Infantry OVR (A4.15). They do not Disrupt, nor will they surrender in the RtPh. *Unbroken* Japanese treat LLMC as LLTC, and if Encircled do not have their Morale Level lowered by one. On a Final Heat of Battle DR of ≥ 9 , Japanese become berserk (A15.5) [EXC: if in a pillbox they become Battle Hardened instead]. Japanese cannot create leaders (A18), but may still attempt Self-Rally (including automatic rally on an Original 2 DR as per A18.11). For SMC see also 1.4-.41.



1.621 NO-QUARTER/PRISONERS: In scenarios set in/after 6/42, No Quarter (A20.3) is always in effect and Mopping Up cannot be used; these apply to both the Japanese and their opponents. Japanese may conduct Massacres (A20.4), but if taken prisoner will not attempt Escape (A20.55). A non-Russian Interrogating a Japanese MMC in a 1944-45 scenario may add a -1 DRM to his Interrogation DR. See also 1.641.

1.622 BATTLEFIELD INTEGRITY: Step Reduction from Full-Strength to Reduced-Strength never affects the current Japanese Casualty Tally. A Full- or Reduced-Strength infantry-crew that for any reason is exchanged for a vehicle-crew is treated for Casualty Tally purposes like a squad being Reduced to a HS (A16.11). The BPV of a unit that eliminates itself as per 1.641 is not added to the Japanese Casualty Tally. The Japanese side may always add a -2 DRM to its Integrity Check DR. Otherwise, Battlefield Integrity applies unchanged when in effect.

EX: The Japanese Casualty Tally does not change if a Full-Strength 4-4-7 squad is Step-Reduced to a 3-4-7 squad, since no MMC was lost. However, if a 4-4-7 suffers Casualty Reduction, or if a 1st-line Reduced-Strength 3-4-7 squad suffers Step Reduction or Casualty Reduction, the Japanese Casualty Tally is increased by seven (13 [Full-Strength BPV]-6 [HS BPV]=7), because a HS was lost. A Full- or Reduced-Strength infantry-crew or 2nd-line squad that is captured in CC or eliminated by the enemy increases the Japanese Casualty Tally by its normal BPV of ten; while a captured or thusly eliminated vehicle-crew increases it by eight, regardless of whether or not that vehicle-crew is broken and/or had originally been an infantry-crew. A Full- or Reduced-Strength infantry-crew that is exchanged for a (broken or not) 1-2-7 vehicle-crew increases the Japanese Casualty Tally by two (10 [infantry-crew BPV]-8 [vehicle-crew BPV]=2).



1.63 CONCEALMENT: Japanese Infantry receive a -2 drm to their Concealment dr (A12.122). A Search dr (A12.152) made by the opponent of the Japanese receives a +2 drm unless the only Concealment Terrain he is attempting to Search is building/rubble (including woods-building/woods-rubble) terrain.

1.631 HIP: The Japanese player in a daytime scenario may always use HIP for $\leq 10\%$ (FRU) of the MMC squad-equivalents (A5.5) in his onboard-setup OB and any SMC/SW [EXC: DC Hero; 1.424] that set(s) up stacked with them. In a night scenario the Japanese player may always use HIP for $\leq 25\%$ of his MMC squad-equivalents that set up onboard, even if he is not the Scenario Defender—and if he is the Scenario Defender he also receives Dummy counters equal to the number of MMC squad-equivalents in his OB; otherwise, E1.2 applies unchanged. These HIP capabilities are in addition to HIP granted for any other reason(s) [EXC: E1.2].

EX: The Japanese onboard-setup OB for a daytime scenario includes ten squads and two infantry-crews. Since the two crews are equivalent to a squad (A5.5), and disregarding Deployment (A1.31), he may use HIP for one squad and both crews—or for two squads even if the crews are manning Guns that would set up using HIP anyway (A12.34). (Note that a crew set up manning

a Gun counts as a squad for *stacking*—not for HIP squad-equivalency—purposes; and that leaders do not count towards total squad-equivalency for Japanese HIP purposes.) If it were a night scenario he could use HIP in the same manner, but for three squads or for two squads and both crews and even if he were *not* the Scenario Defender. In all cases, if the scenario is DYO he does not purchase this HIP—it is free (1.66); and any HIP granted by, e.g., A12.34/SSR/DYO-purchase simply increases the total number of units he can set up hidden. Hence in a daytime DYO scenario the Japanese player could purchase HIP for 10% of his MMC squad-equivalents but could set up 20% of them hidden (see footnote 7 in H1.6); at night he could set up all of his MMC squad-equivalents hidden by purchasing HIP for 75% of them.



1.632 PILLBOX: A pillbox set up in Concealment Terrain by the Japanese player may *always* use HIP, and is revealed as if it were set up in jungle (see G.2). The use of HIP includes the pillbox's occupant(s), and is in addition to the percentage of units otherwise allowed to use HIP. Whenever the Japanese player sets up a pillbox he also receives the use of a tunnel which has that pillbox as one of its entrances. He cannot use the tunnel (i.e., it does not exist) if it does not otherwise meet its standard “setup” requirements (all tunnel rules [B8.6-.62] apply in the normal manner), and he always has the option of secretly recording that it does not exist. A Japanese unit in a pillbox may move through its tunnel even if an enemy unit is in the pillbox's hex. More than one tunnel may connect to the same Location. See also 1.62.



1.64 CC: Whenever \geq one unbroken Japanese Infantry/Cavalry unit is the ATTACKER in CC/Melee or Ambushes the enemy in CC, that CC/Melee automatically becomes Hand-to-Hand (J2.31) unless every such Japanese unit participating in it was Ambushed in that phase and/or is Withdrawing/pinned. However, Hand-to-Hand CC can never be used by/vs any vehicle(s)/PRC/pillbox-occupant(s). Each Japanese *Hand-to-Hand* CC attack receives an *extra* -1 DRM unless every Japanese Infantry/Cavalry unit participating in that attack is pinned/Unarmed.¹¹ Hand-to-Hand CC may be voluntarily declared only in *Deluxe ASL* and *RED BARRICADES*. A Reduced-Strength Japanese unit retains its Full-Strength CCV. See also 1.62.

1.641 HARA-KIRI: Immediately prior to resolving a CC Capture Attempt (A20.22; A20.54) vs a Japanese Personnel unit, that Japanese unit—even if it had declared a CC attack (but not if it has already made that attack)—may attempt to eliminate itself. If berserk/heroic it may automatically eliminate itself. Otherwise it must pass a NTC (Δ), to which the following DRM can apply: -2 if it is defending together with another SMC (A11.14) that has just eliminated itself; -1 if it is Inexperienced; +1 if it is Unarmed. If a SMC and MMC (or two SMC) are defending together, the best SMC must attempt (or commit) Hara-Kiri first; for this purpose, all heroic types are considered equal (and better than any non-heroic unit type). The opponent does receive Casualty VP for each unit eliminated by Hara-Kiri [EXC: non-leader Hero; 1.65]. If a unit attempting Hara-Kiri fails its NTC, it may not make a CC attack in that phase and that Capture attempt vs it receives an additional -1 DRM (maximum of one such DRM per Capture attempt).

1.65 VP: The opponent does not gain Casualty VP when a Japanese Full-Strength squad or infantry-crew is flipped over to its Reduced-Strength side, nor when a Reduced-Strength infantry-crew is exchanged for a broken vehicle-crew. An eliminated Japanese leader grants Casualty VP as per its currently face-up side. An eliminated Japanese hero of any type [EXC: heroic leader] grants no Casualty VP. See also 1.641.

1.66 DYO: No Reduced-Strength Japanese squad/crew may be purchased. The BPV cost of raising the Japanese SAN (H1.29) is half the normal cost. The Japanese Leadership Generation factor (H1.8) is “5”. For leadership quality (H1.81), use 9-0 (instead of 8-0) leaders as the basis for the Japanese OB, and an 8-0 for each 7-0 normally allotted. See p.H98 for the Japanese versions of various DYO tables and charts. The specially allowed uses of HIP (1.422; 1.631-.632) cost no purchase points. Generally, Japanese Conscripts should appear in a scenario OB only to represent normally non-combatant (e.g., base and construction) Japanese troops. Japan's allies, such as the Indian National Army or Chinese “puppet” troops, should be represented by Axis Minor units (which for the most part should be Conscripts) and rules, and are not considered Japanese for any purpose.

1.661 AFV (H1.4): The BPV (prior to any addition for optional armament) of each AFV purchased by the Japanese player for a 1944-45 scenario is halved (FRU) if that AFV will be set up beneath a separately-purchased Trench counter (see B27.51-.52).

1.662 OBA (H1.5): The *final* cost of a Japanese Bombardment (H1.53) is *further* increased by 50% (FRU), as is the *final* cost of each Japanese OBA battery that will have Creeping Barrage capability (E12.7).

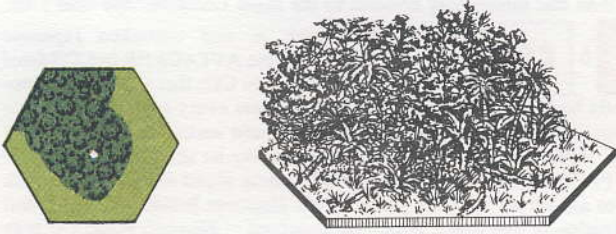


1.6621

1.6621 AIR SUPPORT (E7.): For a pre-1939 scenario vs Chinese, the Japanese Air Support Availability numbers are "54". Japanese Observation Planes (E7.6) may be used only for OBA of ≥ 100 mm, and their availability is 1937-43 inclusive.

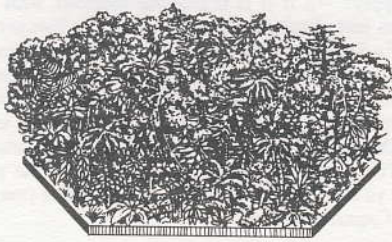
1.663 FORTIFICATIONS (H1.6): The BPV of each "?" trench (excluding A-T ditch), pillbox and tunnel purchased by the Japanese side is halved (FRU). The halved pillbox cost includes its Inherent tunnel (1.632), even if that tunnel is not used. The BPV of all wire and all mine factors [EXC: A-T factors used as Daisy Chains] purchased by the Japanese side is increased by 50% (FRU).

1.664 PARATROOPERS: Japanese paratroopers may not be purchased prior to 1942. Japanese paratroopers retain possession of (i.e., drop with, as Inherent contents of a $\frac{5}{8}$ " parachute) LMG and light mortars. Japanese $\frac{1}{2}$ " parachutes may not drop as part of $\frac{5}{8}$ " parachute Sticks; instead, they must drop in separate Wings (of \leq five Sticks each), with each Stick composed of one or two $\frac{1}{2}$ " parachutes.



2. JUNGLE

2.1 Whenever PTO Terrain (G.1) is in effect, all woods become jungle. If not defined as Light, the jungle is considered Dense (2.2). The term "jungle" by itself refers collectively to both types. *Jungle is treated as woods except as stated otherwise.* Jungle is a two-level obstacle. If jungle is in effect for a DYO scenario but its type is not specified/agreed-upon, make a dr prior to setup. If the dr is ≤ 3 use light jungle; otherwise use dense.



2.2 DENSE JUNGLE: A dense-jungle hex has a +2 TEM [EXC: -1 TEM vs Air Bursts]. Infantry/Cavalry stacking limits are reduced to two (Overstacking can still occur) in dense-jungle hexes that do not contain a road/building. A dense-jungle hex is Inherent Terrain (B.6), thus blocking LOS along its hexsides [EXC: same-level LOS may be drawn along any such hexside that is completely clear of land terrain (e.g., a hexside pond, or river hexside, that has no land terrain touching that hexside); such hexsides are *not* part of the dense-jungle Inherent Terrain]. A non-ADJACENT ground unit at a different level than that of a dense-jungle road hex's Base Level can have a LOS to/through that hex via its road portion only if that LOS is along a Continuous Slope. An Aerial unit has no LOS to any non-Aerial (including the in-hex road) portion of a dense-jungle hex. Reciprocity (A6.5) applies.

2.21 ENTRY: Normal woods entry costs (including those for path/TB if applicable) apply to entering dense jungle.¹² However, horses may be "led" into a dense-jungle Location only if using a road, path or TB, while Cavalry may enter only if using a road or path (see also 2.4). The only vehicles that may enter a dense-jungle Location without using a road/TB are full-tracked AFV [EXC: tankettes and Carriers are NA] and dozers. These vehicles can also create TB in dense jungle as per B13.421 (see also 2.211).

BOG
DR ≥ 12

2.211 BOG: If a vehicle is required to take a Bog Check (as per B13.41) upon entering or changing VCA in dense jungle, a +2 DRM must be added to its Bog DR [EXC: this DRM does not apply to a dozer that declared it was dozing and then entered dense jungle

by expending its entire printed MP allotment other than any for Starting/Stopping/changing-VCA; nor does it apply to a dozer that changes VCA while dozing in dense jungle].

EX: An M4 Sherman tank that enters dense jungle by expending half of its printed allotment (B13.42) while not using a road or TB receives a +6 Bog DRM (+3 [entry using half its MP allotment] + 2 [dense jungle] + 1 [normal ground pressure]=+6). If it instead enters by expending its entire MP allotment (B13.41) it will receive a +3 Bog DRM (+2 [dense jungle] + 1 [normal ground pressure]=+3). If the Sherman were a tankdozer, entry by expending its entire MP allotment would incur the same total +3 Bog DRM *unless* its owner had first declared that it would doze, in which case the +2 dense-jungle DRM would not apply. Nor would that +2 DRM apply if the dozer changed VCA in dense jungle, provided again that its owner had first declared it to be dozing. In all cases, a partial TB would be placed in the dense-jungle hex when (and from the hexside across which) the tank(dozer) entered, but that TB would be removed if the vehicle then bogged (B13.421-4211).

2.212 BYPASS: Bypass is NA in a dense-jungle hex [EXC: an amphibious vehicle may use VBM along a water hexside (as defined in 2.2) by expending one amphibious MP].

2.213 AERIAL: Even a $\frac{1}{2}$ " parachute must take a Landing MC (E9.42) using a Morale Level of 7 when it lands in dense jungle. *Any* chute that fails its Landing MC in dense jungle is eliminated (along with its contents).

2.22 STRAYING: In a *daytime* scenario, a non-subterranean Infantry unit/stack that in its MPH is in an *Interior* dense-jungle hex (i.e., a woods hex adjacent to six other woods/brush/marsh hexes) and wishes to move to a new hex must make a Movement DR (and hence possibly a Straying DR as well) unless it has already done so in its current MPH, is conducting a Banzai Charge (1.5), or is/contains a unit defined as a Partisan. E1.53-.533 still apply [EXC: Illumination is NA], as do the following:

- A Strayer instead becomes TI if the ADJACENT Location it must enter next is not a jungle/bamboo hex;
- Jitter Fire (E1.55) does not apply.

2.23 FIRE GROUP: A unit in dense jungle has restricted FG capabilities; see G.3.

2.24 MORTAR: No mortar may fire from a dense-jungle (including such a jungle-road) hex.¹³

NVR 2.3 **NIGHT:** No LOS exists at night between adjacent dense-jungle hexes except due to Illumination/Gunflash. Neither starshells nor IR can illuminate the non-Aerial portion of a jungle hex [EXC: they can illuminate the Bypass area of light-jungle hexes in which E1.941 does not apply]. See also G.8.

2.4 CAVALRY: Cavalry may Gallop (A13.36) in jungle only along a road, and may not Charge in a jungle hex.

2.5 FIRE: The Kindling and Spread numbers for jungle are "12".

2.6 SHELLHOLES: Shellholes can occur in jungle, in which case the jungle terrain (and any Flame/Blaze already in it) is considered to no longer exist at all.

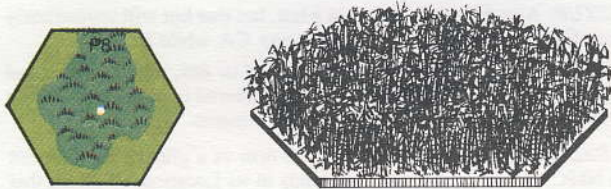


2.7 CLEARANCE: At the end of the CCPh, one armed MMC in each jungle/bamboo Location may make a Clearance (B24.7) DR in an attempt to Clear (i.e., create) a Path, provided that during the previous MPH/DFPh (whichever came last) it became TI in a declared attempt to do so. However, a unit may not make (or modify) a Path Clearance DR while pinned, entrenched, PRC, possessing $>$ its IPC or any $\frac{5}{8}$ " counter, in Crest status, in a hex with a non-captured Known enemy unit, in a wire/building/minfield Location, above a Panji counter (9.71), not in Good Order, and/or not TI for path Clearance purposes; nor may it do so if during the current Player Turn it has fired, directed fire, been marked for Opportunity Fire or expended MF. A unit is Lax and subject to Hazardous Movement while TI for path Clearance. The *only* DRM possible for a Path Clearance DR are +x for Labor Status, +y for leadership, +1 if CX, +1 if the hex is bamboo, and -1 if the hex is light jungle. If the Clearance DR is successful, a Path counter is placed in the MMC's hex connecting any two of its hexsides. A Path counter is removed only when its Location contains a Shellhole/Rubble counter or Terrain Blaze. All paths in the same hex are assumed to connect to each other, and to all roads/TB, in that hex. A Path counter is equivalent to a printed path in all respects.

2.8 MISCELLANEOUS: Special rules for Fortification HIP, Detection, Recovery and Ambush apply in jungle; see G.2, G.4, G.5 and G.6 respectively.



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3. BAMBOO

3.1 Whenever PTO Terrain (G.1) is in effect, all brush becomes bamboo. *Bamboo is treated as dense jungle except as stated otherwise.*

3.11 BROKEN UNITS: A broken unit may claim a -1 Rally DRM in bamboo only if in a pillbox. A broken unit is not required to rout to the nearest bamboo hex.

3.2 ENTRY: Infantry may enter bamboo only via Minimum Move (A4.134), Low Crawl (A10.52) or Advance vs Difficult Terrain (A4.72) [EXC: they may use a path/TB, but if they do they may not then exit that bamboo hex via a non-path/non-TB hexside during that same phase]. Infantry may "lead" horses into/out-of bamboo only along a path/TB, and Cavalry may enter/exit bamboo only along a path. Manhandling *into* bamboo is NA except along a TB. For Defensive First Fire purposes, the number of MF considered expended during a Minimum Move into bamboo equals the unit's printed (or Inherent) MF allotment plus one (or plus two, at night).

3.21 STRAYING: Straying can occur in an *Interior* bamboo hex (i.e., a brush hex adjacent to six other woods/brush/marsh hexes) as per 2.22.

3.22 SEARCHING: Searching an Accessible bamboo hex counts as Searching *two* hexes.

EX: If a unit's Final Search dr is \geq "5" it cannot Search an Accessible bamboo hex. If that dr is a "4" the unit can Search one Accessible bamboo hex *or* two Accessible non-bamboo hexes. If that dr is a "3" the unit can Search one Accessible bamboo hex and one Accessible non-bamboo hex, *or* three Accessible non-bamboo hexes.

3.3 LOS/TEM: Bamboo is a one-level obstacle and normally has a +1 TEM. However, its TEM is -1 for any DC, Bombardment or ordnance/OBA HE attack [EXC: not for any type of HE Equivalency or Specific Collateral Attack, nor vs a Partially Armored AFV] vs an unarmored target in it. The Residual FP of an attack that received the bamboo -1 TEM is *increased* by one IFT column (like Air Bursts; A8.26).

EX: A 75mm Gun using the Area Target Type to fire at Infantry in bamboo attacks with six FP and a -1 DRM (bamboo TEM) on the IFT, and a hit can leave four Residual FP instead of two. If it instead uses the Infantry Target Type it applies the bamboo -1 TEM as TH Case Q, and a hit can leave eight Residual FP instead of six.

3.4 GUN: A Gun set up in bamboo is never considered Emplaced, but may still use HIP as per A12.34 unless otherwise prohibited. A non-vehicular Gun in bamboo has its firing and CA-change capabilities restricted as per B9.531. See also 3.2.

3.5 FORTIFICATIONS: Neither wire nor entrenchments may be placed in bamboo, but pillboxes/mines or Panjis (9.) may. See also G.2 for HIP.

3.6 FIRE: The Kindling and Spread numbers for bamboo are "10". However, the applicable EC DRM is *doubled* when checking for Kindling in, and for Fire Spreading to/within, bamboo.¹⁴

EX: Infantry attempting to Kindle bamboo during Wet EC must add a -4 EC DRM to their Kindling DR (-2 [Wet EC DRM] \times 2 [bamboo] = -4). A Flame-to-Blaze DR (B25.151) made for a Flame in bamboo during Dry EC would receive a +2 EC DRM.

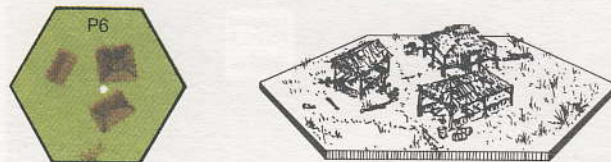
3.7 PARACHUTES: All parachutes landing in bamboo are treated as if landing in woods; i.e., E9.42 applies in the normal manner.

3.8 MISCELLANEOUS: Special rules for FG, Detection, Recovery, Ambush and trip flares apply in bamboo; see G.3, G.4, G.5, G.6 and G.8 respectively.



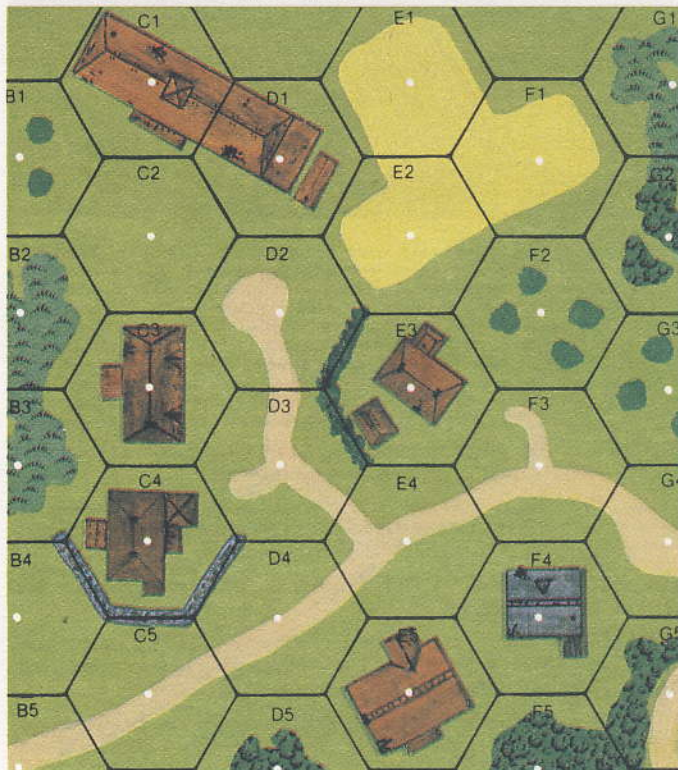
4. PALM TREES

4.1 Whenever PTO Terrain (G.1) is in effect, all orchard hexes become palm tree hexes.¹⁵ *Each palm tree hex is treated as a normal orchard hex except as stated otherwise.* Palm trees are always in season, and their Kindling and Spread numbers are "11".



5. HUTS

5.1 Whenever PTO Terrain (G.1) is in effect, each *wooden* Single Story House (B23.21) whose hex contains \geq two separate buildings, but no *partial* building depiction, becomes a hut. *Except as stated otherwise, huts are treated as wooden Single Story Houses (unless Collapsed; 5.51) and all huts in the same hex are considered one hut for rules purposes.*



EX: If PTO Terrain is in effect, 32E3 becomes a hut hex but the other building hexes do not. The small outbuilding in D1 can never be a hut, because that hex also contains the *partial* overhead depiction of another building.

5.2 LOS: A hut is a *one-level* +1 LOS Hindrance like an out-of-season orchard (B14.2), but only if the LOS crosses \geq one building depiction in that hex and the hut is not Collapsed. However, a hut (whether Collapsed or not) can thusly Hinder LOS/LOF even to a unit Bypassing in that hut's Location unless the viewing/firing unit is also in that same Location and is *not* in Bypass. For a Collapsed hut see also 5.51. A hut is never a LOS obstacle.



EX: The crew's LOS to oI6, oI7 and to vertex oI5-oI6-oH5 is Hindered by the oI5 hut. The crew's LOS to oF3 (except to hexside oF3-oF2) is Hindered by the oH3 hut. The crew's LOS to another unit in oI3 (even one Bypassing therein) would not be Hindered by the oI3 hut, nor would the crew's LOS to a non-Bypassing unit in oH6 be Hindered by the oH6 hut depiction which that LOS crosses. However, a LOS from vertex oI3-oI2-oJ2 to vertex oH6-oH7-oG7 would receive a +2 Hindrance for the huts in oI3 and oH6, while a LOS from vertex oI3-oI2-oJ2 to vertex oI3-oI4-oH3 (or to oI3-oH3-oH2) would be Hindered by the oI3 hut. All these same Hindrances (or the absence thereof) would apply even if oI3 were also a level 1 hill hex. If oI3 were also a level 2 hill hex, the crew's LOS to oI7 and oF3 (except to vertex oF3-oE4-oE3) would now be clear (B14.2), but all other above-mentioned LOS would remain unchanged.

5.21 FIRE LANE: A hut does not affect a Fire Lane [EXC: it cancels the FFMO DRM of each target Hindered by that hut].

EX: See the 5.2 illustration. If the crew sets up a Fire Lane through oI7, any unit entering oI6 or oI7, or entering oI5 by Bypassing along hexside oI5-oI6, will be attacked by two FP but neither the hut Hindrance nor the FFMO DRM will apply.

5.3 TEM: A hut has a +1 TEM unless it is Collapsed. A hut may not be Fortified as per B23.9.

5.31 HEAT: A hut is not considered a building vs HEAT ammunition (C8.31). However, if firing HEAT at a vehicle/Gun in a non-Collapsed hut, its TEM still applies for TH purposes.

5.32 BOMBARDMENT: A hut has a Morale Level of 7 vs Bombardment (C1.822), and Collapses if it fails such a MC. In addition, a Flame is placed in the hex if the Original Bombardment MC DR is ≥ 10 .

5.4 AFV/DOZER ENTRY: Any Mobile AFV neither using VBM nor carrying a Rider(s) may enter a non-Collapsed hut, but only if it is BU and not Recalled. Such entry (see the Chapter G divider for the applicable cost) does not cause a building-entry Bog Check, incurs no risk of falling into a cellar (G.1), and automatically Collapses that hut before Defensive First Fire ensues. A Mobile dozer (whether armored or not) may enter a hut in the same manner as an AFV [EXC: the dozer need not be BU], and with the same ensuing effects/results [EXC: it never takes the PTC mandated by 5.5 for an AFV]. For entry of a Collapsed hut see 5.51.

5.41 SETUP: Any AFV may set up in a hut, but that hut will immediately Collapse if the AFV exits it or changes any CA while in it.

5.42 VBM & OVR: A hut, whether Collapsed or not, may be Bypassed in the same manner as a building, but must be entered in non-VBM fashion by any vehicle that wishes to OVR it/its-occupants.

5.43 AERIAL: A hut provides a +1 Crash drm vs a glider, but does not cause a NMC to a $\frac{5}{8}$ " parachute, that lands in its Location. A glider that lands in a non-Collapsed hut Location causes that hut to Collapse.

5.5 COLLAPSE: A hut cannot be rubbled. However, any KIA caused by a DC or HE attack [EXC: any Collateral/Residual-FP attack; an attack using the Vehicle Target Type] vs a non-Collapsed hut Location (even vs a Bypassing unit therein) causes it to Collapse after fully resolving that attack vs all occupants of that Location. A non-Collapsed hut also Collapses due to AFV/glider entry/CA-change (5.4-43) or when it becomes Blazing (5.6). Place a Collapsed counter on such a hut.

Every (even a friendly/heroic/broken/berserk/Japanese-SMC) Infantry unit occupying a hut when it Collapses must take a separate PTC (Δ), as must the Inherent crew (only) of an AFV [EXC: dozer; 5.4] that enters or changes CA in a hut thereby causing its Collapse. Every unit (even if Inherent) is assumed to have a Morale Level of 8 when taking a Collapse PTC; the crew of a CT AFV receives a -1 DRM. Collapse PTC are taken after fully resolving all other effects of the attack (or of the AFV entry, including any OVR) that caused the Collapse, but before Defensive First Fire ensues if it is the MPH. A failed Infantry-unit Collapse PTC pins that unit, even if it is normally immune to pin results (a pinned broken unit would be unable to rout). A failed Inherent-crew Collapse PTC activates A7.82-.821 for that crew and every Passenger on that AFV [EXC: they all immediately become CE, and if it is the MPH they and the AFV immediately end their MPH Stopped (no Stop MP is expended)]; indicate their CE status and place a Pin counter on the AFV.¹⁶

5.51 Except as stated otherwise, a Collapsed hut is still considered a hut but is not considered a building. A Collapsed hut has no TEM but is a normal (i.e., not one-level) +1 LOS Hindrance (A6.7) across the building depiction(s) unless it is Blazing; hence it is not Open Ground. However, a Collapsed hut does not Hinder LOS/LOF to a unit Bypassing in that hut's Location if the viewing/firing unit's elevation is $>$ that of the Bypassing unit and that LOS/LOF does not lie along a continuous slope. Any type of unit [EXC: motorcycle Rider; wagon] may enter a non-Blazing Collapsed hut (but a non-tracked vehicle doing so must check for Bog); see the bracketed MF/MP entries for "Hut" in the PTO Terrain Chart for specific costs (for Bypass/OVR see 5.42). A Collapsed hut cannot be Cleared (B24.7). The only Fortifications allowed in a Collapsed hut Location are wire/minefields or panjis (9).¹⁷ A Collapsed hut is Concealment Terrain only for Infantry (and their possessed SW), Dummy stacks and Emplaced Guns. Control of a Collapsed hut counts toward hut/building Control Victory Conditions [EXC: A26.13 applies if the hut is Ablaze], as will Control of its hex if it has been eliminated (5.7).

EX: See the 5.2 illustration. The crew's LOS to oG5, oG6 and to vertex oH4-oH5-oG5 is Hindered by the Collapsed hut in oH4. However, if oI3 were also a level-one (or higher) hill hex, its LOS would be clear to both of those hexes (A6.7) and to that vertex. Since oH4 is no longer a building it provides no rally bonus (A10.61), broken units are not required to rout (A10.51) to it, and Indirect/AA Fire is allowed from it. If Mud is in effect, it will increase the MF/MP cost to enter oH4 only if the unit is Bypassing that hut.

5.6 FIRE: A hut's Kindling and Spread numbers are "6" and "7" respectively, even if Collapsed. A Flame can be created in any hut as per B25.11-.14, as well as via the following methods. Any Small Arms PBF/TPBF, MOL, MG, IFE, DC or HE attack [EXC: AP HE Equivalency; a Collateral/Residual-FP attack vs any hut Location (even vs a Bypassing unit therein) causes a Flame in that hut if the Original colored dr of its Effects DR is a 1. Small-Arms/MOL/MG/IFE can thusly cause a Flame even if part of a FG; however, if using only Small-Arms/MOL, \geq one unit in that FG would still have to qualify for PBF/TPBF. If $>$ one hut Location can be set Aflame by the same attack (e.g., by Spraying Fire), use Random Selection if a Flame result occurs. A FT attack vs any hut Location automatically causes a Flame in that hut if its Original Effects DR is $<$ its X#. Whenever WP is placed in any hut Location, make a subsequent DR as per A24.32 (using the applicable DRM listed therein) even if EC are not Dry or Very Dry. Whenever a Flame in a non-Collapsed hut becomes a Blaze, that hut immediately Collapses. A Blazing hut is indicated by marking it with the reverse side of a Collapsed Hut counter. See also 5.32 and 5.61-8.



EX: A Small Arms attack vs a hut Location that results in a "1" colored dr in its IFT DR automatically causes a Flame in the hut (even if it is Collapsed) provided that PBF/TPBF applied (even as part of a FG that only partially qualified for PBF/TPBF). Note that a MG, IFE or HE attack vs a hut can cause a Flame even if not using PBF/TPBF.

5.61 RAIN: Since non-Collapsed huts are buildings, Flame creation in them is unaffected by EC DRM. However, once rain has occurred, Flame creation as per 5.6 no longer applies to Collapsed huts; i.e., only the methods given in A22.6111, A24.32 and Section B25 then apply to them (even if they Collapsed after the rain had ceased).

5.62 BACKBLAST: A PF/PfK/BAZ/PSK/RCL may be fired from inside a non-Collapsed hut without using the Case C³ TH DRM (as would otherwise be mandated by C13.8). Firing it thusly automatically causes a Flame in the hut, but does not cause a C13.81 one-FP attack. Firing it thusly from a Collapsed hut causes neither the Flame nor the C13.81 attack. Note, however, that C12.3-4 would still apply in all cases when firing a RCL.

5.7 SHELLHOLES: Shellholes can occur in a hut Location, in which case the hut (and any Flame/Blaze already in it) is considered to no longer exist at all.



6. KUNAI

6.1 Whenever PTO Terrain (G.1) is in effect, all grain becomes kunai. Kunai is treated as brush except as stated otherwise. The Kindling and Spread numbers of kunai are "9" and "8" respectively. Special rules for Fortification HIP, FG, Detection, Recovery and Ambush apply in kunai; see G.2, G.3, G.4, G.5 and G.6 respectively.



7. SWAMP

7.1 Whenever PTO Terrain (G.1) is in effect, each marsh hex that is adjacent to ≥ one jungle hex becomes a swamp hex. Swamp is treated as "non-flooded" (B16.6) marsh except as stated otherwise. The effects of a swamp Location are not altered by the water depth of a stream/river. Swamp is never considered to be a Hindrance or Open Ground, or river or mudflat terrain.

7.2 LOS/TEM: Swamp is always a two-level obstacle with a +1 TEM [EXC: vs Air Bursts (and Bombardment) its TEM is -1]. In addition, a DC or ordnance-HE attack [EXC: mortar; HE Equivalency; an attack that used the Vehicle Target Type] vs an unarmored target in a swamp Location is halved on the IFT.

7.21 SIGHTING TC: Like woods, swamp provides a +3 DRM vs a Sighting TC (E7.3).

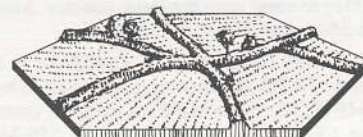
7.3 ENTRY: Swamp may be entered by amphibious vehicles as per B16.42, and by boats as if the swamp were a Water Obstacle (E5.3). When a boat is sunk in a swamp, E5.53 comes into effect as if the swamp were shallow; the surviving Passengers (if any) become Infantry (but not Fording Infantry; E5.532).

7.31 BOG: Each non-swamp/marsh/Water-Obstacle hex that is Accessible to a swamp hex, and whose Base Level is ≤ that swamp hex's Base Level, is a Bog hex vs a vehicle that is not on a road. A thusly Accessible stream hex would be a Bog hex due to swamp only if the stream is dry; if not dry, B20.46 would apply for Bog purposes.

7.32 AERIAL: All parachutes landing in swamp are treated as per 2.213 as if landing in dense jungle. A glider landing in swamp receives a +4 Crash drm (i.e., +1 for landing in "marsh" and +3 for landing in "woods"; E8.23).

7.4 MISCELLANEOUS: Special rules for FG apply in swamp; see G.3.

BOG OR ≥ 12



8. RICE PADDIES

8.1 Rice paddies (hereafter referred to as paddies) are a terrain feature of Overlay 3 and of each overlay whose ID is prefixed by "RP". A paddy consists of two parts: the interior, which is brownish-green on the overlay; and the banks, which are the narrow Open-Ground-color areas along the hexsides of that hex. Units in the interior of a paddy are said to be IN it, while those on (as opposed to just crossing) its banks are placed above a Bank counter (8.21) in the hex. Being "in" a paddy hex refers to being in either/both position(s). Units in a paddy hex are at level 0 (assuming the overlay is on level 0 terrain). Paddies will always be defined by SSR as being Drained, Irrigated or In-Season.¹⁹ For DYO situations in which this information is not known, make a dr to determine the state of all paddies in the scenario:

RICE PADDY STATE

Final dr	State	drm	
≤ 2	In-Season	-2	EC are Dry or Very Dry
3-4	Drained	-1	EC are Moderate
≥ 5	Irrigated	+2	EC are Wet/Overcast/Mud

8.11 DRAINED: The interior of a Drained paddy is Open Ground aside from the cover provided by its banks; see 8.3.

8.12 IRRIGATED: No Fortification [EXC: mines/wire or panjis; 8.7], unhooked non-vehicular Gun (unless dm/being-Animal-Packed-[10.1]), Galloping/Charging Cavalry, Pushed/Ridden motorcycle or ridden bicycle is allowed IN an Irrigated paddy. Unpossessed equipment [EXC: horse; boat] IN an Irrigated paddy is eliminated unless in a vehicle or being Animal-Packed (10.1). The interior of an Irrigated paddy is Mud (see 8.5) and also Bog terrain; in addition to the +1 DRM for mud, the Bog DR of a vehicle IN an Irrigated paddy receives an extra +2 DRM for being IN such terrain. Any SW of ≥ 3 PP manned by Infantry IN an Irrigated paddy has a restricted field of fire as per A9.21. The FP of all DC and ordnance/OBA HE attacks [EXC: one using HE-Equivalency/the-Vehicle-Target-Type; a Specific Collateral Attack] vs an Irrigated paddy are halved on the IFT. A white SMOKE counter may not be placed in an Irrigated paddy hex. The MF cost of Manhandling a boat in an Irrigated paddy is not doubled as per C10.3.

8.13 IN-SEASON: The interior of an In-Season paddy is Grain; see 8.2, 8.4 and 8.6. However, it is Concealment Terrain only for Infantry (and their possessed SW), Dummy stacks, Fortifications and Emplaced Guns. Mud can exist IN In-Season paddies even though their interior is not Open Ground as defined in E3.65; see 8.5.

8.2 ENTRY: A unit enters a paddy hex either onto its banks (8.21) or INTO its interior. Except as stated otherwise (see 8.12, 8.22 and 8.8), the only units that may set-up-IN/enter-INTO a paddy are Infantry, Cavalry, Cycle Riders and fully tracked vehicles. Such Infantry may not be riding bicycles but may be "leading" horses. In addition to the possible cost for crossing a bank hexside, the IN-hex COT of a paddy is dependent on whether the interior is Drained, Irrigated or In-Season: if Drained, normal Open Ground MF/MP costs apply; if Irrigated, the entering unit must expend twice the cost of entering Open Ground mud; if In-Season, the unit must expend grain MF/MP.



Int/Horse/Cycle only Area Fire CC: +1/-1

8.21 BANKS: A Bank counter does not create a new Location or change stacking limits. The only units that may cross a bank hexside are those allowed to enter INTO a paddy (8.2) [EXC: bicyclists may cross a bank hexside if they are entering either onto a Bank counter or a road]. The only units that may set-up/enter/remain above a Bank counter (thereby avoiding the interior of that paddy) are Infantry (even if riding-bicycles/"leading"-horses, but not if Manhandling a Gun/boat), Cavalry, and Cycle Riders. Unless otherwise prohibited (see 8.2 and 8.211-2112), such units may move (/rout/advance/Withdraw-from-CC if Infantry) in any (combination) of the following ways:

8.2101 If the unit is currently IN a paddy or in a non-paddy hex, it may enter directly onto a Bank counter in an adjacent paddy hex provided it crosses a bank hexside as it enters that hex. The normal cost for this is



8.2101

one MF (or three MP for a cycle) to cross that bank hexside plus one MF (or three MP) to enter onto the Bank counter. Mud MF/MP can also apply if EC are Mud; see 8.5.

8.2102 If the unit is currently IN a paddy or in a non-paddy hex, it may enter directly INTO an adjacent paddy hex. The normal cost for this is one MF/MP [EXC: three MP for a cycle] if crossing a bank hexside plus the IN-hex COT (8.2) of that hex. Mud MF/MP can apply; see 8.5.

8.2103 If the unit is currently IN a paddy, it may directly enter an adjacent non-paddy hex. The normal cost for this is one MF/MP [EXC: three MP for a cycle] to cross that bank hexside plus the COT of the non-paddy hex. Mud MF/MP can also apply if EC are Mud.

8.2104 If the unit is currently IN a paddy, it may enter directly onto a Bank counter in that same hex. The normal cost for this is one MF (or three MP for a cycle). Mud MF/MP never apply (E3.64).

8.2105 If the unit is currently on a Bank counter, it may enter directly onto a Bank counter in an adjacent paddy hex provided it crosses a bank hexside as it enters that hex. The normal cost for this is one MF (or three MP for a cycle). Mud MF/MP can also apply if EC are Mud; see 8.5.

8.2106 If the unit is currently on a Bank counter, it may enter directly INTO an adjacent paddy hex provided it crosses a bank hexside as it enters that hex. The normal cost for this is one MF (or three MP for a cycle) to cross that bank hexside plus the IN-hex COT (8.2) of that hex. Mud MF/MP can apply; see 8.5.

8.2107 If the unit is currently on a Bank counter, it may directly enter an adjacent non-paddy hex. The normal cost for this is one MF (or three MP for a cycle) to cross that bank hexside plus the COT of the non-paddy hex. Mud MF/MP can also apply if EC are Mud.

8.2108 If the unit is currently on a Bank counter, it may enter directly INTO that same hex. The normal cost for this is the IN-hex COT (8.2) of that hex. Mud MF/MP never apply (E3.64).



EX: Squad A wishes to enter INTO oM4 and oM3. If the paddies are Drained, as per 8.2102 it will expend two MF (1 [cross bank hexside] + 1 [enter INTO Drained paddy]=2) to enter each hex. If the paddies are Irrigated, each hex will cost four MF (1 [cross bank hexside] + {1 1/2 [Open Ground mud] x 2 [enter INTO Irrigated paddy]}=4). If the paddies are In-Season, each hex will cost 2 1/2 MF (1 [cross bank hexside] + 1 1/2 [enter INTO In-Season paddy {grain}]=2 1/2).

If squad A wished instead to move/rout along the banks of oM4 and oM3, as per 8.2101 its cost to enter onto a Bank counter in oM4 would be two MF (1 [cross bank hexside] + 1 [enter onto Bank counter]=2), and its cost to then enter onto a Bank counter in oM3 would be one MF (8.2105) regardless of whether the paddies are Drained, Irrigated or In-Season. As it entered each hex it would be placed on a Bank counter.

EX: If the paddies are In-Season and squad B wishes to enter INTO oM3, it can do so in any of three ways: by entering directly INTO oM3 from above the oL3 Bank counter (8.2106), at

a cost of 2 1/2 MF (1 [cross bank hexside] + 1 1/2 [enter INTO In-Season paddy]=2 1/2); by entering onto the banks of oM3 (8.2105) and then going INTO that hex (8.2108), at a cost of 2 1/2 MF (1 [enter onto Bank counter] + 1 1/2 [enter INTO In-Season paddy]=2 1/2); or by entering first INTO oL3 (8.2108) and then INTO oM3 (8.2102), at a cost of four MF (1 1/2 [enter INTO In-Season paddy] + 1 [cross bank hexside] + 1 1/2 [enter INTO In-Season paddy]=4).

EX: Squad C must expend at least two MF to enter onto the oL3 Bank counter, but can do so in any of three ways: as per 8.2101 (1 [cross bank hexside] + 1 [enter onto Bank counter]=2 MF); as per 8.2104 and 8.2105 (1 [enter onto Bank counter in oL2] + 1 [enter onto Bank counter in oM3]=2 MF); or as per 8.2102 and 8.2104, which would cost it ≥ three MF (one MF to cross the bank hexside INTO oL3, plus the applicable IN-hex COT of oL3, plus one to enter onto the Bank counter).

EX: Since hexside oJ4-oK5 is not a bank hexside, as per 8.2102 squad D may enter directly INTO oJ4 at a cost of one MF if the paddies are Drained, three MF if they are Irrigated, or 1 1/2 MF if they are In-Season. If squad D instead wished to enter onto the banks in oJ4, it would first have to enter INTO that hex (8.2102) and then, in a separate expenditure, pay one MF to go onto a Bank counter (8.2104). If squad D were Riding a cycle and wished to enter onto the banks in Drained paddy hex oJ4, it would first have to expend three MP to enter INTO that hex and then separately spend three more MP to go onto a Bank counter.

8.211 RESTRICTIONS: A unit above a Bank counter may not attempt to Recover/Scrounge anything IN the paddy, nor may it participate in Transfer, Set a DC, Guard a prisoner IN the paddy, or voluntarily become TI (thus prohibiting it from conducting any activity that requires TI status; e.g., Entrenching, Clearance, Searching, [Un]Packing [10.3]). CC Withdrawal onto a Bank counter is NA.

8.2111 INFANTRY: Each Infantry unit above a Bank counter is subject to Hazardous Movement penalties (and thus cannot gain “?”) the entire time it is above that counter; should the unit also be engaged in another Hazardous Movement activity (e.g., being in Column; E11.52), these penalties are not cumulative with each other. An Infantry unit above a Bank counter is considered to enter INTO its hex only (and does so immediately) when it expends the applicable IN-hex COT to do so (including during the RPh/APh) or when it becomes broken or pinned, enters into Melee or its Column Disbands. If thusly forced INTO its hex by becoming pinned or broken during its MPH, the unit is assumed to expend the COT for such entry even if exceeding its remaining MF (this does not force placement of a CX counter), is no longer subject to Hazardous Movement, and unless pinned is subject to the -1 FFNAM DRM until its MPH ends. Low-Crawl onto a Bank counter is NA. Aside from normal APH restrictions, Infantry [EXC: see 8.22] may freely enter-onto/exit-off Bank counters during the APH.

EX: See the 8.2108 illustration, and assume the paddies are Irrigated. If squad B had already expended two MF (even if using Assault Movement) and then been pinned or broken by Defensive First Fire in its present position, it would have immediately entered INTO oL3 at a cost of three more MF (thus determining how many more times it could be Defensive First Fired on) but would not become CX.

8.2112 CAVALRY/CYCLES: Cavalry may Gallop/Charge neither onto nor off of a Bank counter. Personnel may mount a horse/cycle that is above a Bank counter only from above that Bank counter, and may disembark from such a horse/cycle only onto the Bank counter it is above [EXC: they Bail Out directly INTO the hex, and each surviving cycle (see A13.51 for a horse) is placed IN it as well (if that paddy is Irrigated, that cycle would be eliminated instead)]. Likewise, Personnel mounting (or disembarking from) transport that is IN a paddy may do so only from IN (or must disembark INTO) that same hex.

EX: Unless Bailing Out, Cavalry on a Bank counter can dismount only onto its Bank counter, and expends the normal one MF to do so. Infantry IN any type of paddy can mount a horse or cycle on a Bank counter in that hex only by first expending one MF to enter onto that Bank counter and then expending the normal one MF to mount. If Infantry on a Bank counter wish to mount transport IN their In-Season paddy hex, they must expend 2 1/2 MF to do so (1 1/2 [enter INTO in-season paddy] + 1 [load]=2 1/2).

8.212 ATTACKS: Infantry above a Bank counter are subject to Hazardous Movement (8.2111), and may use only Inherent FP/SW, LMG, LATW [EXC: 20mm ATR], FT and/or Thrown DC. Each non-CC attack conducted by a unit above a Bank counter is treated as Area Fire [EXC: Thrown DC], cumulative with other such penalties. A unit above a Bank counter receives a +2 drm to its Ambush dr (A11.4), a +1 DRM to its CC attack (limit of +1 per attack) and a -1 DRM to each CC attack made against it. An unbroken Japanese Infantry unit above a Bank counter may detonate its DC as per 1.424, but vs its target(s), if any) beneath that Bank counter the attack is resolved as a Thrown DC.

8.2121 UNDERBELLY HITS: An AFV is subject to Underbelly Hits as it crosses an unbreached (8.8) bank hexside.

8.2122 MINES/RESIDUAL-FP: Mines/Residual-FP in a paddy hex attack in the normal manner regardless of whether or not their target is IN the paddy.



8.213 SW/GUN: An unpossessed SW above a Bank counter is placed IN that paddy (eliminating it if that paddy is Irrigated; 8.12) unless it is being Animal-Packed (10.1). A Gun above a Bank counter (note that this can occur only if it is being Animal-Packed) remains there if it becomes unpossessed.

8.22 AERIAL: All parachutes and gliders landing in paddy hexes land directly IN them. A 1/8" parachute landing IN an Irrigated paddy must immediately take a NMC as per E9.42. Paratroops appearing onboard as per E9.6 may not enter onto a Bank counter during that same APH. A glider landing IN any paddy receives the +1 "hedge" Crash drm if it lands across a bank hexside as per E8.231.

8.3 TEM: A bank hexside is treated as a hedge for TEM purposes [EXC: in addition to the effects of Indirect Fire (B9.34), its +1 TEM is reduced to zero if the firer is at any elevation > the target's, if the target is above a Bank counter, and/or if the target unit is not Infantry (though Direct Fire vs an "empty" hex across a bank hexside would not itself negate bank-hexside TEM)]. A bank hexside cannot confer HD/Wall-Advantage status. The interior of a paddy hex is Open Ground (thus allowing FFMO/Interdiction) if its bank-hexside TEM is zero [EXC: if In-Season, its interior is grain; 8.13]. A Bank counter is Open Ground even if the paddies are In-Season. See also 8.5 and 8.7.

EX: See the 8.2108 illustration and assume the paddies are Drained. None of the squads shown can claim a bank-hexside TEM vs Indirect Fire (B9.34). However, if squad A were an enemy unit and attacked squads B, C and D with other than a mortar/FT/Set-DC, squads C and D could claim the bank-hexside +1 TEM (and thus could not be subjected to FFMO/Interdiction) but squad B could claim no positive TEM and would be considered in Open Ground. If squad A were at > level 0, then even squads C and D would be considered in Open Ground vs its attacks. If the paddies were In-Season, regardless of squad A's elevation its attacks would treat squads C and D as being in grain but would still treat B as being in Open Ground. If squad D were to use its Inherent FP vs squad A, the latter could claim a bank-hexside TEM if it were not in a building. Squad C could claim a bank-hexside TEM vs squad B's Small Arms attack, but squad B could not claim it (and would be considered in Open Ground) vs such an attack by squad C. Vs a FB strafing hexrow oL, neither squad B nor squad C could claim bank-hexside TEM.

8.31 AFV/WRECK: A unit above a Bank counter cannot claim the TEM of an AFV/wreck IN that hex.

8.4 LOS: Entrenched Infantry treat all bank hexsides as hedges for LOS purposes (B9.21) [EXC: Wall Advantage rules are NA; 8.3]. Reciprocity applies. LOS to/from a unit on a Bank counter is drawn to/from that paddy hex's center dot. A Bank counter does not affect LOS to/from/through its hex. An AFV/wreck IN a paddy retains its normal Hindrance effects. The Hindrance effect of an In-Season paddy differs from that of grain in that the normal +1 per-hex Hindrance (A6.7) is halved (FRD) and the grain is considered Inherent Terrain (B.6) [EXC: a Bank counter in that hex remains Open Ground (8.3); a Sighting TC (E7.3) vs a vehicle/Gun in an In-Season paddy never receives the +1 DRM for a target in grain].

EX: See the 8.2108 illustration and assume the paddies are In-Season. Squad A's LOS to squad C incurs a +1 Hindrance (+2 [Hindrance effect of hexes oM4 and oL3]+2=+1), as does its LOS to oK2 (+3 [Hindrance effect of hexsides oL4-oM4 and oK3-oL2, and of hex oL3]+2=+1 1/2 FRD=+1). Squad A's LOS to oJ1 incurs a +2 Hindrance (+4 [Hindrance effect of hexes oL4, oL3, oK3 and oK2]+2=+2), but its LOS to squads B and D is unhindered (+1 [Hindrance effect of hexside oL4-oM4 or oL4-oL5 respectively]+2=+1 1/2 FRD=0). The LOS from squad B to oJ1 (and vice-versa) receives a +1 Hindrance (+2 [Hindrance effect of hexes oK2 and oK3]+2=+1). If squad D were entrenched it would have no LOS to the other squads.

8.5 MUD: Mud can exist in/IN paddy hexes in two ways: they may be Irrigated (8.12), and/or EC may be Mud. Irrigated paddies are mud only IN those hexes, unless EC are Mud. Whenever EC are Mud, all mud rules (E3.6-.65) apply in (as well as IN) all paddy hexes even if they are In-Season (note that the extra MF/MP cost of mud is already included in the IN-hex COT of Irrigated paddies as given in 8.2). The extra MF/MP cost of mud (E3.64) applies to entry onto a Bank counter only if EC are Mud and the unit is changing hexes. Whenever mud is in effect for any reason in/IN paddy hexes, its extra +1 TEM applies in the normal manner (E3.62) in and IN those hexes, cumulative with all otherwise-applicable TEM.

EX: See the 8.2108 illustration, and assume the paddies are Drained and EC are Mud. Squad B begins its MPH by declaring Double Time and moving INTO oL3 at a cost of one MF (the extra 1/2 MF for EC mud does not apply; 8.2108). Next it moves INTO oM3 at a cost of 2 1/2 MF (1 [cross bank hexside] + 1/2 [EC mud] + 1 [enter INTO Drained paddy]=2 1/2). It then enters onto a Bank counter in oM3 at a cost of one MF (again the extra 1/2 MF for EC mud does not apply), and lastly it moves onto a Bank counter in oM2 at a cost of 1 1/2 MF (1 [enter onto Bank counter] + 1/2 [EC mud]=1 1/2).

If squad B had instead begun its MPH by exiting the Bank counter directly INTO oM3 and from there moving directly onto a Bank counter in oM2, it would have expended 2 1/2 MF to enter each hex: (1 [cross bank hexside] + 1/2 [EC mud] + 1 [enter INTO Drained paddy]=2 1/2) for oM3; and (1 [cross bank hexside] + 1/2 [EC mud] + 1 [enter onto Bank counter]=2 1/2) for oM2.

If squad B had never left the banks as it moved to oM3 and oM2, it would have expended 1 1/2 MF (1 [enter onto Bank counter] + 1/2 [EC mud]=1 1/2) in each hex.

EX: See the 8.2108 illustration, and assume that mud is in effect in/IN the paddies because they are Irrigated/EC-are-Mud. If squads B and C are attacked by Indirect Fire HE, both will receive the +1 TEM for mud (but neither will receive bank-hexside TEM; 8.3). However, if squad A were an enemy unit and attacked them with Direct-Fire ordnance HE, squad B could claim only the +1 mud TEM while squad C's TEM would be +2 (+1 for mud and +1 for bank-hexside TEM). Note that if the paddies are Irrigated those HE attacks will also be halved on the IFT (8.12).

8.6 FIRES: No Terrain Flame/Blaze can occur in a Drained/Irrigated paddy hex. In-season paddies are treated as grain for Fire purposes; however, Fire Spreading from one In-Season paddy to another does not qualify for the -2 "directly attached" DRM (B25.62) if their common hexside is a bank hexside. Burning Wrecks occur IN paddy hexes in the normal manner.

8.7 FORTIFICATIONS: Except as otherwise prohibited, all types of Fortifications may be set up IN Drained/In-Season paddy hexes. No Fortification may be set up above a Bank counter, and none other than minefields/wire or panjis (9.) may be set up in Irrigated paddy hexes. Mines are considered to occupy both the interior and banks of a paddy hex (see also 8.2122). The use of a Bank counter is NA in a paddy hex that contains any Wire or Panji counter. Each unit/SW/Gun above a Wire or Panji counter in a paddy hex is considered to be IN that hex; however, Infantry above that Wire or Panji counter can claim neither bank-hexside TEM nor the paddy's non-Open Ground status, and are subject to all the provisions of 8.212 (only) just as if they were above a Bank counter [EXC: Thrown DC use is NA]; these provisions apply together/cumulative with those for being above that Wire or Panji counter.

8.71 TRENCHES: Infantry ignore the cost of crossing a bank hexside when entering one Trench counter directly from another. The provisions of B27.4-.41 apply unchanged IN paddies. See also 8.4.

8.72 SHELLHOLES: Shellholes can occur IN Drained/In-Season (only) paddy hexes, in which case the terrain characteristics IN those hexes will change accordingly (the banks in those hexes would be unaffected).

EX: Shellholes IN an In-Season paddy allow Infantry to enter both that hex's interior and the shellholes simultaneously, at a cost of two MF plus any cost to cross a bank. In addition, the grain in that paddy hex is considered non-existent for all purposes.

8.73 SUBTERRANEAN: No type of subterranean passage may exist in an Irrigated paddy hex.



8.8 BREACH: A Mobile dozer may breach a bank hexside of a Drained/In-Season (only) paddy, just as if it were breaching a bogage hexside (B9.541) [EXC: it expends only 1/4 (FRU)—not all—of its printed MP allotment to do so]. Thereafter, crossing that hexside is treated as per B9.541 unless entering-onto/exiting-off a Bank counter. All unit types may enter INTO a Drained/In-Season paddy via a breached or non-bank hexside.

EX: See the 8.2108 illustration, and assume that the paddies are Drained and hexside oL2-oL3 is breached. Squad C may enter INTO oL3 by expending just the one MF for the IN-hex COT of that hex; i.e., it does not pay a MF to cross that bank hexside. However, if it instead wished to enter directly onto the oL3 Bank counter from IN oL2, it would still have to expend the normal two-MF cost to do so (8.2101). The breach would have no effect on squad B's entry into/INTO oL2, since in all cases squad B would be entering-onto/exiting-off a Bank counter. If hexside oL4-oM5 were breached, squad A would expend one MF to enter directly INTO oL4. If hexsides oL4-oM5 and oL4-oK5 were breached, a truck Bypassing oM5 at vertex oM5-oL4-oM4 could enter directly INTO oL4, then INTO oK5, then INTO oJ4, at its normal Open Ground expenditure of four MP per hex (8.2).

9. PANJIS



9.1 Panjis²⁰ are Fortification counters that can be set up (to a maximum of one per hex) only prior to the start of a scenario that uses PTO Terrain (G.1). Panjis are listed in the scenario OB by the total number of Covered hexsides (9.3) allotted. The player may set up as many Panji counters as he wishes, provided the total number of their Covered hexsides does not exceed the OB limit. Panjis may be set up in any non-subterranean terrain other than building, rubble, marsh, swamp, paved road/runway, crag or Water Obstacle, nor may they be set up in any hex that contains wire/mines or a Roadblock counter (whether onboard or hidden). Panjis may be set up in a bridge Location, but only the road hexsides of that Location may be Covered hexsides of that Panji counter, and a unit above that Panji counter cannot claim bridge TEM. Panjis cannot be set up at Crest level in a Depression; i.e., a Crest unit is not considered to be above a Panji counter even though it may be placed physically upon it. Panjis cannot be moved, and do not affect stacking limits. A Panji counter does not create a new Location in its hex; the term "panji Location" used herein simply refers to a Location that contains a Panji counter.



9.11

9.11 HIP: When setting up a Panji counter using HIP, record its ID letter and the hexside that corresponds to the "top" of the counter, with the first coordinate listed being the setup hex. When a Panji counter loses HIP status, all of its Covered hexsides are revealed. See also 9.4.

EX: If the Panji counters in the 9.3 illustration had originally been hidden, their owner would have recorded their setup as "Panji A: 37EE7-EE8" and "Panji C: 37DD7-DD8".

9.12 UNIT SETUP: Neither a non-vehicular Gun, nor any unit *not* allowed to move from above to below a Panji counter (9.5), may set up above a Panji counter.

9.121 TRIP FLARES: A trip flare (G.8) in a panji Location that contains *no* jungle/bamboo can be set off only by qualifying entry/Search across a Covered hexside of that Panji counter or by a qualifying MF/MP expenditure made while the unit/stack enters/remains *above* that Panji counter.

9.13 DYO: The BPV of each Panji counter equals two points per Covered hexside on that counter.

9.2 LOS & TEM: A Panji counter is neither an obstacle nor a Hindrance to LOS. It has no TEM and does not alter the TEM of other terrain in its hex [EXC: an AFV/wreck above a Panji counter provides no TEM, and thus if in Open Ground does not change its hex to non-Open Ground].

9.21 ATTACKS: Infantry above a Panji counter may use only Inherent FP/SW, LMG, LATW [EXC: 20mm ATR] and/or FT, and may not Interdict. An Infantry/Cavalry unit above a Panji counter must add a +1 DRM to each attack (including CC) it makes or participates in (limit of +1 per attack), receives a +1 Ambush drm (A11.4), and each CC attack vs it receives a -1 DRM. See also 9.52.

9.211 DC: Infantry above a Panji counter may not Place, Throw or Set a DC, nor may Infantry beneath a Panji counter Place a DC across a Covered hexside of that Panji counter. An unbroken Japanese Infantry unit above a Panji counter may detonate its DC as per 1.424, but vs its target(s), if any) *beneath* that Panji counter the attack is resolved as a Thrown DC. A DC Placed into a panji Location across one of that Panji counter's Covered hexsides attacks its target(s), if any) *beneath* that Panji counter as if it were a Thrown DC. See also 9.72.

9.3 COVERED HEXSIDE: Each Panji counter creates one to six Covered hexsides in its hex. The Covered hexsides of Panji counters are indicated in the same way that HD counters indicate HD hexsides. Covered hexsides can cause Infantry to take Panji MC (9.31) and can eliminate/immobilize other types of units as well.



EX: Hexsides 37DD7-CC8, DD7-DD8 and DD7-EE8 are all Covered hexsides of Panji counter C. Only hexside EE7-EE8 is a Covered hexside of Panji counter A.

9.31 PANJI MC: A Panji MC is a NMC (Δ); however, Heat of Battle does not apply. Moreover, if a Panji MC DR is *any* Original Doubles < 12, the Infantry unit taking it also suffers Casualty Reduction, even if it does not break; an Original 12 DR also causes a Casualty MC (A10.31).

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In all cases, if the Infantry unit fails the Panji MC it first suffers Replacement (if applicable), then undergoes Casualty Reduction (or the Casualty MC) as/if applicable, then suffers the Panji MC break result. A Final DR equal to the unit's current morale pins the unit unless it is immune to pin results.

9.4 ENTRY: A Panji counter does not alter the MF/MP entry cost of its Location, except as it prohibits both Bypass (in certain cases; 9.46) and the use of a Bank counter (8.7). A non-Dummy (determined as per A12.11) ground unit/stack that enters a panji Location is placed *above* that Panji counter if the hexside it enters *across* (i.e., the hexside common to both the hex being entered and the one being exited) is a *Covered* hexside of that Panji counter [EXC: if entering within a trench or subterranean passage; 9.45]. For entry across one of its non-Covered hexsides see 9.45-46. A unit entering onto a Panji counter can lose its concealment (9.53) and cannot use road bonus (9.54). If a hidden Panji counter's Location is entered across one of its Covered hexsides by a unit of the side that owns the Panji counter, 9.41-44 apply unchanged but the Panji counter is revealed only if a Good Order enemy ground unit has the applicable necessary LOS to it.

EX: See the 9.3 illustration. Squad A must expend two MF to enter EE7 (or would expend three MF if hexside EE8-EE7 contained a wall or hedge), and is placed above Panji counter A regardless of phase.

9.41 INFANTRY: Each Infantry unit that enters a panji Location across one of that Panji counter's Covered hexsides must *immediately* (before Defensive-First-Fire/Interdiction/minefield attacks are conducted vs it) take a Panji MC *unless* it is using Assault Movement, Armored Assault (D9.31) or Low Crawl, is making a normal advance (i.e., not vs Difficult Terrain), is forced back out of that Location as per A12.15, is required to take a PTC as per 9.43, or is entering while in a trench or subterranean passage (9.45). After fully resolving all resulting Panji MC (if any), Defensive-First-Fire/Interdiction is conducted vs the unit/stack in the normal manner. *After* that, if it is still able and otherwise allowed to, it may [EXC: during the APH] expend an extra MF and thereby be placed under the Panji counter; see 9.5. A broken unit need not rout across a Covered hexside if doing so would put it above that Panji counter, provided it has an alternate legal rout path.

9.411 MANHANDLING: 9.41 applies to an Infantry unit that Manhandles a Gun/motorcycle/boat into a panji Location across one of that Panji counter's Covered hexsides. However, the item being Manhandled is *immediately* (as per 9.41) eliminated upon entering unless the unit is forced back out of that Location as per A12.15.

9.42 VEHICLE: A vehicle (including Wagon) that enters a panji Location across one of that Panji counter's Covered hexsides is *immediately* (as per 9.41) immobilized unless it is a full-tracked AFV/dozer [EXC: a Ridden motorcycle entering thusly is immediately eliminated, and its Rider(s) must Bail Out; 9.423 then applies]. If the full-tracked AFV/dozer is still Mobile after all Defensive First Fire vs it has been resolved, it may expend an extra MP to move beneath the Panji counter (9.5), or may Stop/fire, etc., in the normal manner [EXC: VCA change is NA; 9.52].

9.421 TOWING: A Gun (but not a trailer) being towed is eliminated when its towing vehicle is immobilized by panjis.

9.422 HORSE/BICYCLE: A horse/bicycle that is *ridden* into a panji Location across one of that Panji counter's Covered hexsides is *immediately* (as per 9.41) eliminated [EXC: such a horse that expended *eleven* MF (inclusive of that Location's COT) to enter is not eliminated, unless it is Galloping/Charging]. If it is eliminated, its Rider(s) must Bail Out and 9.423 then applies. Horses being "led" (A13.7), and bicycles being portaged (D15.82), are not directly affected. Cavalry may Gallop/Charge neither onto nor off of a non-hidden Panji counter.

9.423 PRC: PRC disembarking (in any fashion) from transport that is *above* a Panji counter do so *onto* the Panji counter. After resolving their Bailing Out NMC (if any), they are then treated as entering Infantry (9.41) even if they disembarked as a stack.

9.43 STACK: Should a non-Aerial stack that *moves/advances* across a road/path/Depression/TB hexside be required to take a Panji MC therein, the ATTACKER randomly selects *one* non-prisoner unit in that stack to take it. After fully resolving all resulting Panji MC (but prior to Defensive First Fire if it is the MPH), all other units in that stack not exempt from PTC must take a normal PTC which leadership can modify. [EXC to all: If the stack is berserk or conducting a Human-Wave/Banzai-Charge, 9.41—not 9.43—applies.] 9.41 also applies to a routing stack.



9.44 COLUMN: Should a non-Dummy (determined as per A12.11) Column unit that enters a *hidden*-panji Location be required to take a Panji MC therein, that Column automatically Disbands after all Defensive First Fire ensuing from that Impulse has been resolved. The same would apply if the panjis were not hidden, except in this case the Column could *opt* to Disband as per E11.53 (unless forced back to its previous Location as per A12.15, in which case it would automatically Disband as per E11.53).

9.45 NON-COVERED HEXSIDE: A ground unit's non-Bypass entry into a panji Location is not affected by that Panji counter if the unit is crossing one of that Panji counter's non-Covered hexsides, or is crossing one of its Covered hexsides while using a trench or subterranean passage. Each unit entering thusly is placed directly beneath the Panji counter.

EX: See the 9.3 illustration. If squad D enters EE7, or DD7 while not attempting Bypass, it is placed beneath that hex's Panji counter since in both cases the hexside it crosses is non-Covered. Likewise, any unit entering EE7 from DD7 (or vice-versa) is placed beneath the Panji counter in its new hex. If squads A and B were both beneath Trench counters and moved within those trenches to each other's hex, no Panji MC/penalty would result (and squad A would enter EE7 directly to beneath Panji counter A).

9.46 BYPASS: Bypassing in a panji Location is NA along a hexside that is/touches a Covered hexside of that Panji counter. When a unit attempts such entry (e.g., if the Panji counter is hidden), it must still expend whatever MF/MP such Bypass would have cost if there were no Panji counter in that hex but does so in its current position (like a vehicle lacking sufficient clearance to Bypass; D2.3). If that unit is a vehicle it must then also expend a Stop MP as per D2.3. Bypass blocked in this manner does not itself end the unit's MPH. A hidden Panji counter that blocks a Bypass move must be revealed immediately. Unless otherwise prohibited, Bypass in a panji Location is allowed along a hexside that neither is, nor touches, a Covered hexside of that Panji counter; and each unit thusly entering is placed directly beneath the Panji counter.

EX: See the 9.3 illustration and assume that light jungle is in effect. A unit may Bypass in DD7 only along hexside DD7-DD6. Hexsides DD7-CC8, DD7-DD8 and DD7-EE8 cannot be Bypassed because they are Covered hexsides; and hexside DD7-EE7, despite being a non-Covered hexside, cannot be Bypassed because it touches a Covered hexside (DD7-EE8) of Panji counter C. If Panji counter C were hidden and squad B attempted to Bypass along hexside DD7-EE8, it would reveal that Panji counter but would be blocked from actually entering DD7 (thus making it immune to a TPBF/Snap-Shot from, or any mines in, DD7), and would have to expend (while still beneath Panji counter A) the one-MF cost of that attempted Bypass. The same would be true if squad C exited EE6 by Bypassing along hexside DD6-EE7 and then attempted to continue Bypassing along hexside DD7-EE7; however, squad C would have to expend the extra MF for the blocked Bypass attempt while in Bypass at vertex DD6-EE7-DD7. Squad B may Bypass DD7 along hexside DD7-DD6, and upon entering DD7 is placed beneath Panji counter C. Alternatively, squad B could Bypass along hexside FF7-EE8 because that hexside, even though it touches a Covered hexside of the EE7 panji Location, is not *in* that panji Location.

9.47 AERIAL: After a $\frac{5}{8}$ " parachute has landed in a panji Location and its Landing MC/TC (if any; E9.42) has been resolved, its owner must make one dr (Δ) for it (or one for each panji Location that contains its Personnel revealed by "downwind scatter"; E9.42). There is a +1 drm if the landing unit is broken, and a +drm equal to half (FRU) the number of Covered hexsides on that Panji counter. (If hidden, the Panji counter must be revealed at this time.) These drm are applied individually to each Personnel unit revealed by "downwind scatter". If the Final dr is ≤ 6 , the parachute (or each Personnel unit to which that Final result applies) is placed beneath the Panji counter; otherwise it is placed above the Panji counter and must immediately take a Panji MC (just one such MC for *all* revealed units in the hex) using a Morale Level of 7. A $\frac{1}{2}$ " parachute landing in a panji Location follows the same procedure to determine its placement therein, but automatically receives both +drm.

A glider landing in a panji Location receives a +1 drm to its Crash dr (E8.23) if it lands across (as determined by its Avenue of Approach) a Covered hexside of that Panji counter. If it survives it is placed beneath the Panji counter, and its occupants will disembark beneath the Panji counter as per 9.51.

9.48 SEARCHING: Searching an adjacent panji Location can cause casualties as per A12.154 if a Covered hexside is common to that Location and the Searcher's Location. A hidden Panji counter is revealed when its Location is Searched. A unit above a Panji counter may not Search.

EX: See the 9.3 illustration. If squad A Searches EE7/DD7 it can suffer Casualty Reduction as per A12.154, due to the Search being conducted "across" a Covered hexside. This would also be true for squad B Searching EE8, as well as for squad E Searching CC8/DD8/EE8.

9.5 ABOVE/BENEATH: Only Mobile full-tracked AFV/dozers, Infantry [EXC: if Manhandling], horses being "led" (A13.7), and Cavalry may change position from beneath a Panji counter to above it or vice-versa. The cost to do so is one MF/MP (even if using Reverse movement),

expended separately from other MF/MP costs.²¹ No Panji MC or other panji-caused penalty ensues from this action, which is carried out after resolving all Defensive-First-Fire/Interdiction allowed by the unit's previous MF/MP expenditure. Infantry may not advance/Withdraw-from-CC *off* of a Panji counter. An ATTACKER unit entering a panji Location to conduct any type of OVR may make that attack before or after thusly changing position in that hex. See the 9.6 example.

9.51 PRC: An Infantry unit in a panji Location can become PRC only if both it and its transport are either above or beneath that Panji counter, but the panjis will not otherwise affect that action. PRC on transport that is beneath a Panji counter disembark to beneath it. See also 9.423.

9.52 SW/GUN/VEHICLE: An item that becomes unpossessed while above a Panji counter is left above it. Infantry above a Panji counter may not Recover, Transfer, (un)dismantle, repair or voluntarily malfunction/disable a SW/Gun. A vehicle above a Panji counter may not change its VCA and cannot be Scrounged. A non-vehicular Gun above a Panji counter cannot be fired, Pushed, (un)hooked, (un)limbered, (un)loaded (unless currently dismantled), or (Un)Packed (10.3)—nor may it be (un)dismantled, repaired or voluntarily malfunctioned/disabled unless in a vehicle.

9.53 CONCEALMENT: Each unit above a Panji counter is considered to be continuously engaging in a concealment-loss activity as per A12.141, and may not make a concealment dr (A12.122) if in the LOS of an unbroken enemy ground unit.

9.54 ROAD BONUS: An Infantry unit/stack cannot claim road bonus (B3.4) during a MPH in which it crosses *any* Covered hexside. For this purpose assume road bonus to be the last MF the unit/stack can expend in its MPH.

9.55 FORTIFICATIONS: All other Fortifications (and tunnel entrances/exits) in a panji Location are considered to be beneath that Panji counter, and can be entered only from (or exited only to) beneath that Panji counter [EXC: entering/exiting the hex via a trench; entering the hex via a subterranean passage]. Infantry above a Panji counter may not make/direct an Entrenching Attempt. See also 9.45 and 9.71.

EX: See the 9.3 illustration. A Foxhole counter in EE7 would be placed beneath the Panji counter, and a unit above that Panji counter would have to expend a MF to go beneath it before expending another to enter that foxhole. If the unit subsequently exited the foxhole it would do so to beneath that Panji counter.

9.56 PRISONERS: Infantry above a Panji counter may not Guard an Unarmed unit that lies beneath that Panji counter (or vice-versa).

9.6 EXIT: A unit above a Panji counter may not directly exit that hex. It must first move/rout beneath that Panji counter as per 9.5, and then it may exit as if no Panji counter were present therein [EXC: only Mobile full-tracked AFV/dozers, Infantry not Manhandling, horses being "led" (A13.7), and Cavalry may thusly exit across one of that Panji counter's Covered hexsides, expending one MF/MP to cross it unless using a trench or subterranean passage]. See also 9.54.

EX: See the 9.3 illustration. If squad B wishes to directly enter EE8 it must expend one MF to cross Covered hexside EE7-EE8 plus the COT of EE8. A tank above Panji counter A would have to expend a MP to go beneath it before exiting that hex (and could not change VCA while above it; 9.52). A truck beneath Panji counter A could not directly enter EE8 since to do so it would first have to cross Covered hexside EE7-EE8—which it cannot do since it is a truck. Note too that none of these units could exit EE7 by Bypassing along hexside DD7-EE8, but they could Bypass along hexside FF7-EE8 (9.46).

EX: See the 9.3 illustration and assume a Terrain Blaze in DD8. Squad A wishes to move to CC8 in a single MPH. It cannot Bypass along hexside DD7-DD8 (9.46), so it begins its MPH by declaring Double Time and entering DD7 (two MF), where it is placed above the Panji counter and takes its Panji MC. Assuming the MC has no effect, it must now move beneath the Panji counter (one MF) before it can cross Covered hexside DD7-CC8 (one MF) to enter CC8 (two MF)—for a total expenditure of six MF.

9.7 REMOVAL: Panji removal does not itself adversely affect a unit above that Panji counter. If the Panji counter is completely eliminated, that unit is simply no longer above a Panji counter. Aside from Falling-Rubble/Terrain-Blaze, panjis can be removed only in the following ways:

9.71 CLEARANCE: A (predesignated) Covered hexside is changed to a non-Covered hexside upon a successful Clearance DR, using the same principles and procedures as given in B24.7 and B24.73 for Clearing wire. No unit above a Panji counter may attempt, direct or assist in Clearance (including path creation; 2.7).

9.72 HE/DC: If shellholes are created in a panji Location, that Panji counter is eliminated. Otherwise, after fully resolving a FFE-Concentration/



ordnance HE attack [EXC: one using HE-Equivalency/the-Vehicle-Target-Type], or a DC attack [EXC: A-T Set DC; 1.6122], vs a Location that contains a Panji counter, \geq one Covered hexside of that counter becomes a non-Covered hexside if the Original (or Final, for a Set/Thrown DC) IFT DR was a KIA. The number of hexsides changed is equal to that KIA #. If Indirect Fire caused the KIA, randomly determine which Covered-hexside(s) will be so affected; otherwise, the attacker chooses the hexside(s) [EXC: a DC Placed into a panji Location across one of that Panji counter's Covered hexsides will change that Covered hexside before any other].

9.73 AFV/DOZER: During its MPH, a full-tracked AFV/dozer beneath a Panji counter may change a Covered hexside (of that Panji counter) within its VCA to a non-Covered hexside, provided it is not Stopped but is using neither Reverse movement nor VBM. Its owner first declares which hexside it will "clear"; it then expends $\frac{1}{4}$ (FRU) of its printed MP allotment to do so, and then takes any Bog Check required if in a Bog hex. If it remains Mobile after resolving all Defensive First Fire and Bog DR vs it, that hexside is thusly changed. It may then repeat this procedure if otherwise able.



9.731 BREACH: A Covered paddy hexside breached by a dozer becomes a non-Covered hexside; see 8.8.

9.74 BOMBARDMENT: A Panji counter has a Morale Level of 8 for Bombardment purposes. One randomly determined Covered hexside of the counter becomes a non-Covered hexside for every multiple of one by which its NMC is failed. Otherwise it is treated like wire (C1.822).

10. ANIMAL-PACK

[Note: When used herein, the term "Gun" includes a dm 76-82mm MTR.]

10.1 Animal-Pack rules allow certain types of Guns (listed in 10.2 and 10.61) and SW (10.7) to be *carried* (not towed) by Horse counters that have been specially designated as having that capability. A Gun capable of being thusly carried is termed a *Pack Gun*. A Horse counter designated by a scenario (or by DYO purchase; 10.6) as being capable of carrying a Pack Gun is termed a *Mule*. A Pack Gun being carried by a Mule (i.e., one on such a Horse counter) is referred to as an *Animal-Packed Gun* or as *being Animal-Packed*; conversely, a Mule carrying a Pack Gun is said to be *Animal-Packing* it. The overall process of removing a Pack Gun from its Mule and setting it up on the ground is termed *Unpacking*; and the reverse of this process is called *Packing*. A Pack Gun may be Animal-Packed/(Un)Packed any number of times during play, depending on its M# and the status of its crew. A Mule is treated as a Horse counter for all purposes except as stated otherwise. A Mule may *never* carry a Rider (not even that Gun's crew), be voluntarily "deployed" into two "HS" Mules, nor create any type of horse/SMC-Mule.



10.11 PACK-TI: Except as stated otherwise, being marked with an Animal-Pack counter (provided in *WEST OF ALAMEIN*) is equivalent to being TI (A4.8) and is referred to as being *Pack-TI*. Animal-Pack counters are *not* removed at the end of the CCPh. The only Personnel unit that may become Pack-TI is a non-PRC, Good Order crew counter of the same nationality as the Pack Gun it possesses. Such a crew may become Pack-TI only during RPh Step 1.13B at the start of a Game Turn. A Pack-TI crew may conduct any type of activity that is normally prohibited by TI status, but if it does—or if it becomes pinned or not in Good Order—it immediately loses its Pack-TI status unless stated otherwise (e.g., see 10.31-.33). A crew is subject to Hazardous Movement penalties while Pack-TI, regardless of phase. Each attack conducted by a Pack-TI crew is modified as Area Fire [EXC: TI DRM apply in CC]. A Pack-TI Pack-Gun/Mule may not be fired, Pushed, moved or advanced. Once Pack-TI, neither a Pack Gun nor a Mule can lose that status until it has completed an (Un)Packing Period (10.3).

10.2 ANIMAL-PACKING: Any 76-82mm MTR, as well as any other Gun allowed by an Ordnance Note (see also 10.61), may be Animal-Packed; however, the Gun must be dm/limbered if possible. Only a "squad" (A13.32) Mule counter may Animal-Pack a Gun, and may Animal-Pack only one such Gun at a time. The Gun being Animal-Packed is placed

on top of the Mule; while on the Mule it may never be fired, Pushed, hooked up, unlimbered or assembled, and is considered to be possessed by the crew "accompanying" (A13.7) that Mule [EXC: in a panji Location the crew is "accompanying" the Mule only if *both* of those units are above or beneath that Panji counter]. A Gun being Animal-Packed is not considered a portaged SW for MF purposes, nor is it eliminated if its un-"accompanied" Mule is in terrain that calls for the elimination of unpossessed equipment [EXC: if unloaded therein; 10.31]. A non-Mule horse may not Animal-Pack a Gun of any type, nor may a Mule Animal-Pack a non-Pack Gun.

10.21 STACKING: A crew possessing an Animal-Packed Gun is considered a squad for stacking purposes (A5.5).

10.3 (UN)PACKING: To (Un)Pack a Gun onto/from its Mule, they and the crew must all occupy the same terrain in the same Location (e.g., all of them must be *beneath* any Panji counter in their Location [9.52]; an entrenched crew cannot [Un]Pack a Gun because the Mule cannot occupy the entrenchment). An Animal-Pack counter is placed above the Gun, Mule and crew during Step 1.13B of the *initial* RPh of a Game Turn. All must then remain Pack-TI for a number of *complete* Game Turns called the *(Un)Packing Period*, which is equal to "12 minus that Gun's M#, plus one if not a MTR" [EXC: the minimum (Un)Packing Period may never be < one complete Game Turn]. For Animal-Pack purposes, a complete Game Turn runs from (and includes) the start of the first RPh in that Game Turn through the end of the second CCPh in that Game Turn. If the crew for any reason loses its Pack-TI status prior to the end of the (Un)Packing Period, the Game Turn in which this occurs no longer counts toward the total number needed to complete that Period. When the Gun, Mule and crew have remained Pack-TI for the required number of Game Turns, the (Un)Packing Period has been completed; the Animal-Pack counter is removed as part of Step 1.13B in the next RPh, and normal capabilities return to all involved. In a night scenario the (Un)Packing Period is always twice its normal length.

EX: A British Infantry crew and a 94mm INF Gun on a "squad" Mule occupy the same Open Ground Location at the start of the second Player Turn of Turn 1 in a day scenario. Their owner wishes to begin Unpacking the Gun, but he cannot at this time because it is not the *initial* RPh of the Game Turn. So at the start of Turn 2 in RPh Step 1.13B he places an Animal-Pack counter above the Gun, Mule and crew. Since the Gun's M# is 10, its Unpacking Period will comprise three entire Game Turns (12-10 [M#] +1 [non-MTR]=3); thus it will last (at least) through the end of Turn 4.

All successfully remain Pack-TI throughout Turn 2, but during the first Player Turn of Turn 3 the crew uses its Inherent FP to attack an enemy unit, using Defensive First Fire and then Subsequent First Fire. Its first attack is treated as Area Fire and removes its Pack-TI status for the remainder of Turn 3 (10.11), while its second attack is not Area Fire because it is no longer Pack-TI. Since the crew is no longer Pack-TI, Game Turn 3 cannot count as part of the Unpacking Period. Hence, if the crew becomes Pack-TI again as soon as it can (which would be in RPh Step 1.13B at the start of Turn 4), it will have to remain Pack-TI through the end of Turn 5.

10.31 If the crew is Pack-TI at the start of the *Player-Turn* RPh that follows the completion of *half* of the (Un)Packing Period, it (un)loads the Gun from/onto the Mule at that time as part of RPh Step 1.13B. This action causes no loss of Pack-TI status, and the Gun's owner may freely set its CA as it is unloaded. However, a Pack Gun that is unloaded into a fordable Water Obstacle, non-dry stream, Irrigated paddy, marsh, swamp or onto a Bank counter is eliminated.

EX: Continuing the above example, if the crew had not fired beforehand and thus not lost its Pack-TI status, it would have unloaded the Gun to beneath the Mule during RPh Step 1.13B of the *second* RPh of Turn 3, since half of the Unpacking Period would have been completed at the end of the first Player Turn in Turn 3 (3 [Unpacking Period Game Turns] +2 = 1 1/2 Game Turns). But since it did fire, it cannot unload the Gun from the Mule until the *second* RPh of Turn 4. Once the crew does unload it, the Gun will still not be able to fire or be moved, etc., because it will still be Pack-TI until its Unpacking Period is finished (10.11).

10.32 dm/LIMBERED: If otherwise allowed, a Pack-TI Gun may be repaired/(un)dismantled/(un)limbered in the normal manner, but only by a Pack-TI crew and only if the Gun is *not* currently loaded on a Mule. Such actions cause no loss of Pack-TI status, nor does the subsequent loss of that TI status negate any of those actions.

10.33 If a player Unpacking a Gun decides to Pack it back onto the Mule (or vice-versa) while all involved are Pack-TI, he states this intention in RPh Step 1.13B in the *initial* RPh of a Game Turn. The new (Un)Packing Period then begins, and lasts a number of complete Game Turns (as defined in 10.3) equal to the net number already spent (Un)Packing the Gun, but otherwise the same procedures are followed and cause no loss of Pack-TI status. [EXC: If the Gun was unloaded from its Mule involuntarily (i.e., via a 10.4 dr), the new Packing Period would be determined as per 10.3.]



G

10.4 VULNERABILITY: Whenever a Mule is eliminated/Casualty-Reduced while Animal-Packing a Gun and/or Pack-TI, the attacker makes a subsequent dr (Δ) on the following table to find the effect on the Gun:

ANIMAL-PACK GUN VULNERABILITY TABLE

Final dr Result (only *Low Ammo* can apply if Gun is not loaded on Mule)

≤ 2	Gun is eliminated (or, if already unloaded, is marked with <i>Low Ammo</i> counter).
3	Unload Gun in its Malfunctioned state and mark with <i>Low Ammo</i> counter.*
4	Unload Gun and mark with <i>Low Ammo</i> counter.*
5	Unload Gun in its Malfunctioned state.*
6	Unload Gun.*

* Determine Gun's CA randomly. Gun and Mule (but not the crew) also become (or remain, along with the crew) Pack-TI [EXC: if Gun is unloaded into prohibited terrain (see 10.31), it is eliminated and Pack-TI status is NA].

drm

-1 If the attack eliminated the Mule.

10.41 All applicable results of the dr occur immediately, with no other penalty. If Low Ammo occurs, mark the Gun with a Low Ammo counter (which changes its current B# to an X# and creates a new B# one < that new X#). If a Pack-TI Mule is eliminated/Casualty-Reduced *after* its Pack-TI Gun has been unloaded, the dr is still made; however, all dr results other than the occurrence of Low Ammo are ignored. The effects of each Low Ammo occurrence (including SSR-designated Ammunition Shortage) vs the same Animal-Packed/Pack-TI Gun are cumulative (place extra Low Ammo counters on it as called for). A Gun that survives a dr on this table must still go through a *complete* 10.3 (Un)Packing Period (no Mule is required if it was eliminated) before it can lose its Pack-TI status.

EX: Continuing the above example, assume it is now Turn 5, the Gun was unloaded as per 10.31 in Open Ground during the second RPh of Turn 4, and it, the Mule and crew have remained Pack-TI. During this turn a fire attack causes Casualty Reduction to the Mule but does not eliminate the Gun. The subsequent dr (10.4) is an Original (and Final) 3, but since the Gun is unloaded it is immune to elimination/malfunction results, and the dr causes it only to be marked with a Low Ammo counter (which changes its original B11 to B10 and X11). The Gun and the (now-"HS") Mule remain Pack-TI, as does the crew if it survived the fire attack unbroken and unpinned. If the crew remains Pack-TI through the end of Turn 5, at the start of the first RPh in Turn 6 it, the Gun and the Mule will all have their Animal-Pack counter removed (thus enabling the Gun to be fired, Pushed or hooked up—though with a Low Ammo counter on it).

EX: A moving "squad" Mule Animal-Packing a dm 81mm MTR (with a Manhandling # of 11 and a Breakdown # of 12) in Open Ground is Casualty Reduced by a Defensive First Fire attack, and the subsequent dr is an Original (and Final) 3. The dm Mortar counter is immediately unloaded to beneath the (now-"HS") Mule and is marked with both a Gun Malfunction and a Low Ammo counter. In addition, the Gun and Mule (but not the crew) are also marked with an Animal-Pack counter. Both the Gun and Mule must remain Pack-TI (and thus cannot be fired, moved or advanced) until they have gone through an entire one-Game-Turn Unpacking Period conducted as per 10.3 [EXC: the mortar could be moved again by going through a 10.3 Packing Period to place it back on another "squad" Mule in order to use Animal-Pack movement].

Should the "HS" Mule suffer Casualty Reduction again while still Pack-TI (note that the only way it can lose Pack-TI status is to complete an Unpacking Period; 10.11), it will be eliminated and the subsequent dr will receive the -1 drm. If this causes the Gun to suffer another Low Ammo result, it will be marked with a second Low Ammo counter and its Breakdown and Disablement numbers will become 10 and 11 respectively. Despite the now-total loss of the Mule, the mortar can still be Unpacked if it and the crew can complete a one-Game-Turn Unpacking Period.

10.42 C11 (Guns as Targets) does not apply to a Gun being Animal-Packed, but does once the Gun has been unloaded. Any gunshield on a Pack Gun is considered non-existent while the Gun is Pack-TI/being-Animal-Packed.

10.5 COLUMN: A Mule may be part of a Column (E11.5).

10.6 DYO: A Horse/Gun purchased for Animal-Pack purposes retains its normal BPV. In the Purchase Roster entry for the Horse, write down "Mule" and record its ID letter.

10.61 GUNS: In addition to the Guns mentioned in 10.2, the German 105* MTR and 75* INF, the Russian 107* MTR and 76* INF, and the U.S. 75* ART may be used as Pack Guns by their respective nationalities.

10.7 SW: SW of all MMG, HMG, light mortar and 37mm INF types may be Animal-Packed, but must be dm if possible. For Animal-Pack rules purposes only, consider each such SW as equivalent to a Gun whose M# is "12". Animal-Pack rules apply in the normal manner, with the following differences. The SW may be (Un)Packed by any MMC that could operate it with neither Captured- nor Non-Qualified-Use penalties (A21.11-13). A SW voluntarily unloaded into prohibited terrain (10.31) is not eliminated if its presence would otherwise be allowed there; if involuntarily unloaded (as per 10.4) into such terrain, it is eliminated as if unpossessed [EXC: if on a Bank counter; 10.31].

Chapter G to be concluded
in ASL Module 9, GUNG HO.

CODE OF BUSHIDO CREDITS

DESIGN & DEVELOPMENT: Bob McNamara

HISTORICAL RESEARCH: Bob McNamara (with special thanks to Charles Markuss, Charles Pflanz, Hideo Fujigaki, Takeshi Sato, Chris Gammon, Ryosuke Taniguchi, Dan Murray, Kazunori Imai, Noboru Nishii and Eric Visnowski)

SCENARIOS: Rex Martin, Pat Jonke, Michael A. Balis, Brian Martuzas, Rick Troha

COVER ART: George Parrish

GAME ART: Charles Kibler

PLAYTEST-GROUP COORDINATORS: Frank Calcagno, Steven C. Swann, Rick Troha, Jeff Cebula, Fred Timm, Eugene Murrell, Andy Daglish, Don Chappell, Bruce J. Degi, Michael A. Balis, Brian Martuzas, Jim Stahler, James Collier, Alan Freedman, Gerald Fahrenthold, and Hayne Palmer (Special thanks also to Pat Jonke, Perry Cocke, Chuck Goetz, Damon Norko, Bob Bassin, Guy Chaney, Chris Gammon, Gary Fortenberry and Rex Martin)

TYPESETTING: Colonial Composition

PREP DEPT. COORDINATOR: Lou Velenovsky

PRINTING: Monarch Services



FOOTNOTES

CHAPTER G FOOTNOTES

1. **G.6 AMBUSH:** It was almost impossible to move through such terrain without making noise; hence the defenders were less likely to be caught offguard by approaching enemy troops.
2. **G.7 RADIOS:** The damp tropical climate had a deleterious effect on voice radio sets. Moisture and corrosion affected circuits and metal contacts, altered frequencies, and occasionally knocked out sets completely. Moreover, the heavy jungle itself could block the waves transmitted by some of the less powerful radios.
3. **G.8 TRIP FLARES:** Since the light of starshells and IR often could not penetrate the canopy of foliage in the jungle, trip flares were sometimes used to detect enemy movement. These flares were actually incendiary grenades and incendiary instructional bombs, with trip wires attached.
4. **1.1 THE JAPANESE:** The rationale behind most of the rules for the Japanese should be self-evident. Moreover, much has been written about the "fanatical" characteristics of the Japanese fighting man in WW2, so there is no need to go into detail on it here. Suffice it to say that his incredible courage in the face of even certain death and his willingness to die rather than be taken alive were based on three main factors: having been raised in a highly regimented society with little regard for the individual; the iron discipline enforced in the military; and *Bushido*, the code of the *Samurai*. *Bushido* stressed unquestioning bravery and loyalty, the unimportance of the individual, that failure in battle demanded death, and that capture by the enemy was unthinkable. Together all these produced what some have called the best infantry in history.
It's also interesting to note that the pre-war Japanese Army viewed the Soviet Union as its main potential foe, and its organization and tactics were designed primarily for a war along the Soviet-Manchurian frontier. (Contrary to popular belief fostered largely by Allied propaganda, the Japanese did not spend the 1930s training for jungle warfare.) Aware that Soviet manpower vastly outnumbered their own, the Japanese devised tactics that would provide maximum advantage for their smaller army, such as: utilizing night attacks whenever possible in order to minimize casualties; the maximum use of deception, speed, surprise and infiltration to put and keep the enemy off balance; and great emphasis on sniping, which can enable one man to pin down many times his own number (in theory each Japanese squad contained two or three snipers—and even LMG were used for sniping, some being equipped with scopes for that purpose). On the other hand, and counterproductive to the principles of force preservation, was the obsession with the perceived advantage of attacking at all times (even when a defensive posture was obviously more prudent) and the conviction that the ultimate aim of an attack was to overwhelm the enemy in hand-to-hand combat. These notions caused the Japanese tremendous numbers of unnecessary casualties, and only late in the war did they finally accept the fact that Allied firepower had bankrupted such tactics.
5. **1.4 SMC:** The rationale behind having Japanese leaders wound rather than break is twofold. First, and most obviously, it would seem quite uncharacteristic (and ahistorical) to have the inheritors of the *Samurai* tradition flee (i.e., rout) from the enemy. It's hard to imagine an Imperial officer casually submitting to such a horrendous loss of face. Second, the Japanese officer's code of conduct and distinctive sword made him an obvious target; in fact, Allied troops—especially snipers—were often instructed to fire on them whenever possible. Hence, Japanese leaders should tend to be eliminated from play more quickly than those of other nationalities.
6. **1.411 ARMOR LEADERS:** In most armies, AFV crews were considered highly trained specialists too valuable to squander as infantry, and were often under standing orders to move to the rear if their vehicle was rendered *hors de combat*. To the Japanese, however, infantry combat reigned supreme, and dismounted crews were expected to continue fighting on foot. Hence an "unsaddled" Japanese tank officer would not hesitate to carry on as an infantry leader.
7. **1.421 T-H HEROES:** The Japanese employed specially trained tank-hunter troops to augment their infantry's poor anti-tank capabilities. These men, sometimes referred to as "human bullets" and often organized into teams found mainly in rifle companies and regimental engineer units, came to be used quite extensively. Their role was to ambush or close-assault enemy AFV, using MOL, mines, DC, and various other weapons that became available as the war went on. However, even if weapons they were to attack in an attempt to immobilize the AFV by any means possible, including the use of mud to cover the AFV's vision devices and jamming the tracks by inserting stout poles into the running gear.
8. **1.4231 ATMM:** Unlike the German ATMM, which utilized the shaped-charge (HEAT) principle to make it quite lethal, the Japanese version contained a relatively small amount of explosive and was not a HEAT-type weapon. It was more like a mini-DC, and was fairly ineffective against any but light (i.e., thinly armored) AFV. For game purposes a successful ATMM dr does not necessarily mean the T-H Hero is actually using an ATMM; rather, it abstractly represents his possessing any weapon that offers a better chance of knocking out that particular type of AFV. Depending on the type of AFV, this could be an ATMM, a MOL, an A-T mine, a "lunge mine" (a powerful shaped-charge on the end of a long wooden pole), a hand-thrown shaped-charge grenade, or any of the various large satchel/box charges developed by the Japanese for the human A-T role. The dr is treated as an ATMM dr strictly for simplicity, there being no real need for the rules to differentiate between the various types of weapons available to tank-hunters at any given time.
9. **1.425 T-H HERO LOSS:** Needless to say, the casualty rate among tank-hunters was extremely high. In many cases they were not *meant* to die as a result of carrying out their assigned task, but some of their weapons by their very nature did cause death to the user. Too, T-H Heroes are abruptly removed from play for simplicity, since leaving them onboard indefinitely would require a further host of special rules and would be ahistorical given their special role and the "one-shot" weapons they used.
10. **1.6121 A-T SET DC:** This represents the late-war use of various items such as large-caliber artillery shells, aerial bombs, naval mines and torpedoes, and even drums of gasoline, which were buried in roadways as part of the increasingly desperate attempt by the Japanese to stem the onslaught of Allied armor. They were usually detonated by remote control. Occasionally, bombs were placed in foxholes along with a volunteer who was to set off the bomb by striking its fuze with a rock or hammer as an enemy AFV passed overhead, but this method achieved little success and hence is not represented in the game. The use of A-T Set DC vs Russians is not allowed on the assumption that the Soviet blitzkrieg, with its tank columns advancing sixty miles a day in some cases, simply moved too rapidly to allow the Japanese time to organize much in the way of set defenses.
11. **1.64 HAND-TO-HAND CC:** The Japanese soldier was taught to view his "righteous bayonet" as his own *Samurai* sword, and that the ultimate goal of all combat was to engage his enemy in hand-to-hand fighting. He generally received a great deal of training in hand-to-hand combat—training that was both physical and mental ("spiritual", as they called the latter). In view of this and the fact that normal CC mechanics would often actually discourage the Japanese player from aggressively seeking out CC opportunities (especially vs American squads with their higher FP), it was decided to make their CC hand-to-hand and to give them an extra -1 DRM. These act as game incentives to re-create their historical tactics.

12. **2.21 DENSE-JUNGLE ENTRY:** To "realistically" portray the difficulties of movement through dense jungle would require the use of Minimum Move for each such hex entered (or two MF if using a path). The excitement level of scenarios using this MF cost would be dreadful, to say the least, and would be little improved even if the cost of dense jungle were changed to three or four MF. Therefore, woods entry costs have been retained, solely for the sake of playability.

13. **2.24 MORTARS IN DENSE JUNGLE:** The thick foliage canopy of dense jungle generally prevented the use of indirect fire by guns beneath it, because the projectiles could detonate if they hit even a few leaves.

14. **3.6 EC & BAMBOO:** Bamboo stores a large amount of water in its hollow stems during the wet season, but when this water has been exhausted in the dry season the plant becomes extremely flammable.

15. **4.1 PALM TREES:** Palm trees, while much taller than the fruit trees normally found in orchards, have significantly less foliage. Moreover, the fronds are concentrated at the very top of the trunks, thus providing less of a hindrance to sight. For this reason, and for the sake of simplicity, the one-level height of orchards has been retained.

16. **5.5 COLLAPSE PTC:** The Collapse PTC represents the chance of falling debris temporarily distracting, blocking the view of, and/or physically pinning down the occupants of the hut. In both cases, normal morale and leader modification do not apply on the assumption that the units involved cannot control or influence the effects of the collapse. When an Inherent crew fails a Collapse PTC it is assumed that debris has blocked the driver's vision (and, in the case of an OT AFV, has cluttered up its interior); hence the vehicle has to stop and the crew must relinquish some degree of cover as they hastily clear it away.

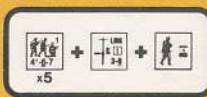
17. **5.51 HUTS & FORTIFICATIONS:** Since wire and panjis cannot be created or moved during play, they obviously can appear in a collapsed hut Location only if the hut was already collapsed at the start of play (i.e., by SSR).

18. **6.1 KUNAI:** This is a type of tall (5-7 ft. high), coarse grass found in SE Asia and nearby regions. Generally speaking it is quite common in that part of the world, often being found in jungle "clearings" and sometimes covering broad expanses of otherwise-open ground. The edges of its leaves are sharp and can cause lacerations. Kunai also collectively represents other similar types of growth such as elephant grass.

19. **8.1 PADDY TYPES:** A *Drained* paddy is one that is currently uncultivated; it is not filled with water and has no rice growing in it. "Dry" would perhaps be a more appropriate term for this type were it not for the fact that calling a paddy "dry but muddy" would sound a bit odd. An *Irrigated* paddy is one that is flooded with several inches of water; any rice growing in it is not yet tall enough to affect LOS. An *In-Season* paddy refers to one in which the rice plants are at their mature height. It should be noted that the rice-paddy depictions and rules are highly abstracted. For example, the banks shown on the overlays are just tools for LOS and movement rules; the actual paddy banks are assumed to be anywhere within the area represented by the paddy hex (which is why units on a Bank counter are not defined as being on any specific bank/hexside). Each hex should be visualized as generally containing more than one separate paddy, and thus a corresponding number of different banks.

20. **9.1 PANJIS:** Panjis are split bamboo stakes about two feet long, sharpened and driven into the ground at an angle of 45 degrees facing in the same direction. They were usually implanted to form a dense belt of stakes perhaps five feet in width. The function of a panji belt was akin to that of wire: to channel or impede movement. While wire was a more effective impediment, it was often unavailable. Moreover, panjis were more dangerous to cross, especially when hidden in the undergrowth.

21. **9.5 ABOVE/BENEATH PANJI COUNTER:** A unit above the Panji counter is considered to be within the panji belt, while one beneath it is "behind" or "past" the belt and free of its impediments. Hence the one MF/MP cost of going from above to beneath the Panji counter (or vice-versa) actually represents the extra time and difficulty involved in negotiating the belt.



H

JAPANESE VEHICLE NOTES

After WW1 the Imperial Japanese Army purchased a variety of French and British tanks for use and evaluation, and in 1925 initiated its own tank development program. By 1933 several domestic designs were in or nearing production, and the first four Japanese tank regiments were formed that same year. The layout and many of the components of these early Japanese tanks bore the influence of European (especially British) designs, but as they gained experience the Japanese evolved their own distinctive style of AFV. Generally, Japanese tanks were characterized by their small size, light weight, good cross-country speed, and small-caliber armament with relatively poor anti-tank capability. Size and weight were kept down by both a low priority on materials and the consideration that all AFV going abroad would have to be transported on ships. Engines were of sufficient size and horsepower in most cases, and in 1933 the Japanese pioneered the use of air-cooled diesel powerplants in military vehicles. Suspensions were simple but effective. However, interiors were usually cramped and turret layouts were poor. Radios were the exception until late in the war. Crew survivability was reduced by (among other things) the extensive use of riveted/bolted armor plates, despite the Japanese having developed one of the finest methods in the world for welding armor.

Tactically, the use of tanks by the Japanese was unimaginative. With the Army dominated by its ultraconservative Infantry arm and lulled into complacency by the fighting in China (where its opponents had few effective AT weapons), tanks were simply attached to infantry units for fire support and the possibilities of armored *manoeuvre en masse* were left largely unexplored. The misleading 'lessons' of combat in China also blinded the Army to the gun-vs-armor race that occurred in the West after 1940, thus leaving Japanese tanks thinly armored and undergunned compared to the Allied tanks they encountered. (Indeed, by 1945 the Japanese often felt it necessary to dig in their tanks for use as mere armored pillboxes.) No tank divisions were formed until mid 1942, and none were used as complete formations in battle until 1944. The tank regiment (which was actually of battalion size, with 4-5 companies) remained the standard combat unit, and piecemeal assaults of platoon or company strength (often conducted in the form of nighttime *banzai* charges) were the norm for tank attacks.

The low priority given to AFV manufacture combined with subsequent U.S. bombing raids kept AFV production low throughout the war. Around 3,000 tanks were built from 1931 through 1940 and approximately another 3,500 (including SP guns) in 1941-45, with about half produced by Mitsubishi Heavy Industries. Peak output was achieved in 1941-42 when some 2,200-2,500 were built. Several types of bridging, engineer, command, etc. variants were developed but few were used in combat. About 1,700 AFV remained at the end of the war to be surrendered to the Allies. (And of the equipment seized by the Russians in Manchuria, most was passed on to the Chinese Communists.)

There were two main styles of nomenclature for Japanese ordnance equipment. An item accepted for service prior to 1926 had a model number corresponding to the year of the emperor's reign in which it was adopted; e.g., a gun's being designated a 'Year-38 Type' meant that it had been adopted in the 38th year of the then-current emperor's reign. From 1926 the model number was based on the year of adoption expressed in relation to 660 BC (the beginning of the first Japanese emperor's reign); thus the designation 'Type 97' indicated that the item had been adopted in the Japanese year 2597 (1937 according to the Western calendar), while 'Type 1' meant adoption in 2601 (1941). For vehicles, the type designation was usually completed with an abbreviation using two symbols from the *Katakana* phonetic alphabet; however, beyond 'KE' standing for 'Light' and 'CHI' for 'Medium', they were assigned with little rhyme or reason and most are not translatable into English.

[For the sake of brevity, the following abbreviations are used herein: IJA Imperial Japanese Army; IJN Imperial Japanese Navy; SNLF Special Naval Landing Force. Also note that, as used herein, the name "China" includes Manchuria (Manchukuo), where Japanese and Russians fought each other in 7-8/38, 5-9/39 and 8/45.]



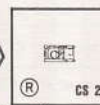
1. *Types 92A & 92B Combat Cars*: In the late 1920s the Japanese studied the use of armored cars by the cavalry; however, due to the paucity of roads on the Asian mainland they

decided to produce a full-tracked vehicle instead. This resulted in the Type 92 Combat Car, one of the earliest AFV of welded construction and probably the very first to use an air-cooled engine. Its standard BMG was a 13.2mm piece with special optics enabling it to engage low-flying aircraft; however, a regular tank LMG was often installed in its place, due perhaps to an insufficient supply of the larger-caliber weapon. During production the suspension of the Type 92 was altered, but its tendency to shed tracks was never fully rectified. Besides equipping the armored car company of certain cavalry brigades, the Type 92 served as a recon vehicle in some infantry divisions and was issued to a few tank units. It apparently saw action only in China. An amphibious version was built but never advanced beyond the prototype stage. The Type 92 was not produced in large numbers and apparently was withdrawn from service by 1941. Allied wartime intelligence erroneously called it the Type 93 (or M2593) Light Tank. "A" and "B" in the piece names are our own designations, since the Japanese nomenclature did not distinguish between the different versions. "Combat Car" is actually a loose translation of *Jusokosha*, which literally means "Heavy Armored Car". Alternatively, the Japanese sometimes referred to the Type 92 as a "Light Armored Vehicle" (*Keisokosha*), their equivalent of the term "Tankette".

† For the *Type 92B* (only), whichever MG fires *first* in a phase is considered the MA for both that attack and the remainder of that phase (treating Defensive First and Final Fire as one phase). If both MG fire as a FG, before making that attack the owning player must declare one MG to be the MA for that phase; if he fails to do so, the MA is determined randomly. The *Type 92B* (only) does not suffer Disabled MA Recall (D3.7) until *both* of its MG are disabled.

† When the BMG of the *Type 92B* achieves an ordnance hit vs an AFV (A9.61), use the 12.7 column of the AP To Kill Table. This BMG also has AA capability within the *Type 92B*'s VCA, even if HD, and without consideration of AA mode (E7.5; i.e., no AA counter is required). These abilities are signified by "BMG: 12.7; AA*" on the counter.

† RF for both versions is 1.3 in 1937, and increases by .1 in each year thereafter [EXC: use vs Russians in 1938 is NA].



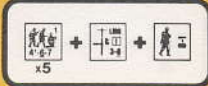
2. *Type 94 Light Armored Vehicle*: This tankette resulted from a requirement for a very small armored vehicle with good cross-country ability, to be used for the resupply of frontline troops and garrisons in hostile areas. To this end it was designed to tow a fully-tracked trailer, and for self defense it had a turreted MG on the rear of the superstructure. Those produced from 1936 had a revised suspension; U.S. intelligence called this later version the Type 94 (or M2594), having incorrectly labelled the original model the Type 92 (or M2592). Beginning in 1935, selected infantry divisions received a company of 6 (later 10) Type 94. Since these divisions normally had no other AFV under direct command, their tankettes came to be used mostly for reconnaissance and infantry support. Eventually a number of infantry regiments also acquired their own tankette companies (probably when the division's tankette company was updated with Type 95 HA-GO light tanks). Tankettes were used as command/liaison vehicles as well. Type 94 were employed widely during the early part of the war, but most ended their days dug in as not particularly effective pillboxes. A tankette platoon normally comprised three such AFV.

† This Passenger capacity may not be used to carry ammunition or a dm 70-90mm MTR (C10.13).

† Dates and RF for use in China are 1937-39 (1.1), 1940 (1.2), 1941-42 (1.3), 1943 (1.4), 1944 (1.5) and 1945 (1.6) [EXC: vs Russians they are 1939 (1.4) and 8/45 (1.6)]. For use in Malaya-Burma-India they are 1941-5/42 (1.2), 6/42-43 (1.5), and 1944-5/45 (1.6). For use elsewhere they are 1941-1/42 (1.5), 2/42 (1.4), 3/42 (1.2), and 6/43-45 (1.5) [EXC: vs U.S. they are 1941-4/42 (1.2) and 6/43-7/45 (1.6)].



3. *Type 95 SO-KI Armored Railway Vehicle*: This unusual AFV, like the earlier Type 91 Armored Car (Japanese Vehicle Note 10), was developed by the Corps of Railroad Engineers as a rail-line patrol vehicle. However, unlike the Type 91, the SO-KI could change from rail to tracked mode while the crew remained aboard; its four steel flanged wheels were raised hydraulically into the vehicle's belly, so bringing the tracks to rest on the ground. Thus it was a much more practical design than the armored car, being able to launch an "off-rail" attack quickly when necessary. Like the Type 91, the SO-KI had front and rear couplers so it could be used to move small trains, and its wheels were adjustable to compensate for tracks of different gauges. The SO-KI looked like an



Vehicle 3

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JAPANESE VEHICLE LISTING

#	Name & Type	@	WGT	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	sDH	PP/T#	Notes
3	Type 92A Tt	•	3.5	22	1.3-1.6†	33-40	+1	0	+FSR	3	15	L	IMT	CMG	1	11†	•	2	2				1†,A†	
3	Type 92B Tt	•	3.5	27	1.3-1.6†	33-40	+1	0	+FSR	3	15	L	IMT	MG†	1†	11†		6†	2	†			2PP†	1†,A†
6	Type 94 Tt	•	3.5	23	1.1-1.6†	35-45†	+2	2.0	-F/+SR	2	15	L	IMT	CMG	1	11		2	2					2†,A†
2	Type 95 SO-KI Tt	•	9	21	1.4-1.6†	37-45†	+1	0	-F/+SR	5	14	L	RST	CMG	1	11		2	2†					3†
3	Type 97A TE-KE Tt	•	4.5	25	1.1-1.6†	38-45†	+2	3.0	-F/+SR	2	16	L	IMT	CMG	1			2	2					4†
6	Type 97B TE-KE Tt	•	7.5	31	1.1-1.6†	38-45†	+2	3.0	-F/+SR	2	16	L	IMT	T37			•	2	-R2†		5†,A†			5†,B†,C†
6	Type 95 HA-GO LT	•†	7.5	33	1.0-1.6†	37-45†	+1	1	+FSR	3	15	L	IMT	T37				2	4					6†
3	Type 2 KA-MI aLT (without pontoons)		11.5	47	1.5-1.6†	44-7/45	+1	3.0	-F/+SR	5†	14†	L	ST	T37L	1			2	4					6†
3	Type 89A CHI-RO MT	•	9.5	40	1.5-1.6†	44-7/45	+1	2.0	+SR	5†	15	L	ST	T37L	1			2	4					6†
6	Type 89B CHI-RO MT	•	12.5	34	1.2-1.6†	32-43	-1	1	+FSR	4	10	L	ST	T57*	1	11†		2	-R2					7†,A†
6	Type 97A CHI-HA MT	•	13	36	1.1-1.6†	36-10/44†	-1	2/1	+FSR	4	10	L	ST	T57*	1			2	-R2†					7†
6	Type 97B CHI-HA MT	•†	15	42	1.6-1.0†	39-45†	0	3/2	+FSR	4	14	L	ST	T57	1			2	-R2					8†,B†,C†
6	Type 1 CHI-HE MT		16	45	1.6-1.1†	5/42-45†	0	3/2	+F	4	14	L	ST	T47L	1			2	-R2					8†
2	Type 91 AC		17	48	1.6	4/44-45†	0	6/2	+SR	4	14	L	ST	T47L	1			2	-R2					9†
6	Type 92 AC		7	24	1.3-1.6†	31-45	-1	0		5	16	L	ST	T47L	1			2	-R2					9†
6	Type 92 AC		6	24	1.5-1.6†	32-45†	0	0		6	16†	H	RST	CMG	1	11†		Opt2	Opt2†	4				10†,A†
3	Type 1 HO-NI I SPA		16	44	1.6†	4/44-6/45†	0	3/2*†	+F	4	19†	H	RST	CMG	1	11†		Opt2†	Opt2†	4				11†,A†
2	Type 4 HO-RO SPA		16.5	53	1.6†	1-6/45	0	3/2*†		•	5	14	L	NT	B75	1	11				WP5			12†
3	Type 1 HO-KI APC		6.5	16	1.6†	10/44-6/45†	0	0		•	5	13	L	NT	B150*						WP6			13†
4	Type 98 SHI-KE PC		4	11	1.4-1.3†	34-45	+1	*		•	5	16	L											14†
4	Type 92 I-KE PC		5	13	1.5	32-45	0	*		•	5	15	L											15†
3	Type 95 tr		1.5	10	1.3	36-45	+2	*		•	2	27†	L†											16
6	Type 94 tr		6	15	1.4	35-45	0	*		•	6	23†												17†
6	Type 97 tr		5	16	1.4	37-45	0	*		•	7	26†												18

enlarged Type 94 tankette but had no standard main armament; instead, its crew used their small arms and/or an infantry light machine gun through firing slits. (For simplicity the game piece is assumed to have the LMG mounted in the turret slit.) Most SO-KI were employed in China, but a few were used in Burma as well.

† The MA has a Normal Range of eight hexes, but may be Removed or Scrounged. These are signified by "Nml Rng 8" and "Rmvl/Scrng OK" on the counter.

† Dates and RF for use in China are 1937-43 (1.4) and 1944-45 (1.5) [EXC: use vs Russians in 1938-39 is NA]. For use in Burma they are 1944-5/45 (1.6). Availability is otherwise NA.



4. Types 97A & 97B TE-KE Light Armored Vehicles: Unlike in the West where the Spanish

Civil War had shown the limited value of tankettes, their use against the poorly equipped Chinese proved successful. Combat experience led to progressive experiments with and improvements to the Type 94, and ultimately brought about its successor, the Type 97 TE-KE. The new design featured a medium-velocity 37mm gun, well-sloped armor and an air-cooled diesel engine, making it the most technically advanced tankette of its time. Since it was designed to function in the same roles as its predecessor it retained the ability to tow a trailer. Some Type 97 retained the MG of the Type 94 in lieu of the 37mm gun; these were intended primarily for the supply role, while the gun-armed versions were to be used for infantry fire support. Allied intelligence sometimes referred to the TE-KE as the M2597. "A" and "B" in the piece names are our own designations, since the Japanese nomenclature did not distinguish between the two models.

† For both versions, Dates and RF for use in China are 1938 (1.5), 1939 (1.3), 1940-43 (1.1), 1944 (1.2), and 1945 (1.3) [EXC: use vs Russians in 1938 is NA]. For use in Malaya-Burma-India they are 1941-5/42 (1.3), 6/42-3/44 (1.4), 4/44 (1.3), 5/44 (1.4), 6/44 (1.5), 7-10/44 (1.6), 11-12/44 (1.4), 1-2/45 (1.5), and 3-5/45 (1.6). For use elsewhere they are 1941-1/42 (1.5), 2/42 (1.4), 3/42 (1.2), 6/43-4/45 (1.5), and 5-8/45 (1.3) [EXC: vs U.S. they are 1941-4/42 (1.3), 6/43-3/45 (1.5), and 4-7/45 (1.6)].

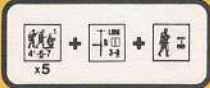


5. Type 95 HA-GO Light Tank: The inability of the lumbering Type 89 CHI-RO to function effectively with motorized units led to a call in 1933 for a lighter and faster gun-armed tank.

The result was the Type 95 HA-GO, with a medium-velocity 37mm gun and the same air-cooled diesel engine used in the Type 89B but with an armor basis of only 12mm. Upon testing the prototype, the Infantry School called for heavier armor and armament while the Cavalry School found the design acceptable. Since the latter were expected to be its main user, their view prevailed and it was put into production without the infantry's suggested changes. Once in service the HA-GO quickly gained an excellent reputation due to its high standard of reliability. In fact, so great was its popularity that it was kept in production until 1943—far longer than its combat value warranted—while more up-to-date light tank designs languished on paper. The HA-GO first saw combat in 1937 with the Kwantung Army (*Kantogun*) in China. In due course it superseded the combat cars and tankettes in their various roles (most importantly in the divisional tank companies) and equipped several light tank regiments. By 1941 a company of light tanks had also been authorized in each medium tank regiment and a number of independent light tank companies had been created. In addition, the HA-GO was used by some SNLF units. A platoon (*shotai*) of light tanks comprised three such AFV, while a company (*chutai*) normally had ten. The Type 95's official designation was KE-GO, but the pre-production name HA-GO assigned to it by Mitsubishi was more commonly used. Its nickname was KYU-GO ("nine-five"). Allied intelligence sometimes referred to it as the M2595. Around 1,250 were built. The HA-GO, along with the CHI-HA medium, formed the mainstay of Japanese tank regiments (*sensha rentai*) during WW2.

The IJA built several other types of light tanks after the HA-GO, but apparently all were assigned to units that remained in Japan. A number of M3 Stuart tanks were captured in Burma in early 1942, and the Japanese 14th Tank Regiment was still using them in mid 1944, losing the last one on the Tiddim Road in June of that year. M3 Stuarts were also seized in the Philippines in 1942; see U.S. Vehicle Note 2.

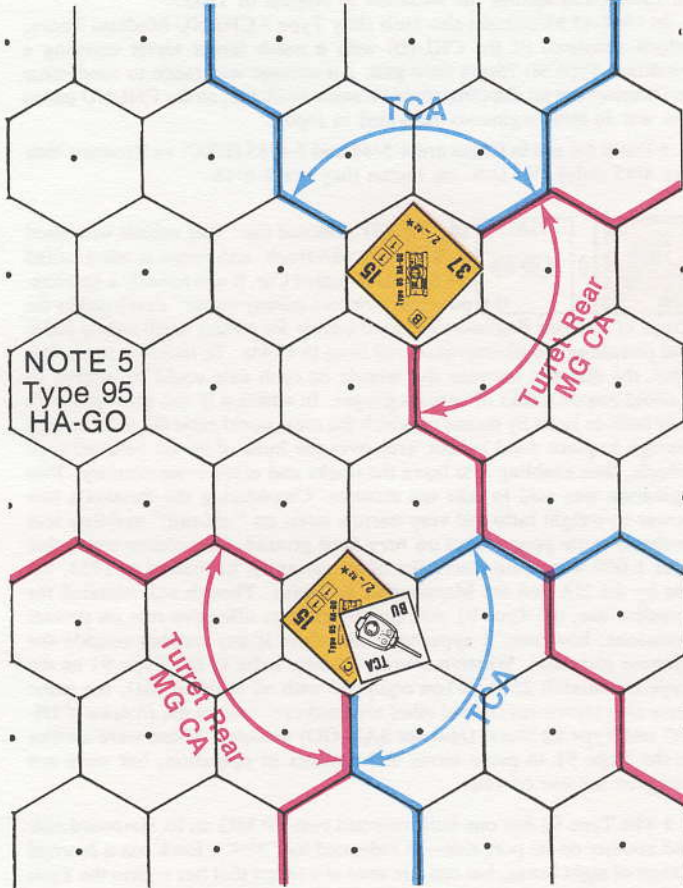
† The center hexspine of the turret Rear (D1.82) MG's CA is always the second hexspine clockwise from the center hexspine of the current TCA; i.e., the Rear MG is located at the 4:00 position relative to the MA—as



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signified by "4:00 from MA" on the counter. See the accompanying diagram.

† Dates and RF for use in China are 1937-38 (1.6), 1939 (1.4), 1940 (1.3), 1941 (1.2), 1942 (1.1), 1943 (1.2), 1-3/44 (1.3), 4-5/44 (1.2), 6-12/44 (1.3), 1-2/45 (1.4), 3-4/45 (1.2), and 5-8/45 (1.4) [EXC: vs Russians they are 1939 (1.1) and 8/45 (1.4)]. For use in Malaya-Burma-India they are 1941-5/42 (1.0), 6/42-2/44 (1.3), 3/44 (1.1), 4/44 (1.2), 5/44 (1.3), 6/44 (1.4), 7-10/44 (1.6), 11/44-2/45 (1.3), 3-4/45 (1.5), and 5/45 (1.6). For use elsewhere they are 1941-1/42 (1.4), 2/42 (1.3), 3/42 (1.1), 8-9/42 (1.5), and 6/43-45 (1.5) [EXC: vs U.S. they are 1941-4/42 (1.0), 8-10/42 (1.5), 6-10/43 (1.5), 11/43-6/44 (1.3), 7-9/44 (1.2), 10-12/44 (1.3), 1-2/45 (1.2), 3/45 (1.4), 4-5/45 (1.5), and 6-7/45 (1.6)].



6. Type 2 KA-MI Amphibious Tank: The IJA built three different types of amphibious tanks in the period 1933-41, but only as prototypes. In 1941 the IJN took over the development of such vehicles, and the next year produced the KA-MI—based loosely on the Type 95 HA-GO. The KA-MI featured two multi-compartment pontoons of steel plate, one fore and one aft, attached to the hull by clamps opened remotely from inside the tank. Propulsion and steering in water were provided by twin propellers and rudders. Another novelty for a Japanese tank was a MG mounted coaxially with the main gun. 180 were built, and were used by SNLF units. A few KA-MI saw action in the Japanese defense of the Philippines and various Pacific islands (e.g., Kwajalein and Saipan). Allied wartime intelligence sometimes referred to the KA-MI as the M2602.

† PONTOONS: The KA-MI is amphibious only while its pontoons are attached and functional. To detach them, the tank must be BU and Mobile, and must expend one MP in its MPH for no other purpose (but may expend it whether Stopped or not). Whenever the pontoons become detached, the tank counter is immediately (i.e., prior to further Defensive First Fire) flipped over to its non-amphibious side; its CA remain the same, but the extra MP gained may be used subsequently in that MPH if the tank is otherwise allowed to. Detached pontoons have no game effect and cannot be re-attached.

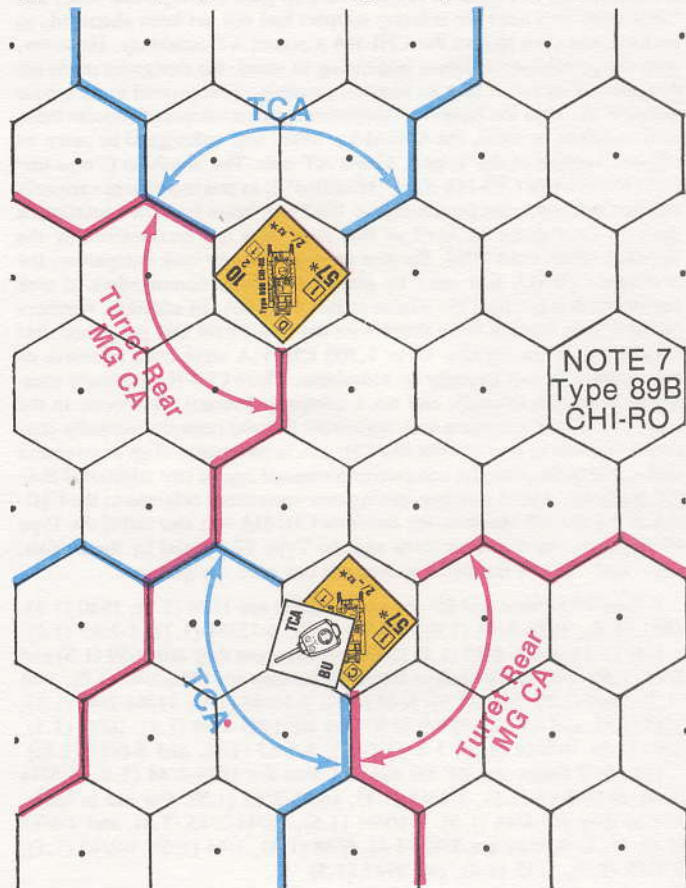
While the pontoons are attached, the following apply:

- If the KA-MI is BU it must expend one extra MP per hex entered, just as if towing a Gun.
- It may not use VBM, enter a building [EXC: hut] or cross over a wall.
- Unless utilizing a road/TB, it may not enter rubble, woods, jungle or bamboo.
- It may not push a wreck (D10.42).
- It may not assist in another vehicle's unbogging attempt (D8.3).
- Any ordnance attack vs it that misses by one renders its pontoons non-functional, provided it is not HD to that attack and the colored dr of that TH DR is \geq the white dr. Any non-ordnance attack (including Small Arms, but excepting mines and MOL) vs its Location whose Original IFT DR, plus all applicable TEM and Hindrance/SMOKE DRM, is \leq the number in the ★ Vehicle line of the IFT column used for that attack renders its pontoons non-functional, provided the KA-MI is not HD to the attack (or is HD to none of the firers, for a FG attack). Non-functional pontoons are not automatically detached; they remain attached until a MP is expended to detach them in the normal manner. CC does not affect the pontoons. If the KA-MI is in an unfordable Water Obstacle when its pontoons become non-functional, it sinks (D16.5).

† If a KA-MI becomes a wreck, use the wreck side of a Type 95 HA-GO.
 † RF is 1.5 for 1-10/44 and 1.6 thereafter. Availability vs other than U.S. is NA.



7. Types 89A & 89B CHI-RO Medium Tanks: The Type 89, accepted for service in 1929 and built by Mitsubishi from 1931, was the first tank of Japanese design to be mass-produced. It was intended expressly for infantry support and first saw action during the 1932 "Shanghai Incident", being used there by a SNLF unit. During production a wide variety of changes were made, including a revised front hull, redesigned turret, and (in 1936) the installation of an air-cooled diesel engine. With the new engine it was called the Type 89 OTSU ("B"), and the earlier, gasoline-powered version was then





Vehicle 7

renamed the Type 89 KO ("A"). The 89B game piece represents the final model with all improvements. Allied wartime intelligence had several designations for the various models: M2589A, M2589B, Type 92, and Type 94 (M2594); however, the Japanese used none of these names. The Type 89 was employed mainly in China; however, the 7th Tank Regiment used them in the conquest of the Philippines and a small number reportedly participated in the overrunning of Malaya and Burma. Most Type 89 were withdrawn from service in/by 1943, but the 7th Independent Tank Company was still equipped with them in late 1944 when it fought against U.S. troops on Leyte. A platoon of Type 89 comprised three such AFV; a company, ten. **ERRATA:** The 57* AP Basic To Kill number is "8".

† For the *Type 89B* (only), the center hexspine of the turret Rear (D1.82) MG's CA is always the second hexspine *counterclockwise* from the center hexspine of the current TCA; i.e., the Rear MG is located at the 8:00 position relative to the MA—as signified by "8:00 from MA" on the counter. See the accompanying diagram.

† *Type 89A* Dates and RF for use in China [EXC: NA vs Russians] are 1937-38 (1.2), 1939-40 (1.4), 1941-42 (1.5), and 1943 (1.6); availability is otherwise NA. *Type 89B* Dates and RF for use in China are 1937 (1.4), 1938 (1.3), 1939-41 (1.2), 1942 (1.3), and 1943 (1.4) [EXC: vs Russians they are 1939 (1.1) only]. For use in Malaya-Burma they are 1941-5/42 (1.5). For use in the Philippines they are 1941-4/42 (1.2), 1943-9/44 (1.6), and 10/44 (1.4).



armed warfare were proving the Type 89 CHI-RO obsolete, so the Japanese decided to produce a faster, more modern replacement. Two very different prototypes—the CHI-HA with a 12-cyl. air-cooled diesel engine, and the less-expensive but lighter and slower CHI-NI with a one-man turret—were built and tested; but when full-scale war broke out with China in 1937, the more sophisticated CHI-HA was immediately chosen. At that time the CHI-HA was probably the most technically advanced tank in production anywhere, in all respects save its gun. The Japanese belief that tanks were best used for infantry support had not yet been shattered, so no need was seen to give the CHI-HA a potent AT capability. However, with the possibility of future upgunning in mind, the designers made the diameter of its turret ring as large as possible. This proved to be a wise decision, for after the Japanese experiences against masses of Russian tanks at Nomonhan in 1939, the CHI-HA's turret was redesigned to carry an adapted version of the Type 1 47mm AT gun. The *Shinhoto* ("new turret") CHI-HA or CHI-HA Kai ("Modified"), as this model was variously known, entered series production in 1942 but, aside from two prototypes used on Corregidor in April of that year, was not encountered by the Western Allies until 1944. Besides equipping many tank companies, the *Shinhoto* CHI-HA was used by platoon/company commanders in tank regiments that retained the 57mm-armed CHI-HA. In addition, numbers of the 57mm version were fitted with the new turret and gun when sent back to Japan for repairs. Over 1,500 CHI-HA were built inclusive of both types—the vast majority by Mitsubishi. Three CHI-HA normally comprised a platoon (*shotai*), and ten a company (*chutai*). However, in the latter part of the war some tank regiments (*sensha rentai*) reportedly contained platoons of four or even five CHI-HA in companies of up to seventeen tanks, and quite often the companies contained one or two additional HA-GO platoons. Allied wartime intelligence sometimes referred to the CHI-HA as the M2597 Medium; the *Shinhoto* CHI-HA was also called the Type 97 Improved by the Americans and the Type 97 Special by the British. "A" and "B" in the piece names are our own designations.

† *Type 97A* Dates and RF for use in China are 1939 (1.6), 1940 (1.5), 1941 (1.3), 1942-3/44 (1.2), 4-5/44 (1.0), 6-12/44 (1.1), 1-2/45 (1.2), 3-4/45 (1.1), and 5-8/45 (1.2) [EXC: vs Russians they are 1939 (1.5) and 8/45 (1.5)]. For use in Malaya-Burma-India they are 1941-5/42 (1.0), 3/44 (1.1), 4/44 (1.2), 5/44 (1.3), 6/44 (1.4), 7-10/44 (1.6), 11/44-2/45 (1.2), 3/45 (1.4), and 4/45 (1.5). Vs U.S. they are 1941-4/42 (1.3), 10/42 (1.3), 6/44 (1.2), 7-8/44 (1.3), 1-2/45 (1.3), 3-4/45 (1.5), and 5-6/45 (1.6)].

Type 97B Dates and RF for use in China are 1943-3/44 (1.5), 4-5/44 (1.4), 6/44-2/45 (1.5), 3-4/45 (1.4), and 5-8/45 (1.5). For use in India-Burma they are 4/44 (1.5), 6-10/44 (1.6), 11/44-2/45 (1.5), and 3-4/45 (1.6). Vs U.S. they are 5/42 (1.4), 6/44 (1.4), 7/44 (1.5), 1-2/45 (1.1), 3-4/45 (1.3), 5/45 (1.4), and 6/45 (1.5).



9. *Type-1 CHI-HE Medium Tank:* At Nomonhan in 1939, Russian 45mm tank and AT guns easily penetrated Japanese tanks. Afterwards the Japanese decided that the Type 97 Medium had to be uparmed as well as upgunned. This eventually resulted in the Type 1 CHI-HE, which also featured a new air-cooled diesel engine of greatly increased horsepower. 587 CHI-HE were built, all by Mitsubishi. The vast majority were issued to units stationed in Japan. However, a few, used as command tanks, are claimed to have been with the 2nd Tank Division on Luzon (though none were mentioned in subsequent U.S. evaluations of captured Japanese materiel). Since that division had been transferred there from Manchuria, it is possible that other CHI-HE saw action in China, and against the Russians in August of 1945.

In 1944-45 Mitsubishi also built sixty Type 3 CHI-NU Medium Tanks, which consisted of the CHI-HE with a much larger turret carrying a modified Type 90 75mm field gun. An attempt was made to send some to Okinawa but no shipping could be made available, so the CHI-NU ended the war in tank regiments stationed in Japan.

† Dates for use in China are 4-5/44 and 3-4/45 [EXC: vs Russians they are 8/45 only]. Vs U.S. on Luzon they are 1-6/45.



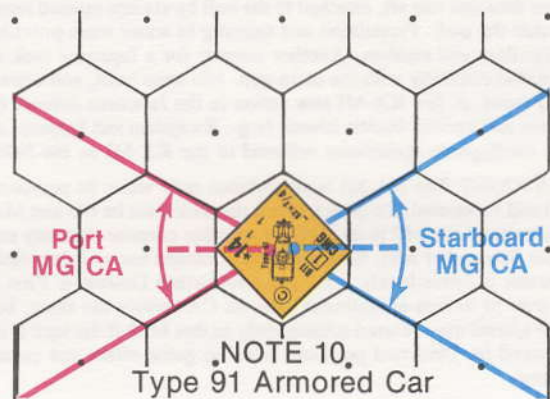
10. *Type 91 Armored Car:* This vehicle was based on a Sumida 6x4 truck, and hence is often called the Sumida Armored Car. It was actually a gasoline-powered "armored railway tractor" developed by the Corps of Railroad Engineers and used mainly for pulling small supply trains and patrolling the all-important rail lines in China. To increase its usefulness, the distance between the wheels on each axle could be altered so it could run on tracks of various gauges. In addition it was provided with four built-in jacks by means of which the crew could raise the vehicle high enough to place solid rubber tires over the hubs of its six railroad-type wheels, thus enabling it to leave the tracks and move cross-country. This operation was said to take ten minutes. Considering the Sumida's low power-to-weight ratio and very narrow tires, its "off-rail" mobility was probably quite poor except on very hard ground. One source states that over 1,000 were built (inclusive of all variants), beginning in 1933, for use by the IJA and the Manchurian Railways. Though not intended for frontline use, the Type 91 was employed in an offensive role on several occasions; however, it apparently saw little if any combat outside the Chinese mainland. Western sources usually refer to the Type 91 as the Type (or Model) 2593. When equipped with all optional MG, the game piece also represents several other armored cars such as the *Hokoku ICHI-GO* and Type 92 Naval (*Hokoku SAN-GO*) vehicles. These were similar to the Type 91 in game terms and theaters of operation, but were not designed for use on rails.

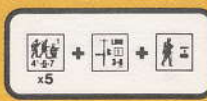
† The Type 91 has one hull-mounted two-FP MG on its starboard *side* and another on its port *side*—as indicated by "S2x2". Each has a Normal Range of eight hexes, but can fire only at a target that lies within the Type 91's respective side Target Facing. See the accompanying diagram. No CA-change DRM apply to such fire [EXC: VCA-change DRM].

† Reverse Movement costs this vehicle three times its normal hex entry cost—as signified by "REVx3" on the counter.

† The optional BMG has a RF of 1.5. That of the optional AAMG is 1.4.

† Dates and RF for use in China are 1937-38 (1.3), 1939-42 (1.4), 1943-44 (1.5), and 1945 (1.6) [EXC: use vs Russians in 1938-39 is NA].





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11. Type 92 Armored Car: This vehicle, not to be confused with the Type 92 Naval Armored Car mentioned in the previous Note, was used by the IJA. In the West it is usually referred to as the Osaka Armored Car. It apparently saw action only in very small numbers, and was probably little used outside China. (U.S. wartime intelligence does indicate that at least one was encountered by the Allies in Burma.) With the optional BMG the Type 92 also represents the Army's Aikoku Armored Car, which had on- and off-rail capabilities like the Type 91 Sumida AC.

Given the very primitive road net in most of eastern Asia and the generally mountainous terrain of China, armored cars were not held in much favor by the Japanese. They employed a half-dozen or so different types (including some imported from the British) but generally they relegated their armored cars to combat in urban areas. Aside from the Type 91 Sumida it seems that most were built in such small numbers they could hardly even be called production vehicles. For this reason, each of the Japanese armored car types in the game is somewhat genericized to represent several vehicles with characteristics similar to the one actually named.

† Reverse Movement costs this vehicle four times its normal hex entry cost—as signified by “REV×4” on the counter.

† The optional BMG has a RF of 1.5.

† Dates and RF for use in China are 1937-38 (1.5) and 1939-45 (1.6) [EXC: use vs Russians in 1938-39 is NA]. For use elsewhere they are 1941-5/45 (1.6).



12. Type 1 Gun Tank HO-NI: This vehicle consisted of a CHI-HA chassis carrying a modified Type 90 75mm field gun. It was used in China (apparently by the 3rd Tank Division), and also saw combat with the 2nd Tank Division on Luzon. The HO-NI I could be employed as a self-propelled artillery piece (those on Luzon were part of the 2nd Mechanized Artillery Regiment), or as a combination tank destroyer and light assault gun (in which case a company of ten was included in a tank regiment). It is claimed that 124 were built, all by Hitachi. U.S. wartime intelligence referred to the HO-NI I as the Type 2 75mm SP Gun.

† Dates for use in China are 4-5/44 and 3-4/45. For use vs U.S. on Luzon they are 1-6/45. Availability is otherwise NA.



13. Type 4 HO-RO Self-Propelled Howitzer: This was a token attempt by the IJA to provide some form of mechanized heavy artillery. The HO-RO utilized the CHI-HA chassis, and was similar in appearance to the HO-NI I aside from mounting an obsolete Type 38 150mm howitzer (which was a licensed copy of a turn-of-the-century Krupp gun). A few HO-RO were encountered in 1945 by U.S. troops on Luzon. Some postwar sources have erroneously called this vehicle the Type 38 or Model 98.

† Availability is NA except vs U.S. on Luzon.



14. Type 1 HO-KI Armored Troop-Vehicle: The HO-KI was developed in 1941 to provide a vehicle that would enable infantry to accompany tanks in combat. It could also be used as an artillery prime mover. It was apparently first issued overseas at the beginning of 1944 when some were allotted to the 2nd Tank Division in Manchuria. A few months later that division was transferred to the Philippines, where afterwards some HO-KI were encountered by U.S. troops. Whether it was used there as an APC or prime mover remains unclear.

† Availability is NA except vs U.S. in the Philippines.



15. Type 98 SHI-KE 4-ton Tractor: This unarmored, full-tracked prime mover had an air-cooled gasoline engine, and was used primarily for towing the Machine-Moved version of the Type 90 75mm Field Gun. It was developed in 1938 to replace the Type 94 4-ton YO-KE. The latter, which appeared in 1934, was quite similar to the SHI-KE aside from a different suspension. The two are equivalent in game terms, and this piece represents both.

† RF is 1.4 prior to 1945 and 1.3 in 1945.



16. Type 92 I-KE 5-ton Tractor: The Japanese produced a variety of unarmored, full-tracked prime movers for their medium and heavy artillery. The Type 92 I-KE, developed in 1932, had a water-cooled gasoline engine and was used for towing the 105mm field gun. About 1938 a new version with an air-cooled diesel engine entered production. This was designated the Type 92B and the original model was renamed the Type 92A. The game piece also represents two other prime movers whose characteristics are similar to those of the I-KE: the Type 92 NI-KU 8-ton tractor, which appeared in A and B versions like the I-KE but was used for towing the 150mm howitzer; and the 6-ton Type 98 RO-KE, which towed the 105mm howitzer, 105mm gun or 150mm howitzer.



17. Type 95 Small Personnel-Vehicle: This 4×4 car was the Japanese equivalent of the Jeep, and in fact predated the latter by about five years. It was also known as the “Black Medal”, and had an air-cooled V2 gasoline engine. About 4,800 (inclusive of several variants) were built by Kurogane between 1935 and 1940 when production ceased due to changing military priorities. After the war some were used by the French in Indo-China.

† The Type 95 has Low Ground Pressure (D1.51). Moreover, when it is bogged, one (only) CX squad (even a Prisoner—but not a Guard) on foot expending ≥ four MF in the vehicle’s Location (and declared to be assisting its unbogging) thereby allows the owning player to subtract two (one per crew or HS) from the colored dr of its immediately subsequent Unbogging DR.



18. Type 94 & Type 97 Trucks: In 1925-27 Ford, Chrysler and GM set up manufacturing plants in Japan, and rapidly came to dominate that nation’s domestic and military automotive scene. In fact, the IJA was forced to use quantities of American cars and trucks in its invasion of Manchuria in 1931. As the 1930s progressed, the Japanese government began the establishment of a strong domestic motor industry while at the same time passing a series of ever more restrictive laws regarding the production of foreign vehicles. As a result, by 1939 the U.S. manufacturers were forced out altogether and their facilities were taken over by the rapidly growing Japanese companies.

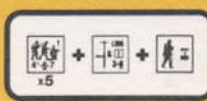
In 1931 the IJA purchased several British and Czech 6×4 trucks which it turned over to domestic firms with the order to study the basic designs and develop their own version. This led to the Isuzu Type 94, which became the most widely used tactical truck of the IJA. It was produced in two main versions: the 94A with a gasoline engine and the diesel-powered 94B. Both are equivalent in game terms. One variant of the Type 94 was used as an artillery prime mover.

The Type 97, also known as the Nissan 80, was a 4×2 truck patterned after an American design. The game piece also represents its successor and militarized version, the Nissan 180, which continued in production after the war.

Japanese infantry only occasionally rode to war. The IJA never had a plentiful supply of trucks, and most of those it possessed were assigned to independent transport regiments which were generally reserved for logistics work.

JAPANESE MULTI-APPLICABLE VEHICLE NOTES

- A. The MA and all MG have B11. This is signified by “B11” in red on the counter (**bold** in the Vehicle Listing).
- B. sD becomes available in 1941 or 1944—as signified by the superscript “+” or “++” respectively.
- C. This tank has no radio in scenarios set prior to 1945 (see D14). As of 1945 it is radio-equipped.



Ordnance 1

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JAPANESE ORDNANCE NOTES

[For the sake of brevity, the following abbreviations are used herein: IJA Imperial Japanese Army; IJN Imperial Japanese Navy; IMB Independent Mixed Brigade; IMR Independent Mixed Regiment; SNLF Special Naval Landing Force. Also note that, as used herein, the name "China" includes Manchuria (Manchukuo), where Japanese and Russians fought each other in 7-8/38, 5-9/39 and 8/45.]

1. Type 89 Heavy Grenade Launcher: The Type 89 "knee mortar" was developed to provide the infantry with an indirect-fire capability at ranges out to 600m (the minimum range of the Year-11 Type 70mm mortar). Adopted in 1929, it replaced the older and much shorter-ranged Year-10 Type light grenade launcher. The Type 89 was unusual in having a rifled barrel and being trigger-fired, and unique in that range alteration was accomplished by turning a knob to move the firing pin up or down inside the barrel. Its projectiles included standard infantry HE and WP grenades (to which a finned propellant container would first be attached), and unfinned smoke and HE shells. Since a soldier could carry the dismantled mortar strapped to his leg, the Japanese sometimes referred to it as the "leg mortar". However, a translation of this term as "knee mortar" led some Allied troops to believe

it was meant to be fired with its curved baseplate resting on one's thigh—a notion that led to a number of shattered femurs. Initially, two Type 89 mortars were authorized per rifle platoon; about 1940 this allotment was increased to three (or in some cases four). One was also authorized in the infantry battalion headquarters. The Type 89 was used by both IJA and SNLF troops.

† The following special rules apply to the use of HE/SMOKE:

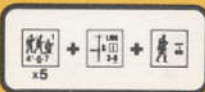
- When firing HE at a range of \leq two hexes, the ROF is lowered to "1" for that shot and Air Bursts are NA.
- WP can be fired only at a range of 1-5 hexes, reduces the ROF to "1" for that shot, is considered Dispersed even when fired in the PFP, and Air Bursts are NA.
- Smoke can be fired only at a range of 3-10 hexes.



2. Year-11 Type Curved-Fire Infantry Gun: This mortar dated from 1922. It comprised a large, metal-reinforced wooden baseplate to which were attached the barrel, traversing gear and elevating screw. Unlike most medium mortars it had no bipod, its barrel was rifled and it fired unfinned projectiles. To facilitate rapid movement it could

JAPANESE ORDNANCE LISTING

#	Name	Type	CSize	ROF (IFE)	B#	Range	M#	TSize	Dates	Special	BPV	RF	Notes
10	Type 89 Heavy Grenade-Launcher	MTR	50*	2†		1-16†	—	—	30-45	4PP, s7†, WP6†, IR	—	—	1†
2	Year-11 Type Curved-Fire Infantry Gun	MTR	70*	2		15-39	12	+1	22-45†	NT, QSU, WP5, 5PP dm†	22	1.0-1.6†	2†,A,B†
4	Type 97 Curved-Fire Infantry Gun	MTR	81*	3		3-75	11	+1	38-45	NT, QSU, WP5	32	1.6-1.1†	3†,A
4	Type 97 Light Close-Attack Gun	MTR	90*	3		14-95	10	+1	35-45†	NT, QSU, WP5, 5PP dm†	28	1.5-1.2†	4†,A,B†
2	Type 97 Medium Close-Attack Gun	MTR	150*	1		16-106	8	0	34-45†	NT, Towing NA†	21	1.6-1.4†	5†,A,C†
3	Type 97 Automatic Gun	ATR	20L	1	12†	12	—	—	38-45	5PP, crew†	17	1.1-1.4†	6†,A
4	Type 94 Rapid-Fire Gun	AT	37L	3		167	12	+1	35-45†	NT, QSU, h-d	31	1.3-1.0†	7†,A
4	Type 1 Machine-Moved Gun	AT	47L	3		191	11	+1	43-45†	NT, QSU	34	1.6-1.1†	8†
3	Year-11 Type Flat-Trajectory Infantry Gun	INF	37*	3		125	—	—	22-45†	5PP (3PP dm), crewed†	30	1.0-1.6†	9†,A
4	Type 92 Infantry Gun	INF	70*	1		(3)†-70	12	+1	33-45	NT, QSU, AP5, WP5, H6†, h-d	33	1.0-1.3†	10†,A
4	Year-41 Type Mountain Gun	INF	75*	1		158	10	+1	09-45	NT, QSU, WP7, H6††, h-d	34	1.3-1.1†	11†,A
4	Year-38 Type Field Gun (Improved)	ART	75*	1		265	9	0	16-45	NT, QSU, WP6, h-d, "12" AP TK#†	33	1.2†	12†
4	Type 90 Field Gun	ART	75	1	11	350	9	0	30-45†	NT, QSU, WP6	36	1.3-1.6†	13†
2	Type 91 10cm Field Howitzer	ART	105	1		270	8	0	31-45	NT	39	1.4†	14†
2	Type 92 10cm Cannon	ART	105L	1	11	455	5	-1	32-45	NT, AP5, WP5	32	1.6†	15†
2	Year-38 Type 12cm Howitzer	ART	120*		11	141	8	0	07-45	NT, AP5, h-d	34	1.5-1.6†	16†
2	Year-3 Type 14cm Naval Seacoast Gun	ART	140L			425	-†	-1	7/43-7/45	T, NM†	64	1.6-1.4†	17†,D†,E
2	Year-4 Type 15cm Howitzer	ART	150*		11	245	5	-1	16-45	NT, AP5, WP5, Towing risk†	42	1.5†	18†
2	Type 96 15cm Howitzer	ART	150			297	4	-1	36-7/45	NT, AP5, WP5	45	1.6-1.3†	19†,E
3	Type 93 Twin-Mount High-Angle Machine Gun	AA	12.7	3 (12)		†	7	+1	34-45	T, 2 TK DR†, Towing NA†	34	1.4-1.1†	20†,A,C†,E
4	Type 98 High-Angle Machine Cannon	AA	20L	3 (4)		158	11	+1	39-45	T, LF, [NT, 20†, 2 ROF]	31	1.6-1.2†	21†,A
4	Type 96 Naval High-Angle Machine Cannon	AA	25LL	3 (6)		169	-†	+1	44-45†	T, NM†	29	1.6-1.1†	22†,D†,E
4	Type 96 Twin-Mount Naval High-Angle Machine Cannon	AA	25LL	3 (12)		169	-†	+1	44-45†	T, NM†, 2 TK DR†	37	1.5-1.0†	22†,D†,E
2	Type 96 Triple-Mount Naval High-Angle Machine Cannon	AA	25LL	3 (16)		169	-†	+1	44-45†	T, NM†, 3 TK DR†	43	1.6-1.1†	22†,D†,E
4	Type 88 7.5cm Mobile Field High-Angle Gun	AA	75	2		345	6	-1	28-45	T	41	1.4-1.1†	23†,E
2	Year-10 Type 12cm Naval High-Angle Gun	AA	120L	1		388	-†	-1	7/43-7/45†	T, NM†	63	1.6-1.2†	24†,D†,E



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be carried on two poles which fit under hooks on the sides of the baseplate. Two 70mm mortars were authorized in the infantry-gun company of infantry battalions; however, in the 1930s they were gradually replaced by Type 92 70mm infantry guns. By 1942 few 70mm mortars remained in frontline service.

† Dates and RF for use in China are 1937-41 (1.3), 1942-43 (1.4), and 1944-45 (1.5) [EXC: vs Russians they are 1938 (1.0), 1939 (1.5), and 8/45 (1.6)]. For use elsewhere they are 1941-42 (1.5) and 1943-45 (1.6).



3. *Type 97 Curved-Fire Infantry Gun:* This was a licensed copy of the famed Stokes-Brandt mortar, and as such was almost identical to the U.S. 81mm mortar; in fact, the light HE rounds of either weapon could be fired from the other. The Type 97 was generally used in non-divisional mortar battalions and independent mortar companies, though at times it could also be found in the infantry-gun company of the infantry battalion (in lieu of 70mm infantry guns). Toward the end of the war, some IMB contained an 81mm mortar platoon in each of its independent infantry battalions and/or one or two companies of 81s as brigade artillery. An 81mm mortar platoon contained four mortars, and a company comprised 2-3 such platoons.

† RF is 1.6 for 1938, 1.5 for 1939, 1.4 for 1940, 1.3 for 1941-43, 1.2 for 1944, and 1.1 for 1945. Use vs Russians is NA in 1938-39.



4. *Type 97 Light Close-Attack Gun:* During the Manchurian Incident of 1931 the IJA found their 70mm mortars outclassed by the French-built 81mm mortars used by the Chinese. Noting that many nations were adopting this French weapon, the Japanese secretly developed a more powerful, longer-ranged mortar. This was the Type 94 90mm Light Close-Attack Gun which was adopted in 1934. However, due to having two heavy recoil cylinders which greatly increased its weight, this model was only a partial success. The recoil cylinders turned out to be unnecessary anyway, so in 1937 the IJA adopted the Type 97 which was nearly identical to the Type 94 aside from the absence of the recoil cylinders. As the Type 97 supplanted the Type 94 the latter was relegated to largely static roles. 90mm mortars were employed in the same ways as 81s but were more often found in non-divisional mortar units. Both 90mm types were normally carried in special wagons or on pack animals.

† Dates and RF for use in China are 1937-39 (1.4) and 1940-45 (1.3) [EXC: use is NA vs Russians in 1938-39]. For use elsewhere they are 1941-42 (1.5), 1943 (1.4), 1944 (1.3), and 1945 (1.2).



5. *Type 97 Medium Close-Attack Gun:* This was the largest-caliber Japanese mortar of conventional design. It was used mainly in non-divisional medium mortar battalions. By 1945 some IMB included one or two companies of 150mm mortars as all or part of their "heavy artillery". 150mm mortars were sometimes used as coast defense weapons as well. A platoon comprised two pieces; a company, four.

† Dates and RF for use in China are 1937-39 (1.5) and 1940-45 (1.4) [EXC: use is NA vs Russians in 1938-39]. For use elsewhere they are 1941-43 (1.6), 1-8/44 (1.5), and 9/44-45 (1.4).



6. *Type 97 Automatic Gun:* This ATR was developed in 1937 to provide the infantry with a light-weight AT weapon. As originally designed it fired only full automatic, but later many were modified to fire semi-automatic also/only. It weighed 150 lbs. including its carrying poles and small gunshield, and was normally carried by four men using two handlebar-shaped poles. The Type 97 was apparently not built in large numbers for it was encountered infrequently by the Allies. Occasionally it was used for beach defense. When available it was issued to the infantry battalion's MG company or infantry-gun company, or to the regimental AT company. In many IMB, a platoon of two was authorized per rifle company.

† This ATR requires a friendly crew in order to be fired with no B# penalty; G1.611. Its BPV includes a crew as per H1.3.

† RF is 1.4 for 1938-39 [EXC: 1.1 vs Russians in 1938], 1.3 for 1940-43, and 1.4 for 1944-45.



7. *Type 94 Rapid-Fire Gun:* This gun was used for infantry support and AT defense. It was small and light, and could be dismantled for man- or animal-pack transport, but was not designed to be towed by a vehicle. In most infantry divisions, a company of 4-6 Type 94 was allotted to each infantry regiment, and another platoon was sometimes present in the divisional recon unit. In IMB and IMR, the infantry-gun company authorized in each independent infantry battalion sometimes contained a platoon of Type 94. There were also a number of independent rapid-fire gun companies (with eight guns) and battalions (with twelve guns) equipped with the Type 94. Two guns formed a platoon.

Following the crushing defeat inflicted on them by Russian tanks at Nomonhan, the Japanese purchased a number of PaK 35/36 37mm AT guns from Germany; after making minor modifications they designated them Type 1 Rapid Fire Guns, but it seems that few if any of these weapons actually saw combat.

† Dates and RF for use in China are 1937-45 (1.2) [EXC: vs Russians they are 1938 (1.3), 1939 (1.0), and 8/45 (1.1)]. For use elsewhere they are 1941-45 (1.0).



8. *Type 1 Machine-Moved Gun:* The Type 1, developed in 1941, was the first Japanese gun designed specifically for the AT role. It incorporated features of both the German 37mm and Russian 45mm AT pieces, including pneumatic tires which enabled it to be towed by vehicles (hence its "Machine-Moved" designation). It entered production in 1942, by which time it was already becoming obsolete against the heavier Allied tanks. The Type 1 was authorized in the same ways as the Type 94 Rapid-Fire Gun except that few were issued to regimental AT companies, IMR or IMB. In addition, each armored division was authorized both an AT battalion equipped with eighteen Type 1 and a mobile infantry regiment in which each rifle company had a platoon of two such guns.

† Dates and RF for use in China are 1943-3/44 (1.6), 4-5/44 (1.5), 6/44-2/45 (1.6), 3-4/45 (1.5), and 5-8/45 (1.6) [EXC: 1.3 vs Russians in 8/45]. For use elsewhere they are 4/44-45 (1.3) [EXC: vs U.S. they are 7/43-5/44 (1.3), 6-12/44 (1.2) and 1-7/45 (1.1)].



9. *Year-11 Type Flat-Trajectory Infantry Gun:* This diminutive gun was a copy of the French 37mm mle 1916. After WW1 the Japanese modified it to increase its portability and rate of fire, and adopted it in 1922. In service it complemented the Year-11 Type 70mm mortar by providing direct-fire support for the infantry battalion, each of which was authorized two Year-11 Type 37mm guns in its infantry-gun company. It could be dismantled for man- or animal-packing, or could be carried fully assembled by four men using special poles which attached to its tripod. The Type 92 70mm infantry gun and Type 94 rapid-fire gun gradually relegated it to second-line and garrison use, but it remained in production until at least 1937.

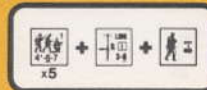
† As signified by "crew" on the counter, this weapon requires a friendly crew in order to be used without the applicable penalties of A21.11-13. Its BPV includes a crew as per H1.3.

This weapon may enter and be fired from all terrain types allowed to a HMG (e.g., an upper building level). As a SW it incurs no CA-change DRM penalty (C9.2), but is subject to the woods/building CA restrictions of A9.21. It has no Gunshield, and its portage cost while dm is 3 PP.

† Dates and RF for use in China are 1937-41 (1.3), 1942-43 (1.4), and 1944-45 (1.5) [EXC: vs Russians they are 1938 (1.0), 1939 (1.5), and 8/45 (1.6)]. For use elsewhere they are 1941-42 (1.5) and 1943-45 (1.6).



10. *Type 92 Infantry Gun:* Commonly referred to as the "battalion gun" (*daitaiho*), the Type 92 was developed to replace the Year-11 Type 70mm mortar and Year-11 Type flat-trajectory infantry gun with a single weapon capable of both direct and indirect fire. Though much heavier than the other two guns, it was still extremely light for its caliber and could be rapidly manhandled from one position to another. In addition, it could be disassembled and animal-packed, or even man-packed if necessary. Its short range was not seen as a detriment, for it was to be used right up with the forward troops. Allied intelligence spoke of its unreliability and unpopularity, but its users do not seem to have shared these opinions. Each infantry battalion was authorized a platoon of two



Ordnance 10

Type 92 in its infantry-gun company; sometimes two platoons were allotted, especially in independent infantry battalions. As originally organized, a SNLF generally had one or two Type 92 platoons; however, by 1943 they were often replaced by coast-defense/AA artillery. After WW2 the Type 92 saw further action in the Chinese civil war, and in the Korean, Indo-China and Vietnam conflicts. **ERRATA:** 70mm HEAT has a Basic To Kill number of "12".

† This Gun may also use Indirect Fire, for which purpose its range is "3-70" hexes (if using Direct Fire it has no such minimum range). All rules applicable to firing a MTR (including the possibility of Spotted Fire and of retaining Multiple ROF) apply to this Gun for Indirect Fire purposes. However, it may not use both Direct and Indirect Fire in the same phase (treating the MPh and DFPh as one). Switching from Direct to Indirect Fire or vice-versa does not cause loss of Acquisition.

† RF vs Russians in 1938 is 1.3; otherwise it is always 1.0.



11. Year-41 Type Mountain Gun: This was originally the Krupp Mod. 1908 mountain gun, which the Japanese modified to reduce weight and proceeded to license-build. It equipped mountain (i.e., pack) artillery units initially, but in 1936 was turned over to the infantry who authorized a company of four in each infantry regiment for direct-fire support (sometimes two companies were allotted). Appropriately, it came to be known simply as the "regimental gun" (*rentaiho*). As originally organized, a SNLF generally had one or two regimental gun platoons (each with two guns); however, by 1943 they were often replaced by coast-defense/AA artillery. Despite its design age, the Year-41 Type remained in production and was frequently encountered by the Allies. The game piece also represents the Type 94 Mountain Gun which, in addition to replacing the Year-41 Type in pack artillery units (which themselves were commonly used as divisional artillery), was issued to certain IMB and IMR.

† HEAT becomes available in 1944—as signified by the superscript "4+".

† RF is 1.3 for 1937, 1.2 for 1938, and 1.1 for 1939-45.



12. Year-38 Type Field Gun (Improved): After the Russo-Japanese War the Japanese imported 400 Krupp Mod. 1905 field guns, then built another 300 as the Year-38 Type. Later the guns were modified, resulting in the Improved Year-38 Type which remained the main divisional artillery piece of the IJA through the end of WW2. It also equipped independent field artillery battalions and was issued to some IMB and IMR. The game piece also represents the Type 95 Field Gun (which was adopted in 1935 to replace the Type 90 Field Gun) and the Year-41 Type Horse (i.e., cavalry) Gun. Two 75mm field guns formed a platoon, and four a company.

† This Gun's AP Basic To Kill number is "12"—as signified by "AP TK#: 12" on the counter.

† Use vs Russians is NA in 1938.



13. Type 90 Field Gun: The Type 90, based on a modern French design (the Schneider 85mm mle 1927), was the intended replacement for the Improved Year-38 Type. It was adopted in 1930 amid great secrecy, and was produced in two versions: with wooden spoked wheels for horse draft, and with pneumatic tires for vehicular towing (the latter being dubbed the "Machine-Moved" version). Once in service, however, it was found to suffer from excessive bore wear and, reputedly, recoil malfunctions. Consequently not many were built and, aside from appearing briefly during the initial advances of 1941-42, their use was confined largely to theaters like Manchuria and China where they would not be overused in heavy combat. However, the Type 90's anti-tank potential was noted as early as 1939 in combat against the Russians at Nomonhan, so later in the war some were used as AT guns, primarily against the Americans. The horse-drawn version was intended for use in divisional, and the vehicle-towed model was to be used in independent, field artillery battalions.

† Dates and RF for use in China are 1937-45 (1.3) [EXC: use vs Russians is NA in 1938]. For use elsewhere they are 41-5/42 (1.3), 6/42-44 (1.6), and 1945 (1.3) [EXC: 1.5 vs British in 1945].



14. Type 91 10cm Field Howitzer: The Type 91 was a fairly conventional howitzer, though somewhat archaic looking and extremely light-weight for its caliber and range. Adopted in 1931 and reportedly based on a French Schneider design, it was produced in both wooden-wheel and pneumatic-tire versions. It was used as the divisional medium artillery piece but was issued only to certain divisions. Some IMB and IMR employed it as well. Two Type 91 made up a platoon, and four a company.

† Use vs Russians is NA.



15. Type 92 10cm Cannon: Adopted in 1932 to replace the older Year-14 and Year-38 Type 105mm cannons, the Type 92 was a modern design with excellent range for its weight. It equipped certain field heavy-artillery regiments (*yasen juhohei rentai*), which generally used it for long-range and counterbattery fire. Two formed a platoon, and four a company.

† Use vs Russians is NA in 1938 and 8/45.



16. Year-38 Type 12cm Howitzer: Adopted in 1905, this was a modified Krupp weapon manufactured in Japan. It was issued to field heavy-artillery regiments, and despite its age was still being used in 1945 (e.g., a company of four was present on Iwo Jima). It was the only standard 120mm artillery piece used by the IJA. **ERRATA:** The 120* AP Basic To Kill number is "13".

† RF is 1.5 for 1937-42 and 1.6 thereafter [EXC: use vs Russians is NA in 1938 and 8/45].



17. Year-3 Type 14cm Naval Seacoast Gun: During WW1 these Vickers-designed 5.5" guns were the secondary armament of some battleships and the main armament of certain light cruisers, as well as being used on other types of IJN vessels. Later, many were converted to coast defense weapons and, still manned by naval personnel, employed in the defense of various Pacific islands. A company generally comprised four guns. **ERRATA:** The 140L AP Basic To Kill number is "32".

† Use is NA vs other than Americans. See also Japanese Ordnance Note E.



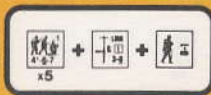
18. Year-4 Type 15cm Howitzer: Adopted in 1915 to replace the older Year-38 Type 150mm howitzer, the Year-4 Type was one of the earliest (some say the very first) artillery piece of Japanese design. It was issued as heavy artillery to certain infantry divisions, and otherwise equipped field heavy-artillery battalions and regiments. For towing it was normally broken down into two loads (a time-consuming process beyond the scope of the game); towing it as a single load was possible, but overstressed the gun's long trail and often damaged it, rendering the gun useless. **ERRATA:** The 150* AP Basic To Kill number is "17".

† While this Gun is being towed (i.e., not during the [un]hooking procedure), its owner must immediately make a dr (Δ) every time the towing vehicle has expended a whole multiple of six MF/MP [EXC: all Stop, Start and Delay MF/MP] in its current MPH. If this Original dr is a 6, the Gun becomes disabled (mark it with a Gun Disabled counter). This is signified by "Tow Disable: 6 MF/MP&dr*" on the counter. When thus disabled the Gun is still considered hooked up, but once unhooked it is immediately removed from play.

† Use vs Russians is NA.



19. Type 96 15cm Howitzer: The Type 96 was a modern, indigenously designed weapon adopted in 1936. It used the same ammunition as the Year-4 Type howitzer, but had a longer range and could be towed as a single load. Although it was the intended replace-

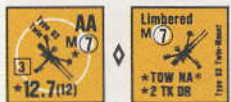


● Ordnance Note E

H

ment for the Year-4 Type, a low production priority resulted in its merely augmenting the IJA's supply of 150mm howitzers. The Type 96 was used primarily in field heavy-artillery battalions and regiments. A 150mm howitzer platoon comprised two such weapons, and two platoons formed a company.

† RF is 1.6 for 1938-39 and 1.5 thereafter [EXC: use vs Russians is NA in 1938]. See also Japanese Ordnance Note E.



20. Type 93 Twin-Mount High-Angle Machine Gun: In 1933 the IJA adopted a licensed, modified copy of the Hotchkiss mle 1930 13.2mm machine gun, designating it the Type 93. (Which is represented in the game by the Japanese .50-cal HMG SW. Its caliber was actually 13.2mm like that of its French counterpart, but is considered 12.7mm for game purposes.) Also adopted, as the Type 93 Twin-Mount High-Angle MG, was another version with two Type 93 HMG mounted side by side on a 600+ lb. tripod that incorporated traverse and elevation gears and a seat for the gunner. Neither weapon was normally organic to IJA infantry units; rather, they were issued to various independent AA companies and battalions. Both types were also used by IJN troops, with a company of ten Type 93 sometimes being organic to a SNLF. Apparently, two guns formed a platoon.

† Make two To Kill DR when using the 12.7 column of the AP To Kill Table; only one DR (firer's choice) is used. Maximum range for To Hit purposes is 16 hexes.

† RF is 1.4 for 1937-10/43 and 1.3 thereafter [EXC: use vs Russians is NA in 1938-39]. See also Japanese Ordnance Note E.



21. Type 98 High-Angle Machine Cannon: Adopted in 1938, this was the standard light AA weapon of the IJA, and was also considered a light AT gun. Aside from its carriage and special AA sights it was quite similar to the 20mm ATR; in fact, both could fire the same projectiles. Like many other Japanese weapons, it could be disassembled for animal- or even man-pack transport. Multi-barrel versions on towed and SP mounts were developed but did not see action against Allied ground forces. The Type 98 equipped field machine-cannon companies, which in all but a few cases were not organic to divisions, IMB or IMR. Such a company comprised six Type 98 machine cannons and six Type 93 AAMG. The Type 98 was sometimes referred to as the HO-KI Gun, apparently due to having been derived from a Hotchkiss design.

† When using Limbered Fire, the Barrel Length modification (C4.1) on the counter's LF side is used for To Hit purposes; the Basic To Kill number, however, is still determined using the Caliber Size and Length printed on the unlimbered side.

† Decrease RF by .1 for each year after 1939, until 1.2 is reached in 1944.



22. Type 96 Single-, Twin- & Triple-Mount Naval High-Angle Machine Cannons: These guns

were the standard light AA armament of IJN vessels. As the war went on, large numbers, still on their shipboard mountings and manned by naval personnel, were used on land to protect airfields, harbors and beaches. For beach defense they were often emplaced in bunkers positioned to bring fire on any approaching landing craft. A company of Type 96 generally comprised 4-6 mountings, with two per platoon.

† The Type 96 Twin-Mount and Type 96 Triple-Mount cannot achieve Multiple Hits (C3.8). However, when using the 25LL column of the AP To Kill Table, make two (for the Type 96 Twin-Mount only) or three (for the Type 96 Triple-Mount only) To Kill DR; only one of these DR (firer's choice) is used.

† Dates and RF for the Type 96 (single-mount) and Type 96 Triple-Mount are 1944 (1.6) and 1945 (1.5) [EXC: vs U.S. they are 1-4/44 (1.6), 5/44-1/45 (1.5), 2-3/45 (1.3), and 4-7/45 (1.6)]. Dates and RF for the Type 96 Twin-Mount are the same, but with all RF reduced by .1. See also Japanese Ordnance Note E.



23. Type 88 7.5cm Mobile Field High-Angle Gun: Reportedly a loose copy of a 1922 Vickers weapon, the Type 88 was adopted in 1928 and remained the standard mobile AA gun of the IJA through 1945. There was nothing outstanding about its design or performance, but it was available in numbers and hence was widely used, not only in the AA role but also for defense against ground attack and as a coast-defense gun. It proved to be an effective AT gun on more than one occasion. About 2500 were in service during the war. It was issued to the various types of independent/field high-angle-gun regiments, battalions and companies; and, by 1943, some SNLF also contained a company. Two guns formed a platoon, and four (sometimes 6) a company.

† RF is 1.4 for 1937-10/43 [EXC: use vs Russians is NA in 1938-39] and 1.3 thereafter. See also Japanese Ordnance Note E.



24. Year-10 Type 12cm Naval High-Angle Gun: Originally designed for use aboard destroyers and various other IJN vessels, this 4.7" gun was the most common Japanese dual-purpose AA/coast-defense weapon of > 100mm. It was still being produced in 1944, and relatively large numbers were employed both to protect airfields and on the more important Pacific islands. A company generally comprised four guns, manned by naval personnel. By 1943, some SNLF contained two companies of these guns. **ERRATA:** The 120L Basic AP To Kill number is "27".

† Dates and RF are 1944 (1.6) and 1-7/45 (1.5) [EXC: vs U.S. they are 7/43-4/44 1.6) and 5/44-7/45 (1.4)]. See also Japanese Ordnance Note E.

JAPANESE MULTI-APPLICABLE ORDNANCE NOTES

A. This weapon may be Animal-Packed (G10).

B. This weapon is equivalent to an 82mm MTR for the purposes of dismantling (A9.8), SMC usage (A15.23; A21.13), rooftops (B23.85), Passenger PP reduction (C10.13) and Rider PP (D6.2).

C. As signified by "Tow NA" on the counter, this Gun cannot be towed. However, it may be carried on a vehicle in the same manner as a 76-107mm MTR (C10.1). It is (un)loaded using normal (un)hooking procedures [EXC: the vehicle need not have a T#; ignore its T# if one is present], and reduces that PP capacity by 8 PP while loaded. Section C10 applies otherwise unchanged.

D. As may be signified by "M*" and "NM*" on the counter, this Gun must set up statically emplaced (i.e., immobile). It may be set up in a building only if that building Location is Fortified; and may not be Pushed, limbered, hooked up to, towed by or carried on a vehicle. In addition, the Japanese player may not use 1.441 to purchase a motorized-vehicle/wagon for this Gun.

E. This Gun's applicable RF may be reduced by .2 if all of the following conditions are met:

- The scenario is set in 1945 (or, for Japanese vs U.S., in any month indicated by "e" in the line for this Gun in the Japanese Ordnance Rarity Factor Chart);
- The scenario contains ocean Water Obstacle hexes (/an airfield, if the Gun is an "AA" type); and
- Japanese Ordnance Note D will apply to the Gun for all relevant purposes (even if that Note normally does not apply to it).

[A normally "mobile" Gun whose RF is thusly reduced actually represents the same (or an equivalent naval) weapon on a fixed mount employed for airfield/coast defense.]

CODE OF BUSHIDO



ASL MODULE 8

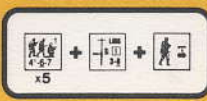
CODE OF BUSHIDO is not a complete game.
Ownership of ASL, BEYOND VALOR, YANKS
and WEST OF ALAMEIN is required.



The Avalon Hill Game Company

SUBSIDIARY OF MONARCH KELLER, INC.

CODE OF BUSHIDO IS THE AVALON HILL GAME COMPANY'S TRADEMARK
FOR ITS WWII TACTICAL WARGAME MODULE FOR THE ASL GAME SYSTEM



DYO Charts

JAPANESE ELR CHART			
thru 40	41-43	44	45
3	4	4 ¹	4 ²

¹: "3" vs Chinese.

²: "3" vs British/Chinese; "2" vs Russians.

JAPANESE ARMOR LEADER AVAILABILITY DRM		
thru 41	42-43	44-45
+2	+1	0

JAPANESE OBA AVAILABILITY CHART ¹					
YEAR	1937-38	1939-40	1941-43	1944	1945
DR: 2	150+	150+	120+	120+	150+
BPV:	109 W*	109 W*	84	84	105
3	150+	120+	150+	150+	150+†
	105	84	109 W*	109 W*	109 W*
4	120+	150+	150+	150+	150+†
	84	105	105	105	105
5	100+	100+	100+	100+	100+
	73 W	73 W	73 W	70	70
6	100+	100+	100+	100+	100+†
	70	70	70	73 W	73 W
7	70+	80+	80+	80+M	80+M
	46 W*	56	56	61	61
8	70+	70+	70+	70+	70+
	46 W*	46 W*	46 W*	46 W*	46 W*
9	70+	70+	70+	100+	100+†
	46 W*	46 W*	46 W*	70	70
10	70+	70+	100+	70+	80+M
	45 W	45 W	70	46 W*	64 W
11	70+	70+	70+	80+M	70+
	45 W	45 W	45 W	64 W	45 W
12	70+	80+	80+	70+	120+†
	45 W	59 W	59 W	45 W	84
MAX. BPV:	109	109	109	109	109

M: Battalion mortar OBA (C1.22).

W: Can fire WP but not Smoke.

*: Can fire IR (E1.93).

†: Vs Russians, treat as "70+" (BPV: 45 W).

JAPANESE LEADER EXCHANGE TABLE [△]	
DR	New Leader
2-3	10-2
4-5	10-1
6	10-0
7-8	9-1
9-10	9-0
11	None
12	8+1*

*: Replaces 9-0 (or any other leader, if no 9-0 present).

JAPANESE SW ALLOTMENT CHART ¹							
	LMG	MMG ²	HMG ²	.50-cal HMG ²	LT. MTR	FT ³	DC
thru 40	8	14	18	26	9	4	1 ³
41-6/42	5	12	17	24	4	4	1 ³
7/42-6/43	5	12	17	23	4	4	1 ³
7/43-6/44	5	11	16	22	4	5	1 ³ /7 ⁴
7/44-45	5	10	15	20	5	5	1 ³ /6 ⁴
# In Game	12	6	5	3	10	3	10

¹: SW allotted according to Equivalent number of squads.

²: Each such MG received comes with a 2-2-8 crew to man it, just as if it were a Gun (1.212; 1.3).

³: Allotted according to Equivalent number of Assault Engineers; see 1.22.

⁴: Allotted according to Equivalent number of all squads (including Assault Engineers). DC thus received are in addition to any allotted to Assault Engineers.

H

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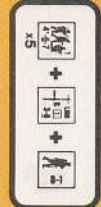
JAPANESE ORDNANCE RARITY FACTOR CHART

.9
 1.0
 1.1
 1.2
 1.3
 1.4
 1.5
 1.6

NAME	1941				1942												1943												1944												1945												NAME
	37	38	39	40																																																	
					J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A					
Yr.-11 Type Curved Fire Inf. Gun [China*] [*vs Russians]																																																					Yr.-11 Type Curved Fire Inf. Gun [China*] [*vs Russians]
Type 97 Curved-Fire Inf. Gun		a	a																																																		Type 97 Curved-Fire Inf. Gun
Type 97 Light Close-Attack Gun [China]		a	a																																																		Type 97 Light Close-Attack Gun [China]
Type 97 Med. Close-Attack Gun [China]		a	a																																																		Type 97 Med. Close-Attack Gun [China]
Type 97 Automatic Gun		b																																																			Type 97 Automatic Gun
Type 94 Rapid-Fire Gun [China*] [*vs Russians]																																																					Type 94 Rapid-Fire Gun [China*] [*vs Russians]
Type 1 Machine-Moved Gun [China] [vs U.S.]																																																					Type 1 Machine-Moved Gun [China] [vs U.S.]
Yr.-11 Type Flat-Traj. Inf. Gun [China*] [*vs Russians]																																																					Yr.-11 Type Flat-Traj. Inf. Gun [China*] [*vs Russians]
Type 92 Infantry Gun		c																																																			Type 92 Infantry Gun
Yr.-41 Type Mountain Gun																																																					Yr.-41 Type Mountain Gun
Yr.-38 Type Field Gun (Improved)		a																																																			Yr.-38 Type Field Gun (Improved)
Type 90 Field Gun [China*] [*vs Russians]																																																					Type 90 Field Gun [China*] [*vs Russians]
Type 91 10cm Field Howitzer		a	a																																																		Type 91 10cm Field Howitzer
Type 92 10cm Cannon		a																																																			Type 92 10cm Cannon
Yr.-38 Type 12cm Howitzer		a																																																			Yr.-38 Type 12cm Howitzer
Yr.-3 Type 14cm Sea. Gun [vs U.S.]																																																					Yr.-3 Type 14cm Sea. Gun [vs U.S.]
Yr.-4 Type 15cm Howitzer		a	a																																																		Yr.-4 Type 15cm Howitzer
Type 96 15cm Howitzer		a																																																			Type 96 15cm Howitzer
Type 93 Twin High-Angle MG		a	a																																																		Type 93 Twin High-Angle MG
Type 98 H-A Machine Cannon																																																					Type 98 H-A Machine Cannon
Type 96 H-A Machine Cannon [vs U.S.]																																																					Type 96 H-A Machine Cannon [vs U.S.]
Type 96 Twin H-A Mach. Cannon [vs U.S.]																																																					Type 96 Twin H-A Mach. Cannon [vs U.S.]
Type 96 Triple H-A Mach. Cannon [vs U.S.]																																																					Type 96 Triple H-A Mach. Cannon [vs U.S.]
Type 88 7.5cm Field H-A Gun		a	a																																																		Type 88 7.5cm Field H-A Gun
Yr.-10 Type 12cm H-A Gun [vs U.S.]																																																					Yr.-10 Type 12cm H-A Gun [vs U.S.]

.9
 1.0
 1.1
 1.2
 1.3
 1.4
 1.5
 1.6

Note: "China" includes "vs Russians" for 1938-39 and 8/45, except as indicated otherwise.
 a: NA vs Russians b: 1.1 vs Russians c: 1.3 vs Russians d: 1.5 vs British e: See also Japanese Ordnance Note E





E

24. 9.2 DRIFT & 9.4 LANDING: German parachutists dropped from lower altitudes than most Western Allies and were therefore not as subject to widespread drifting, although jump-related injuries were proportionately higher. In addition, their parachutes were not equipped with "risers" with which they could maneuver somewhat while in descent. The Russians jumped from higher altitudes because their square parachutes took longer to open, and tended to drift farther as a result.

25. 9.42 INJURIES: During the Normandy landings, many paratroopers drowned in less than three feet of water due to their overloaded condition. When a trooper hit the ground he was trained to roll to absorb the impact, but in their overloaded jump gear many who landed in the flooded lowlands, like overturned turtles, could not regain their feet and thus drowned. The NTC required of all landing paratroops to avoid Deployment simulates the scattering effects of paradrrops and their increased vulnerability during their initial moments on the ground.

26. 9.7 PRE-1942 GERMAN PARADROPS: During the early war years, the German Fallschirmjäger dropped most of their weapons in separate arms canisters. Even in the attack on Crete, each paratrooper jumped carrying only a pistol with two magazines, a few grenades, and a knife. Only the squad/platoon leaders carried sub-machineguns. Four arms canisters were required in order to land the balance of a squad's weapons. This meant that sizable numbers of German paratroops dropped into action virtually unarmed until they found, unloaded, and distributed the contents of each arms canister. This was in sharp contrast to the Western Allies who in 1944 dropped so encumbered with extra weapons, ammunition, and assorted equipment that they could scarcely gain their feet from a prone position without help.

27. 12.1 BARRAGE: A Barrage was primarily a defensive type of Fire Mission, since by covering a wider area it interdicted movement better than a normal Concentration. In a Barrage, the guns were aimed so as to distribute their fire along a pre-plotted axis rather than concentrating it on a particular spot. While Concentrations could often be requested and "on the way" within minutes, the planning of Barrages took quite a bit longer; hence they were prepared well in advance along Pre-Registered lines that straddled the enemy's expected avenues of approach.

28. 12.7 CREEPING BARRAGE: The Creeping Barrage was widely used in WWI; during WWII it was held in less esteem since artillery by then had become much more flexible and accurate, but it was nevertheless used in a number of set-piece attacks. One advantage of the Creeping Barrage was that the attackers could advance behind a "curtain of fire", gaining some protection from the visibility hindrance it created. Moreover, if the attackers "leaned on" the Barrage (i.e., advanced as close behind it as possible) they were often able to close with the defenders before the latter had time to recover from the shelling. There were also several drawbacks to a Creeping Barrage, one of which was that many of the shells fell on empty ground due to the dispersion inherent in that type of fire, thus wasting much of its fire-power. Another type of Barrage was the Rolling Barrage, which was actually two separate Creeping Barrages that leapfrogged each other to hopefully catch more defenders offguard and provide extra cover for the attackers.

29. 12.71 PFPh/DFPh CORRECTING: One of the major drawbacks to the Creeping Barrage was its inflexibility. If the attackers met unexpectedly heavy resistance or were late in starting their attack, they could become so separated from the Barrage that its main benefits, (i.e., of providing cover and temporarily neutralizing the enemy), were lost. On the other hand, even if the attack was meeting lighter than expected resistance, its pace was still tied to that of the Barrage since the attackers were understandably wary of moving through it themselves. In game terms the Scenario Attacker faces the same problems. If he anticipates a fairly rapid pace of advance he should Correct his Creeping Barrage in both the PFPh and DFPh—although if he runs into a stiff defense, or if the Barrage starts too "early", it might leave his troops far behind. On the other hand, if he thinks his advance will be quite slow and the enemy will require extra "softening up", then he should Correct it only in the PFPh—but he must consider whether doing so will leave him sufficient time to fulfill his Victory Conditions, since the Barrage will restrict the speed of his advance.

30. 12.72 TIMING: Having the Creeping Barrage begin ahead of the ground attack doesn't necessarily mean that the artillery commander's watch was running fast. It can also represent the ground elements getting off to a late start due to any number of factors: arriving late at the line of departure, disorganization caused by enemy artillery fire, unexpected delays during the advance (extra-stubborn defenders in the outpost line, undiscovered minefields), etc. Such misfortunes could not usually halt the inexorable pace of the Barrage; it was not easy to make a last-minute change to the plans of a complicated artillery timetable once its wheels were in motion.

31. 12.75 SMOKE/HINDRANCE: The normal procedure during a Creeping Barrage was to fire one or two SMOKE rounds after each time that a certain predetermined number of HE rounds had been fired. This decreased the defenders' visibility (thereby aiding the attackers) while not substantially weakening the lethality of the barrage. Increasing the Creeping Barrage's inherent Hindrance DRM is a simple yet effective way to portray this.

32. 12.77 RADIO/ACCESS: Radio use is not allowed with a Creeping Barrage because this type of artillery fire took many hours—even days—to plan and prepare for. This amount of exacting preparation was not abandoned, or even altered, lightly (which is why Battery Access for a Creeping Barrage is assumed to be constant). Moreover, such planning was carried out at a high level, as was the command of the actual artillery operation, and it was not often that a mere Forward Observer

YANKS CREDITS

could convince the Brass to scrap all their hours of meticulous plotting and calculating on his word alone. A Creeping Barrage could sometimes be held up (i.e., held in place) if the infantry fell too far behind it, but this was the rare exception rather than the rule. In any case, the amount of time it might take an Observer to get through the chain of command to those at the top would generally preclude his having any effect within the timespan of a normal scenario. A Creeping Barrage always uses red FFE counters simply because LOS is irrelevant to its functioning.

33. 12.771 CONVERTING: Special arrangements were sometimes made to allow individual elements of the artillery to fire Concentrations after the Creeping Barrage had run its course. Generally these were on-call shots at pre-planned target coordinates, but for simplicity's sake in the game such OBA just reverts to normal use.

YANKS CREDITS

YANKS SCENARIOS: Rex Martin & Charles Kibler
HISTORICAL RESEARCH & DESIGN: Bob McNamara (with special thanks to Tom McKercher and Neal Schläffer)
DEVELOPMENT: Don Greenwood
COVER ART: George Parrish
GAME ART: Charles Kibler
PLAYTESTING GROUP CO-ORDINATORS: Jon Mishcon, Andrea Cantatore, Bob Medrow, John Logsdon, James Collier, Eugene Murrell, Jim Stahler, Howard Sylvester, Brian Martuzas, Chris Gammon, Gerald Fahrenthold, Michael Craighead, Dan Raisch, Mark Nixon
TYPESETTING: Colonial Composition
PREP DEPT. CO-ORDINATOR: Elaine Adkins
PRINTING: Monarch Services



CHAP. E CLARIFICATIONS

E

ASL ERRATA: Lists of scenario/counter errata are contained in the *ASL Annual*. The '89 *Annual* (\$10) and '90 *Annual* (\$12) are available while supplies last; the '91 *Annual* is scheduled for release in July 1991. Questions and answers on rules and other topics appear in the *ASL Annual* and from time to time in *The General*. Should you wish to submit questions on *ASL*, see the relevant guidelines on p.A44. No further issues of coupon-based errata rules pages are planned. Instead, any future replacement pages will be included in upcoming modules.

CHAPTER E CLARIFICATIONS

E.5 An Aerial Range of "zero" is unchanged by doubling it. Read "PBF/TPBF is NA" as "PBF/TPBF (including TH Cases E and L) is NA".

1.1 For the effects of NVR on LOS within a Factory, see O5.311.

1.11 A dr result of "Overcast" on the NVR Table does not itself invoke Overcast weather (3.5).

1.16 A pillbox is also revealed if a non-Dummy enemy ground unit enters its hex. A roadblock is also revealed if it affects (as per B29.4) the Bypass movement of a non-Dummy enemy ground unit.

1.2 SMC/SW whose setup Locations are recorded are otherwise treated as having used HIP, even though they are not restricted to being set up in Concealment Terrain.

1.2 & 1.31 Units [EXC: non-entrenched vehicles (B27.52)], SW and Guns [EXC: non-Emplaced Guns] setting up hidden at night may do so in non-Concealment Terrain, and are then considered to be in Concealment Terrain for HIP-loss purposes.

1.2 & 1.411 The HIP and Dummy allotments given in this rule are in addition to any purchased as per H1.6, and are based on the number of squad-equivalents (using squads and HS only [EXC: Japanese include crew MMC too]) in the Scenario Defender's onboard-setup OB. The number of Cloaking counters allotted by 1.411 is determined by the squad-equivalency of all MMC in the Scenario Attacker's at-start OB. In both cases, if the Scenario Attacker/Defender receives reinforcements he may determine their squad-equivalency and allot Dummy/Dummy-Cloaking counters to them in the same (i.e., in his respectively applicable) manner. (This supersedes the answer to the E1.2 question listed on page 61 of the *ASL Annual '90*.)

1.21 Making a Freedom-of-Movement dr is not a concealment-loss activity. A No Move counter cannot be removed due to being fired on by a friendly unit/FFE; however, a unit marked with a No Move counter may make a free LOS check to determine if it can see a Known enemy unit.

1.51 Bodge is *not* considered Concealment Terrain for purposes of this rule.

1.53 A Straying unit/stack also becomes TI if the next Location it must enter is part of a HE/WP FFE Blast Area and/or contains an ADJACENT Known minefield (F.7C), or if it would be subject to a Known minefield attack for exiting its present Location.

1.531 A unit/stack that wishes to move within/ADJACENT-to connecting trenches/bunkers or along a TB is exempt from making a Movement DR in the same manner as if on/ADJACENT-to a road, path, etc. A unit/stack entering from offboard in the MPh need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules (1.53-.533).

If the first AFV to move in a radioless AFV platoon Strays, the remainder of the platoon simply follows it using normal Platoon Movement.

1.54 A DM broken unit/stack wishing to rout at night may do so *only* by using Low Crawl [EXC: an Inherent crew abandoning its vehicle; see 1.54]. If marked with a No Move counter it may still Low Crawl (if otherwise able to), but must take its No Move counter with it. A unit/stack routing (i.e., using Low Crawl) at night *may* do so ADJACENT to a Known enemy unit (provided it is not moving closer to that unit).

1.55 Any FFE resolution permits the occurrence of Jitter Fire thereafter.

1.552 Jitter Fire does not bestow Freedom of Movement.

1.7 The Night LV DRM is never $> +1$, and can apply irrespective of the range to the target. If the target is behind a bodge hexside whose TEM it can claim, then the Night LV DRM does not apply.

1.8 A concealed unit that creates a Gunflash retains its "?" if it is beyond the NVR of all Good Order enemy ground units (and is not treated as being within NVR; 1.101). A Prep/First/Final Fire counter placed solely due to Spotting (C9.3), or due to the use of a radio/phone (C1.6) or an Ammo Vehicle's B# benefit (10.21), is *not* considered a Gunflash.

1.91 The resolution of an *enemy* FFE also permits the firing of starshells/IR. The "friendly unit" mentioned in the first two conditions *must* fire (or Spot/Observe for the firing of) that initial starshell/IR; e.g., the fact that that "friendly unit" meets one of those conditions does *not* allow some *other* friendly unit (who does not meet either of those conditions) to fire the initial starshell/IR.

1.921 Neither an Aerial unit nor one in a pillbox may fire a starshell.

1.922 & 1.932 The three methods listed in 1.922 are not mutually exclusive; e.g., a unit wishing to fire a starshell/IR and able to use method 2 *may* use method 3 instead.

1.931 An onboard mortar that fails its usage dr for firing an IR is treated as not yet having fired. Since OBA fires an IR in the same fashion as a SR, its FFE:1/2/C status is kept track of only for Battery Access purposes.

1.932 A mortar that malfunctions while attempting to fire a starshell still creates a Gunflash.

3.6 Unless not in play at all (e.g., as per G.1), unpaved roads still exist for Movement/Straying DR purposes (1.53-.531).

3.62 & 3.731 Mud/Deep-Snow TEM is always cumulative with other applicable TEM/Hindrance-DRM.

3.65 The presence of Height-Advantage/entrenchments does not alter the effects of Mud in Open Ground.

3.732 Note that a minefield's attack strength is also modified as per B28.3 or B28.51.

3.8 Weather is also always "Clear" for units in a building viewing/firing-at a non-Bypassing target in their own Location.

7.2 This dr is made in RPh Step 1.11A, and *must* be made until the Air Support arrives.

7.31 Recall will occur at the end of the DFPh if the Original 12 Sighting TC DR was made during that phase.

7.4 Aircraft cannot Interdict routing units.

7.421 A bomb attack vs an AFV which results in a Near Miss (thus halving its Basic TK#) is also halved on the IFT for the Specific Collateral Attack vs the AFV's Vulnerable PRC.

7.43 The principles of D5.33 still apply to changes of BU/CE status made as per this rule.

7.5 AA fire is not subject to leader direction (Δ).

8.11 German gliders become available for DY0 use in 5/40; U.S. and British gliders in 7/43.

8.21, 8.3, 9.3 & 9.43 Neither Glider/Parachute counters nor their contents can cause enemy units to lose concealment.

8.232 & 9.42 A glider/parachute always lands *beneath* any Wire counter in its hex.

9.2 Drift occurs after all ground units have completed their MPh.

9.4 Each $\frac{1}{2}$ " parachute that lands in a building hex is instead moved directly downwind to the first non-building hex it encounters.

9.42 If a parachute fails its Landing NTC, any broken units Inherent in it are still subject to the applicable effects of that NTC. If a parachute that contains one HS fails its Landing NTC, that HS is automatically moved one hex downwind.

9.7 A 5-4-8 squad in its pre-armed 2-2-8 state has no Assault/Spraying Fire or smoke grenade capabilities.

10.1-11 In some cases the pertinent Chapter H Vehicle Note will specify the exact Ammo Vehicle to be used.

10.2 An armed vehicle receiving the B# benefit of an Ammo Vehicle still suffers Special Ammunition Depletion (C8.9) in the normal manner.

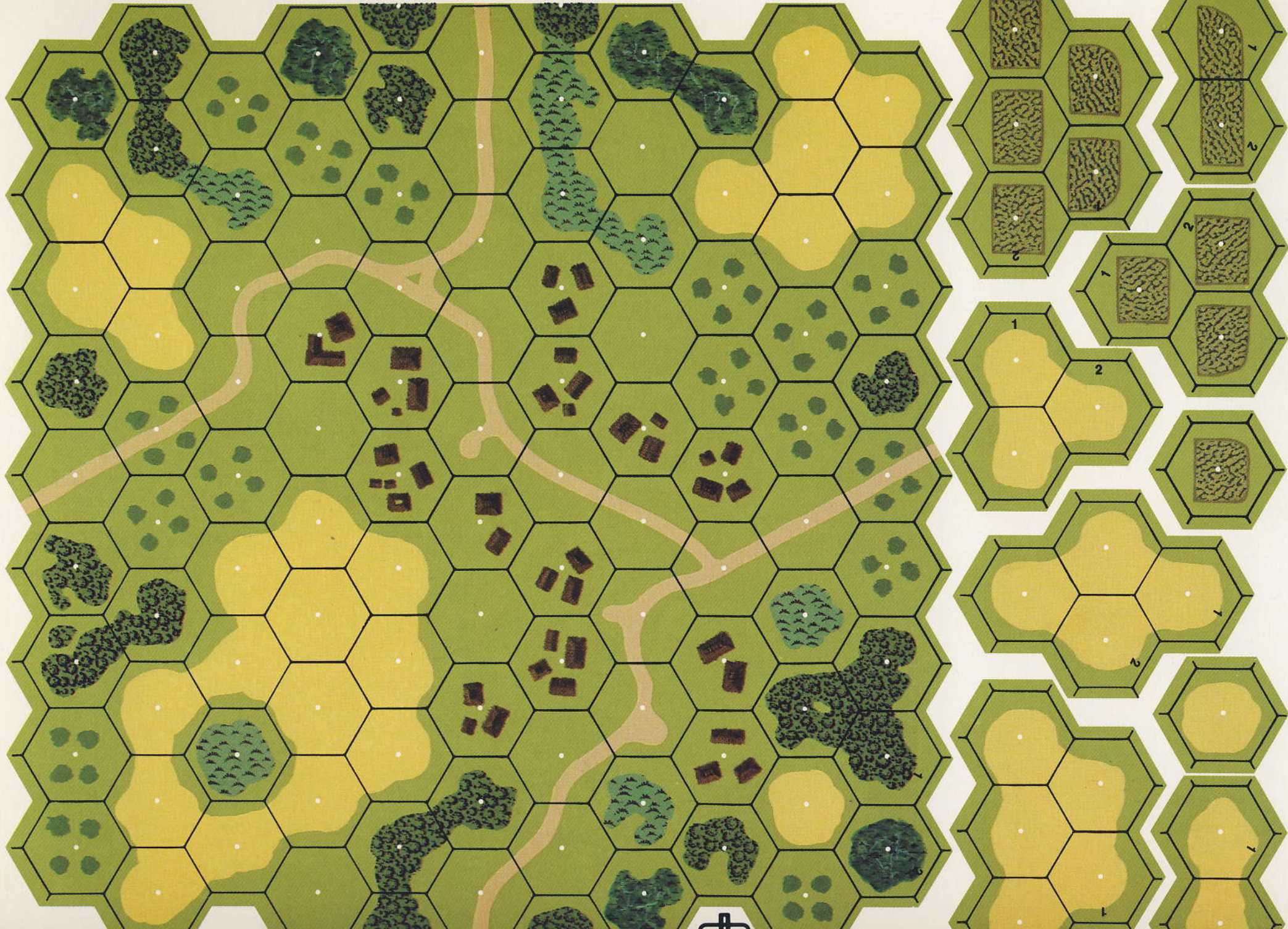
11.21 Bog too can cause a Gap.

11.251 Read "it" at the beginning of condition #1 as "it/its-PRC".

11.52 A Column may use neither Human Wave nor Dash movement.

11.53 A sniper attack vs a Column unit causes that Column to Disband.

NOTE: Before cutting out any of these overlays, see G.9A



G2

G5

G1

G4

1

RP1

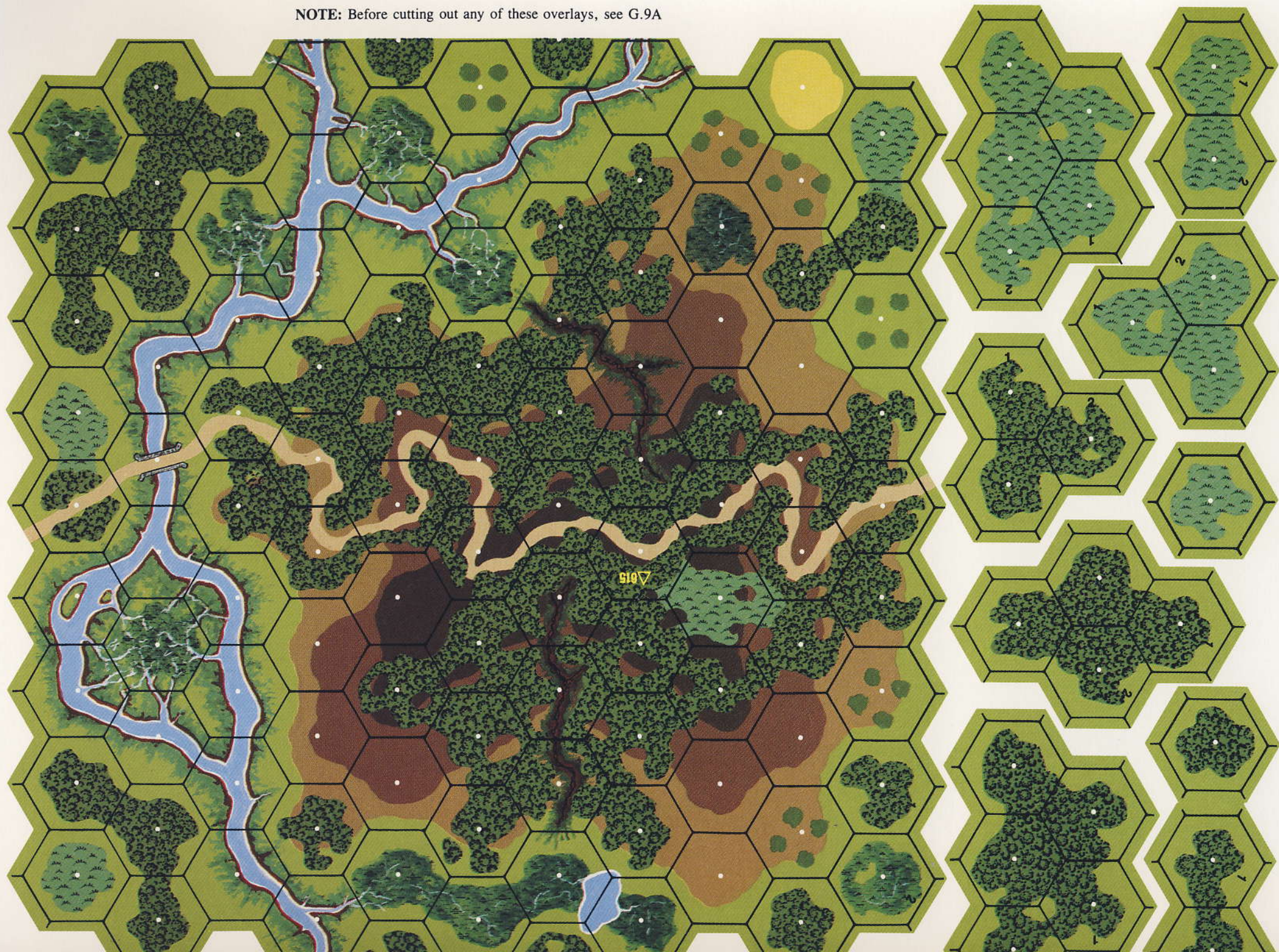
G3

RP3

RP5

RP2

NOTE: Before cutting out any of these overlays, see G.9A



Wd2

Wd5

Wd1

Wd4

B1

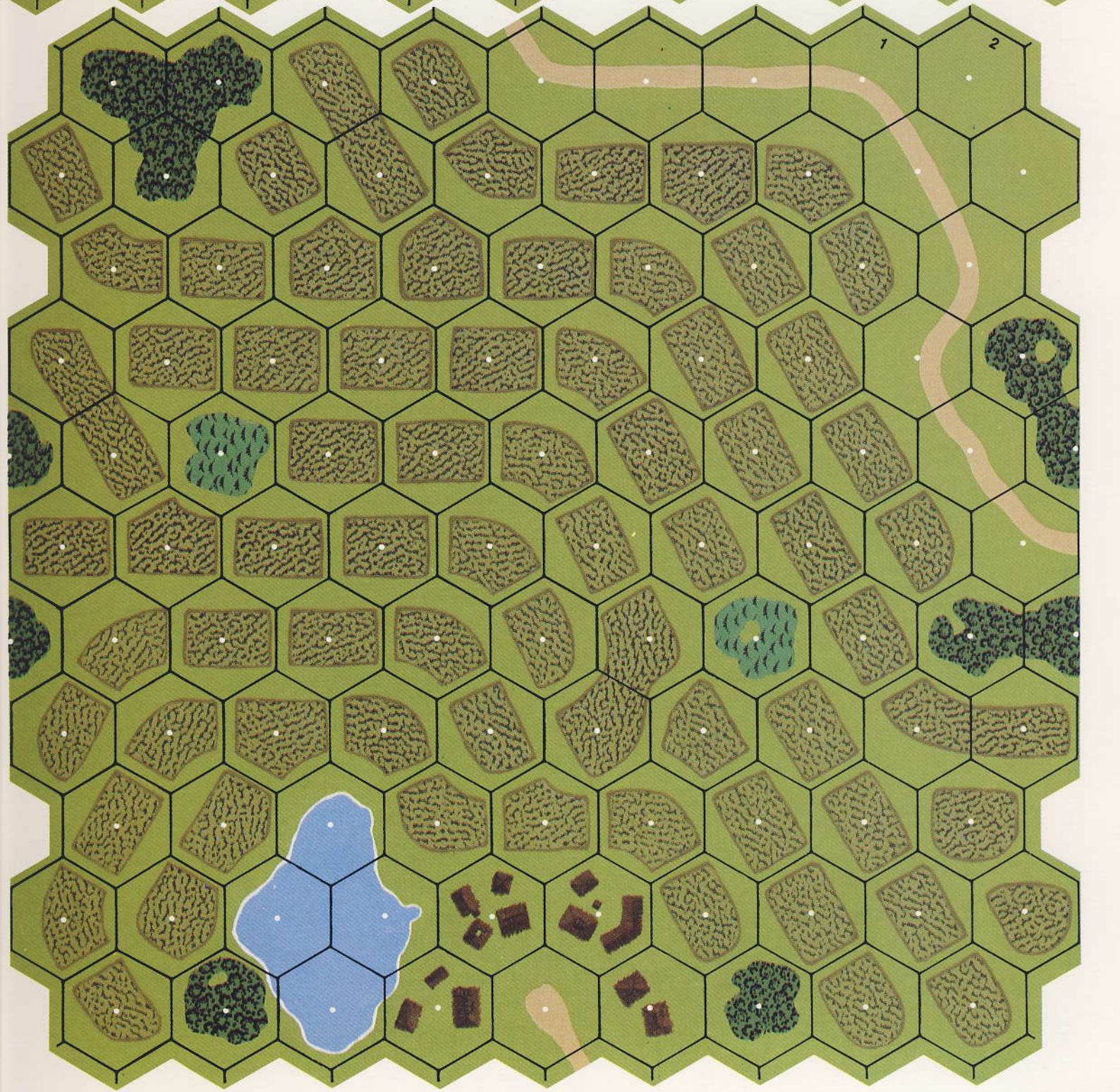
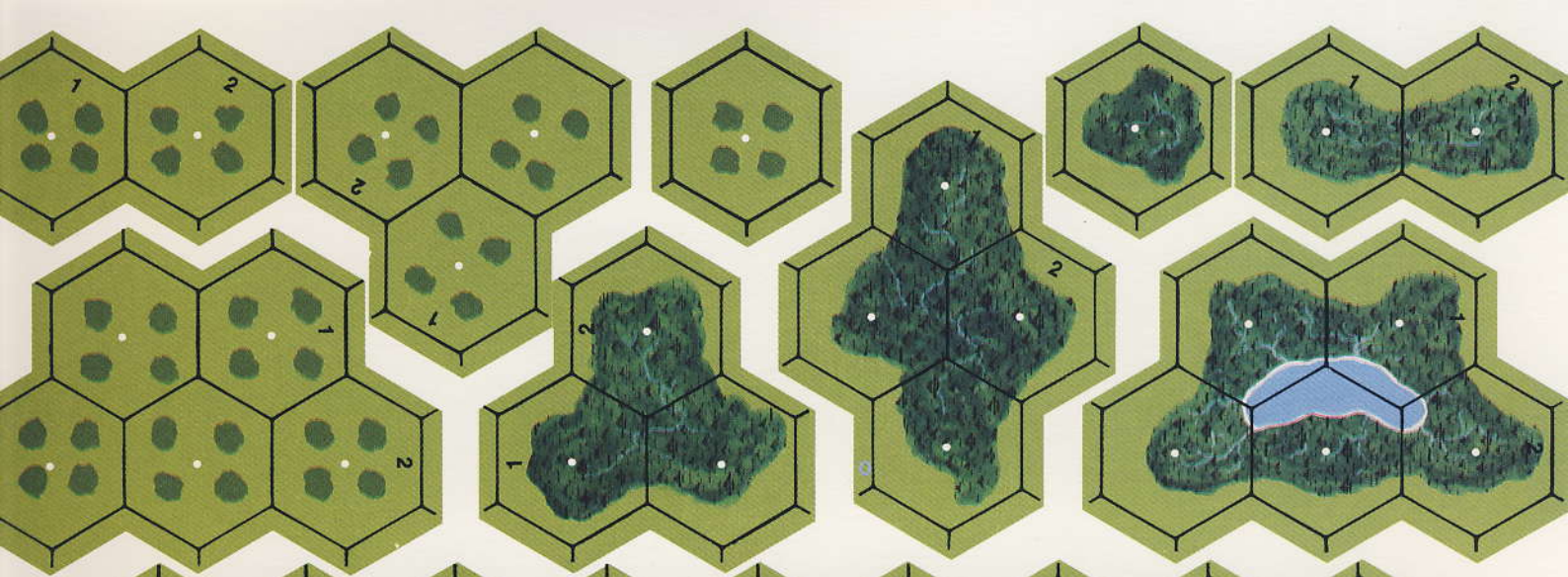
Wd3

B3

B5

B2

2



M2

M5

M1

M4

3

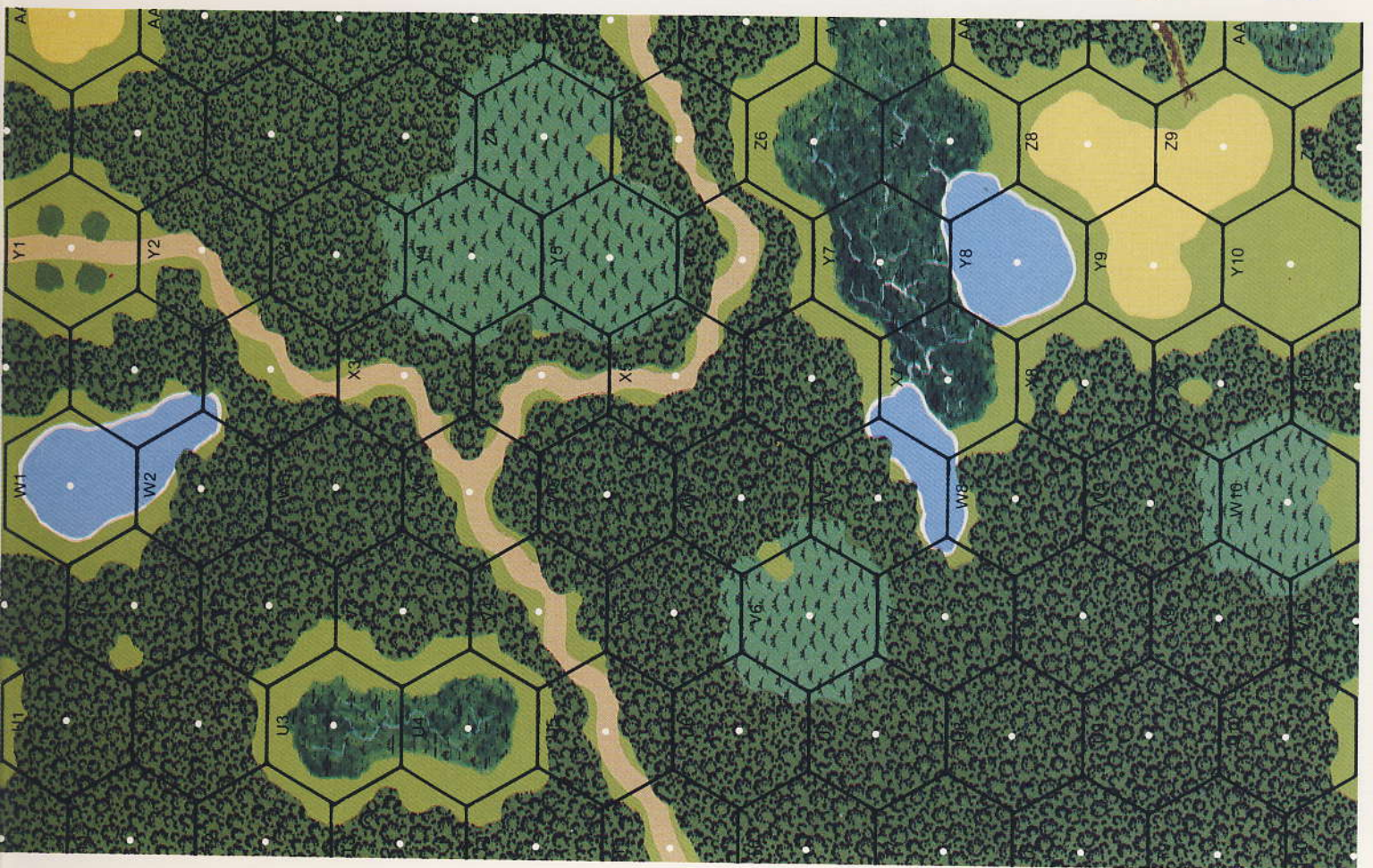
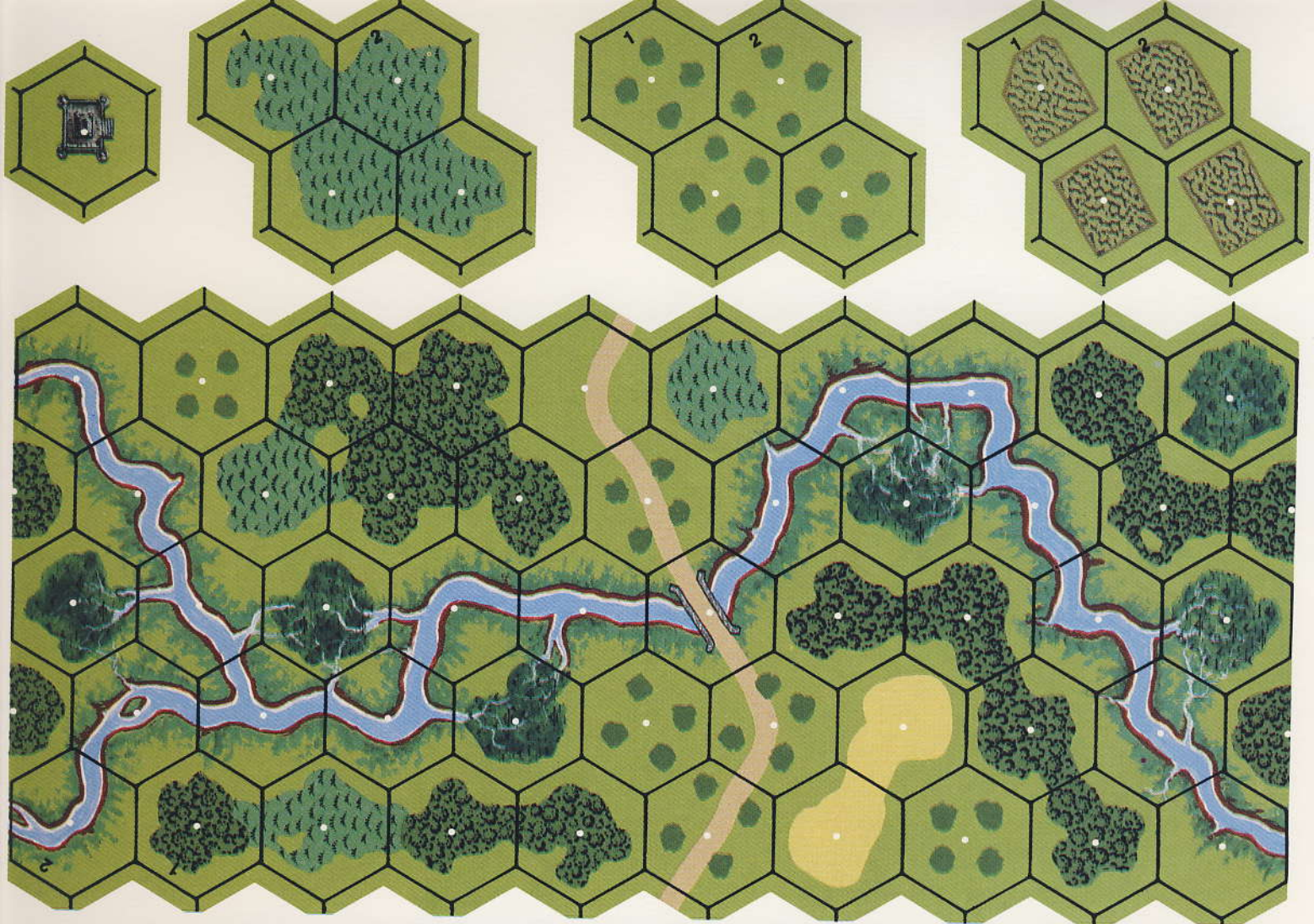
O1

M3

O3

O5

O2



RP4

O4

B4

X6

5

4



ASL SCENARIO 59



6 miles north of MUTANCHIANG, MANCHUKUO, 13 August 1945: The surprise Soviet blitzkrieg across the eastern border of Manchukuo did not necessarily seal the fate of the defending Japanese 5th Army. What ultimately decided the issue was the battle for the ancient and strategically located city of Mutanchiang. Important to its quick capture was a great railroad bridge spanning the Mutan River north of the city. At 0500 on August 13th, Lt.-Col. G. S. Anishchik's 257th Tank Brigade and attached SP guns, the point unit of the 1st Red Banner Army, roared into and seized Hualin just over a mile northeast of the bridge. But, with four days of fighting and continuous travel over arduous terrain having reduced his 65 T-34s to only 19, Anishchik wondered whether his depleted and weary outfit could capture and hold the span. Nevertheless, under orders to maintain the advance with all speed, he decided to send a reinforced tank company down the road in hopes of achieving a second *coup de main* that day.

BOARD CONFIGURATION:

(Hexrows Q-GG on board 2 and A-Q on board 18 are unplayable)



VICTORY CONDITIONS: The Russians win immediately when they either have Exited ≥ 47 VP off the west/south edge(s) on/between 18FF0 and 2P6, or have amassed ≥ 22 Casualty VP. Every two Casualty VP amassed by the Japanese adds *one* to the needed Russian *Casualty (only)* VP total.

BALANCE:

★ Delete the first sentence in SSR 3.

● Change the initially needed Russian Exit and Casualty VP totals to "50" and "25" respectively.

TURN RECORD CHART

● JAPANESE Sets Up First [160]	★ 1	2	3	4	5	6	7	8	9	10	END
★ RUSSIAN Moves First [119]											

Elements of the 370th Infantry Regiment, 135th Infantry Division [ELR: 2] set up on/south-of hexrows 16X and 17J; see SSR 3: {SAN: 4}



2 3-4-7	2-2-8	10-1	10-0	8-1	2 4-11	1 2-6	2 50*(1-16)*	30-1	?	7 morale	11	5 Mine
13	3				2	3	6	10		18 factors	5 factors	
75*	5 OVR, OBA: +4 Other: +2	OVR, OBA: +4 Other: +2	1+3+5									
2	9	5										

Reinforced elements of the 257th Tank Brigade [ELR: 4] enter on Turn 1 on 17GG5 (see SSR 4): {SAN: 2}



6-2-8	4-5-8	9-2	8-0	9-1	16 11 6 76L 2/4	16 4 1 76L
9					10	2

SPECIAL RULES:

- EC are Wet, with no wind at start. All grain is marsh. The only road that exists is the one running 17GG5-1611-16N4-18Y1. The bridge in 18R5 does not exist. The normal road rate/bonus is NA.
- A-P mines may not be exchanged for A-T mines.
- \leq three Japanese squads (and all SW/SMC [EXC: DC Hero; G1.424] that stack with them) may use HIP. The Japanese may use MOL, but may make MOL Check dr only vs AFV.
- All Russian AFV must enter in one Convoy (E11.1), with all Personnel as Riders. The Convoy *road* movement rate is one—not two—MP per hex, whether BU or CE. Until some Convoy unit has a LOS to a *Known* enemy unit or is attacked in any way, no AFV may expend a Stop MP, no Rider may Bail Out voluntarily, and the Russian player may conduct no activity that will result in a Rider having to Bail Out.
- The 4-5-8 is a Sapper squad (B28.8).

AFTERMATH: The bridge was defended by the "Takikawa" Battalion, whose main position lay in the heights just east of where the road crossed the river. As the T-34s rolled down the road toward the bridge, Major Takikawa gave the order—and a tremendous explosion dropped the bridge into the water. Simultaneously, Japanese ordnance, machine guns and soldiers in camouflaged foxholes opened fire, throwing the tank column and its riders into momentary confusion. And from other foxholes rose up his tank-hunter volunteers—*Smertniki* as the Russians called them—stooping under heavy loads of explosives as they charged the tanks. Bursts of submachine gun and tank MG fire mowed them down, but some got through to deliver their deadly load. Mines were discovered in the road, but the Russian sappers called forward to clear them were pinned down by vicious fire. Finally Anishchik ordered a retreat back to Hualin. Two hours later he renewed the attack, but with no greater success. By 1800 hours his tank strength had been reduced to seven, forcing him to fall back again, this time even beyond Hualin. Not until the next afternoon would the decimated 257th, reinforced by two SU-76 battalions detached from their rifle divisions and rushed forward to his aid, drive back the remnants of Takikawa's force.

ON THE KOKODA TRAIL



ASL SCENARIO 60



VICTORY CONDITIONS: The Japanese win if at the end of any Game Turn there are ≥ 23 points of Good Order Japanese units on whole hexes of board 34 on/between hexrows oT and oDD.

DENIKI, PAPUA NEW GUINEA, 9 August 1942: The Japanese held the north coast of eastern New Guinea; the Australians under Gen. MacArthur, the south. Between them loomed the rugged Owen Stanley mountain range, across which ran the Kokoda Trail from Port Moresby to Buna, forming the only practical north-south route on that end of the island. As Yokoyama Force pushed southward along the trail, the Allies' Maroubra Force strove to halt or at least delay it. The first clash came on July 23rd at Awala, where Papuan reconnaissance troops and an accompanying platoon of Australian militiamen were thrown back. After fighting a series of delaying actions, by early August the scattered elements of Maroubra Force had been forced back to prepared positions at Deniki, four miles south of Kokoda. There, having lost most of its native troops who had "gone bush", it was joined by the remainder of the militia battalion, thus uniting Maroubra Force for the first time. A three-company counterattack was then launched which recaptured Kokoda and its vital airfield—but this success proved short-lived when on the next day the Japanese assaulted Deniki.

BOARD CONFIGURATION:

BALANCE:

- Allied reinforcements enter on Turn 6.
- ⊙ One additional Allied squad (and all SW/SMC stacked with it) may use HIP.



37	34
Wd4	1

TURN RECORD CHART

⊙ ALLIED Sets Up First (see SSR 3) [121]	● 1	2	3	4	5	⊙ 6	7	8	END
● JAPANESE Moves First [298]									

Elements of B and C Companies, 39th Battalion, and of the Papuan Constabulary [ELR: 3] set up on board 34 on/between hexrows L and P, and on board 37 on/south-of the diagonal hexrow 37L0-37FF10: {SAN: 3}

E 6 ² -4-8	1 4 ² -5-7	2 4-4-7	3-3-7	E 2-4-8	9-2	8-1	8-0	2 4-12	1 2-7	2 5 2-1	?	5 OVR. OBA: +4 Other: +2
2	5	4	3					3	2	16	15	

D Company, 39th Battalion, and elements of the 1st Papuan Infantry Battalion enter on Turn 5 on/between hexes 34T0 and 34DD0:

E 6 ² -4-8	1 4 ² -5-7	3-3-7	2-4-7	9-1	1 2-7	2 5 2-1
5						

Elements of the 1st Battalion, 144th Infantry Regiment [ELR: 4] enter on Turn 1 in three groups (see SSR 3), with the elements of each group entering on/adjacent-to its recorded entry hex: {SAN: 5}

E 4 ² -4-8	1 4 ¹ -4-7	2-2-8	10-1	10-0	9-1	9-0	8-0	2 2-7	1 2-6	2 5 2-1
6	14	2						2	6	6

SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect.
2. Place Overlay 1 on 34DD8-DD9 and Wd4 on 37X8-Y8. The path in 37X8 and 37Y9 still exists.
3. Prior to the start of Allied setup, the Japanese player must secretly divide his entire force into three groups and record a *different* entry hex for each. The possible entry hexes are: 34I1, 34A5, 37Q10 and 37Y10. Each group must contain at least: six squad-equivalents, one leader, two LMG and two mortars. \geq one group may enter in Column (E11.5).
4. \leq three Allied squads (and all SW/SMC that stack with them) may use HIP.
5. The 3-3-7 squads are Papuans, and are considered Partisans. They have an ELR of 3, may neither Deploy [EXC: A20.5] nor make Entrenching Attempts, may not form (nor participate in) multi-Location FG, use *all* SW as Captured, and have their Inherent MF allotment increased by one. All Allied leaders are Australian (not Partisan), and rules for Allied Troops (A10.7) apply. Concealed Allied stacks are considered Papuan for MF/Straying purposes only if containing \geq one Papuan MMC. Papuans are ignored for Battlefield Integrity purposes.

AFTERMATH: The 39th Battalion held a thin line of squad-sized outposts around Deniki. So dense was the vegetation that in some cases positions only fifty yards apart were effectively isolated from each other. Suddenly about two hundred Japanese attacked the perimeter and dozens of small firefights erupted, weaving a complex and confused tale typical of jungle warfare in New Guinea. In one notable act of heroism, an Australian Vickers MG crew kept some twenty Japanese from crossing a clearing, killing several and pinning down the rest. When the gunner was killed by a sniper, his mate took over and maintained the block for several more crucial minutes until he too was felled by sniper fire. Around 1330 hours, one Aussie company that had participated in the counter-attack on Kokoda emerged from the jungle and helped strengthen the perimeter. Later that afternoon the Japanese, unable to break the defenders' grip on the village, finally fell back to await reinforcements. Night settled quietly over the area. But the storm would break again on the 13th, and by the 14th the Australians would be in hasty retreat once more.



DAMULAAN, LEYTE, THE PHILIPPINES, 24 November 1944: Following the American invasion of Leyte, the Japanese 16th Army had fallen back into the mountains. The U.S. X Corps was given the task of taking Ormoc, keystone of the Japanese position, with the 32nd Infantry Regiment ordered to lead the advance by seizing the coastal village of Damulaan. It accomplished this with ease, but after several days began receiving reports that a large Japanese force was moving toward the town. Fearful that the regiment would be surrounded if it concentrated in one location, the commander of its parent 7th Infantry Division ordered that only one battalion supported by artillery was to hold the point of the advance—the ridge separating the Palanas and Bucan rivers. The GIs called it “Shoestring Ridge”—due not to any peculiarity of terrain but to the meager forces holding this vital piece of ground. On November 23rd the Japanese began a series of intense night assaults along the ridge, and by the evening of the 24th the defenders’ situation was becoming desperate.

VICTORY CONDITIONS: The Japanese win immediately if they have Exited ≥ 20 VP off the south edge of the playing area. In addition to normal Exit VP, each functioning SW (even if dm) Exited off that edge by the Japanese is worth a number of Exit VP equal to its non-dm printed ROF (halved [FRU] if that SW is Captured); the U.S. radio is worth no points, but the Gun is worth five VP if functioning when thusly Exited.

TURN RECORD CHART

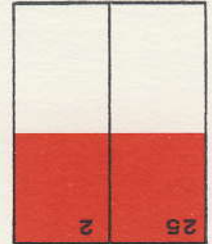
☆ AMERICAN Sets Up First [159]	●	1	2	3	4	5	6	7	8	END
● JAPANESE Moves First [273]										

BOARD CONFIGURATION:

BALANCE:

☆ In the Victory Conditions, change “ ≥ 20 ” to “ ≥ 25 ”.

● Increase game length to 8½ turns.



(Only hexrows A-P are playable on each board)

Reinforced elements of Companies K and L of the 3rd Battalion, 32nd Infantry Regiment [ELR: 3] set up as indicated. No more than one MMC (plus any SMC/SW/Gun stacked with it) may set up per hex: {SAN: 4}

On board 25 hill hexes on/south-of hexrow I:

6 ³ -6-7	6 ³ -6-6	3-4-7	2-2-7	4-10	37LL	5 OVR, OBA: +4 Other: +2
---------------------	---------------------	-------	-------	------	------	--------------------------

2

On board 2 hill hexes on/south-of hexrow I:

6 ³ -6-7	6 ³ -6-6	3-4-7	4-10	8	5 OVR, OBA: +4 Other: +2
---------------------	---------------------	-------	------	---	--------------------------

3 3 2 2 8

Using HIP, on/south-of hexrow F but at a range of \geq two hexes from all other U.S. Personnel:

1-4-9	8-16	5 OVR, OBA: +4 Other: +2
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At level 0 and within two hexes of 25L0:

6 ³ -6-7	3-4-7	4-10	5 OVR, OBA: +4 Other: +2
---------------------	-------	------	--------------------------

6

Anywhere in all three MMC-setup areas:

9-2	9-1	8-1	8-0
-----	-----	-----	-----

3

On/between hexrows E and M:

dr = MF CC: +1/-1

10

In bamboo/wire Locations anywhere:

1

15

Elements of the 13th Independent Infantry Regiment [ELR: 4] enter on Turn 1 along the north edge of the playing area, with two leaders and \geq eight squad-equivalents entering on each board (hex 2P10 may be considered as part of either board). The first onboard hex each unit enters costs one MF regardless of that hex’s level/terrain: {SAN: 3}

4 ⁴ -4-8	4 ⁴ -4-7	2-2-8	10-1	9-1	9-0	8-14	4-11	2-6	50*(1-16)*
---------------------	---------------------	-------	------	-----	-----	------	------	-----	------------

4 13 4 2 3 5 4

SPECIAL RULES:

- EC are Wet, with a Mild Breeze blowing from the southwest at start. PTO Terrain (G.1) is in effect [EXC: all woods are kunai instead of jungle, all hammada is Open Ground, and all crags are palm trees]. All buildings are huts. The various rules that apply to Desert Boards (e.g., F.1A, F.1B, F.2, etc.) are not in effect. All Depressions are gullies—not wadis.
- Night rules (E1.) are in effect. The initial Base NVR is 5 hexes with no Cloud Cover and a Full Moon. The Japanese player is the Scenario Attacker; the U.S. player is the Scenario Defender. The Majority Squad Type of the Japanese is Stealthy; that of the Americans is Normal.
- The Japanese player may make a Recon dr (E1.23), and may have his SW enter play dismantled/assembled (even if Cloaked).
- The U.S. receives one module of 60mm mortar OBA (see U.S. Ordnance Note 1) with one Pre-Registered hex. Barrage is NA.
- A Personnel unit able to use PBF/TPBF vs an enemy unit/stack may opt to attack that unit/stack using *only* its Small Arms FP but *not* PBF/TPBF benefits. Such an attack may not use Spraying/Assault Fire—but never receives

the +1 Night LV DRM, is *not* a concealment-loss activity (a Cloaked attacker would be placed onboard concealed), and leaves a Gunflash in the *target's* hex.

AFTERMATH: The forward observer assigned to the sector of K and L Companies had been killed the night before, leaving a gap in the U.S. defensive artillery coverage and enabling the Japanese to close rapidly with the Americans. A shower of grenades and knee-mortar shells struck Company L’s right platoon; whereupon the company commander, using a walkie-talkie, ordered his 60mm mortar platoon to open fire on the ridge. Simultaneously, Japanese forces moved to encircle a platoon from Company K located in a draw to the southeast. Reduced to half strength by the previous night’s action, the remnants of Company K were about to be overwhelmed in hand-to-hand fighting when a lone Marine with a .50 caliber machinegun, on loan from the 11th Marine 155mm Gun Battalion in Damulaan, went into action. Firing to the left, he blasted two Japanese MG crews. Firing to the right, he wiped out two more. Firing across the draw, he sprayed the ridge crest from one end to the other until the enemy had enough and quit firing. With the flanking fire eliminated, the platoon in the draw was able to pull back. The platoon leader later insisted that either the Marine transfer to the Army or he himself would have to transfer to the Marines. For another three days and nights the 3rd Battalion would hold the breakwater of Shoestring Ridge against the ebb and flow of Japanese attacks, until finally relieved.

BUNGLE IN THE JUNGLE



ASL SCENARIO 62



VICTORY CONDITIONS: The British win immediately if they have Exited ≥ 35 VP off board 37 on/between hexes 37A1 and 37M10. Each Japanese AT Gun eliminated (by any means) reduces the needed British VP total by four. At the end of Turn 10, each unbroken British Infantry unit, as well as each non-Recalled Mobile British AFV, on board 37 on/east-of hexrow M counts as Exited. Captured units/equipment do not count toward the needed British VP total.

TURN RECORD CHART

● JAPANESE Sets Up First [189]	1	2	3	4	5	6	7	8	9	10	END
○ BRITISH Moves First [107]											

PAYAGYI, BURMA, 6 March 1942: Following the disaster at the Sittang River in February, the troops defending Burma against the Japanese invasion—now a seemingly hopeless task—fell back toward Rangoon. And from there the 7th Armoured Brigade, newly arrived from the North African desert, was rushed to the rapidly collapsing front. The experienced “Desert Rats” quickly discovered that the Japanese lacked a truly effective anti-tank weapon, and that the terrain of rice paddies and broken jungle north of Pegu was quite suitable for tank operations. The 7th briefly checked the Japanese momentum, but could not be everywhere. Daybreak on the 6th of March found them moving to yet another hot spot. Suddenly, Japanese guns brought forward during the night opened fire. After the morning mist dissipated, the British moved to knock them out.

BOARD CONFIGURATION:



		37
	3	35
03		34
1		

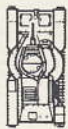
BALANCE:

● Exchange two 3-4-7s for 4-4-7s.

○ In the Victory Conditions change “ ≥ 35 ” to “ ≥ 30 ”.



Elements of the 55th Infantry Division [ELR: 3] set up on/north-of the board 35 hexes whose coordinate is “4” (or “o4”). Gun HIP is NA, and each Gun must have a LOS (excluding Hindrances) to \geq one whole hex of board 34 that lies on/west-of hexrow Q and within its CA: {SAN: 4}



1 4 ¹ -4-7	2 3-4-7	2-2-8	10-1	9-0	8-0	2 4-11	1 2-8	2 50*[1-16]*	3 37L
3	10	5				3	3		4

Elements of the 2nd Tank Regiment enter on Turn 6 along the north edge of board 37:

15 37 2/-R2*

3



Elements of the 1st West Yorkshires and of A Squadron, 7th Hussars [ELR: 3] set up on board 34 on/west-of hexrow oU: {SAN: 3}



1 4 ² -5-7	2-4-8	2-4-7	10-2	9-1	8-0	2 4-12	1 2-7	2 51 [2-11]	1-12	9-2
9		3				3		3		

18 4 3 *37LL 2/4/2	16 0 0 1 APP T10+ BMG 2/-/*
-----------------------------	---

3

Elements of A Squadron, 7th Hussars enter on Turn 7 on hex 34GG5:

18 4 3 *37LL 2/4/2	9-1
-----------------------------	-----

3

SPECIAL RULES:

- EC are Moist, with a Mild Breeze from the southeast at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). The 37A5-37I1-35P5-35R5-35Z4-34oBB6-34GG5 road *does* exist.
- Place overlays as follows: 1 on 34DD8-DD9; 3 on 35N8-N9; and O3 on 34S10-R9. The paddies are Drained.
- The British Carrier is an OP AFV with an Inherent crew (not HS) and Observer, and is used as per H1.461 (G.7 also applies) for one module of 80+mm OBA that can fire HE and smoke. While Inherent in the Carrier, the Observer is considered an Inherent part of its crew; therefore, he can conduct no radio/OBA activity while Stunned/Shocked, nor can he do so (or

exit the Carrier) if the Carrier is Recalled/in-Motion. For VP purposes the Carrier is worth one extra point if the Observer is Inherent in it and Battery Access has not been permanently lost.

AFTERMATH: The mist burned off to reveal four guns escorted by infantry. The artillery of the Essex Yeomanry was immediately called down on them, and a company of the West Yorkshires attacked straight-away. As the latter closed with the Japanese, a troop of Stuarts under Lt. M.M. Stanley-Evans rolled in to overrun the position, proving the armor's worth once again. Shortly thereafter, three approaching Japanese light tanks were spotted, and his Stuarts moved to engage them in conjunction with a second troop from A Squadron. After a sharp exchange, two of the Type 95s were destroyed and the third abandoned. The Japanese had failed to coordinate their tank attack and AT gun ambush—not necessarily a serious error against inexperienced troops, but an often-fatal mistake versus battle-wise veterans.



11 miles northeast of MAUNGDAW, BURMA, 7 February 1944: In a series of concentric flanking movements, the Japanese 55th Infantry Division's Operation HA-GO enveloped the forward divisions of the XV Indian Corps, cutting their supplies and communications. Instead of being told to retreat, however, they were ordered to concentrate and hold until relief forces could break through; in the meantime they would be supplied by air. As part of this plan, a defensive "box" was formed around the 7th Indian Division's Administration Area at the eastern exit of the important Ngakyedauk (aka "Okeydoke") Pass. Dubbed the Admin Box, the position comprised a fairly flat open area roughly a mile square, almost entirely surrounded by rugged, jungle-covered hills. As units pulled back into the Box they were diverted to various sectors of the perimeter, much of which was still unmanned due to a lack of sufficient troops. In one such instance, two Gurkha companies of the 89th Indian Infantry Brigade were ordered to occupy the area known as the "eastern gate" and the dominating height of Point 315 to its northeast. The Gurkhas duly set out, but before reaching Point 315 ran head-on into advancing Japanese troops.

BOARD CONFIGURATION:



(Only hexrows A-P are playable on each board)

VICTORY CONDITIONS: The Japanese win at the end of Turn 3 if no Gurkha squad-equivalent is on/north-of hexrow 37G, or at game end if they have amassed ≥ 12 Casualty VP. At game end, each level-3-hill hex (even if containing a gully) currently occupied by a Good Order Gurkha MMC adds two to the needed Japanese VP total.

BALANCE:

- Exchange one dm Japanese MMG for a dm Japanese HMG.
- ⊙ Add another 6-4-8 to the Gurkha OB.

TURN RECORD CHART

● JAPANESE Sets Up & Moves First [see SSR 6]	1	2	3	4	5	6	7	8	9	10	END
⊙ GURKHA [243]											

Elements of the 112th Infantry Regiment [ELR: 4] set up on board 35 on/north-of hexrow I and east of the (non-existent) road that runs A5-P5, and enter on pre-recorded hex(es) along the east edge of board(s) 34/35; see SSR 3; {SAN: 4}

E 4 ² -4-8	1 4 ¹ -4-7	2 3-4-7	2-2-8	10-1	9-1	9-0	8-0	dm MMG 2P	LMG 2-6	dm MTR 50mm
3	8	12	4			2	2	2	6	6

INF M12 70* [(3)-70]	12
2	2

Elements of the 4/8th Gurkha Rifles, 7th Indian Infantry Division [ELR: 5] enter on Turn 1 in two Columns (see SSR 3), one on 37P3 and the other on 37P7; {SAN: 3}

E 6 ² -4-8	E 4 ² -5-8	E 2-4-8	9-2	9-1	8-1	8-0	dm MMG 1P	LMG 2-7	dm MTR 50mm
5	11	6					2	5	4

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the southwest at start. PTO Terrain (G.1) is in effect. Kindling and Entrenching Attempts are NA.
2. Place Overlays as follows: 2 on 36D2-D1, G2 on 35D6-E6, and G5 on 37L6-K6.
3. Prior to setup, each player must secretly divide his entire force into groups (two for the Gurkhas; three for the Japanese), each of which must contain at least: seven squad-equivalents (eight for the Japanese), two leaders, two LMG and two mortars. Both Gurkha groups and two Japanese groups must enter play in Column (E11.5); the entry hex of each Japanese reinforcement Column must be secretly recorded prior to Gurkha setup. One Japanese group, which must contain one Gun, sets up onboard but in Column; the Column containing the second Gun enters on Turn 2, and the third Column enters on Turn 4. Both Japanese Guns must set-up/enter being Animal-Packed (G10).
4. No Column may Disband voluntarily (E11.53) until one Column has Disbanded involuntarily. Note that a Column is considered to be using

Hazardous Movement regardless of phase (E11.52), and that Hazardous Movement is a "?"-loss activity (A12.141).

5. All British units are Gurkhas. The Gurkha -1 CC DRM (A25.43) applies only in Hand-to-Hand CC. Gurkhas go into Hand-to-Hand CC in the same manner as Japanese (G1.64).

6. If using Battlefield Integrity (A16), the Japanese player must calculate his at-start, onboard MMC BPV total after setting up his onboard Column.

AFTERMATH: The two sides unwittingly bumped into each other and a meeting engagement ensued. In the face of the superior enemy force, the understrength Gurkha companies were unable to reach the hill, and in fact were pushed back beyond their original start line in the Box. This left the "eastern gate" in the hands of the Japanese, who were evicted later that day only after several determined counterattacks by tanks and infantry of the 25th Dragoons and 2nd West Yorkshires. At day's end the Japanese were firmly entrenched on Point 315 and the Gurkhas were dug in at the "eastern gate", closing it at last.

HAZARDOUS OCCUPATION



ASL SCENARIO 64



TAMPARAN, MINDANAO, THE PHILIPPINES, 12 September 1942: In their occupation of the Philippines, the Japanese created an atmosphere of escalating anger and resentment which by mid 1942 had flared into hatred and the beginnings of armed resistance. On Mindanao some of the first to resist openly were the fierce Muslim tribes, which had a long history of guerrilla warfare against the Spanish, Catholic Filipinos and Americans. In September of that year, outside the village of Tamparan in Lanao province, a band of Muslims equipped with discarded U.S. rifles as well as their own *kris* and *bolo* swords prepared a deadly ambush for an unsuspecting Japanese patrol.

BOARD CONFIGURATION:



	37
4	2
3	
34	

BALANCE:

☐ Add one 3-3-7 and exchange the 8-0 for an 8-1.

● Muslims do not receive the extra -1 CC DRM listed in SSR 7.

VICTORY CONDITIONS: The Muslims win if at game end their current VP total is $\geq 50\%$ more than the current Japanese total or the Japanese total is zero. Each side receives Casualty VP, and also receives Exit VP for armed, friendly, Good Order Personnel leaving the playing area (see SSR 8); however, each such Japanese unit exited is worth *double* its normal Exit VP.

TURN RECORD CHART

☐ MUSLIM Sets Up First	● 1	● 2	● 3	4	5	6	7	8	9	10	END
● JAPANESE Moves First [130]											

Muslim guerrillas [ELR: 5] set up on board 34 on/south-of hexrow oZ, and/or on board 37 on/south-of hexrow oH; all may use HIP: {SAN: 3}

3-3-7	9-1	8-0	A MC(A) PANJIS +1 TM (PT) +1/-1 CC
9			4

Elements of the 10th Independent Garrison [ELR: 2] enter in 1-3 Columns on Turn(s) 1/2/3 on hex(es) 34GG5/37A5; see SSR 4 and 5: {SAN: 3}

3-4-7	10-0	9-1	9-0	LMG 1 TPP B11 2-5	27
13			3		BPP

SPECIAL RULES:

- EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). All roads (and the bridge) do exist. Place overlays as follows: 2 on 37N8-N9; 3 on 34N8-N9; and 4 on board 34. The paddies are Irrigated.
- All Muslims are Partisans (A25.24). They may not Deploy, form multi-Location FG or make Entrenching Attempts, and suffer from Ammunition Shortage (A19.131). They receive a -2 drm to their Concealment dr, do *not* add two to their Search dr (G1.63), and have their Inherent MF allotment increased by one.
- Once set up, no Muslim unit may conduct any activity other than revealing itself (i.e., becoming Known) until some *Known* Muslim unit has a LOS to a Japanese unit. When such a LOS exists, all Muslims are instantly freed from this restriction.
- All Japanese must enter in Column (E11.5). Each Column must contain at least: four squad-equivalents, one leader and one LMG. The entry hex and turn of entry for each Column must be secretly recorded prior to the start of play. Any number of (i.e., 0-3) Columns may enter on each allowed turn. Until some Column has Disbanded, each Column must move (and advance, if allowed) at its fastest non-Double-Time speed in each friendly Player Turn, and must attempt to end that Player Turn with its lead unit/stack closer (in hexes) to *any* south-edge hex than it was at the start of that Player Turn. No Column may use non-road movement, or Disband voluntarily, until some Column has Disbanded involuntarily [EXC: if a Column unit (inclusive of the 10-0 Passenger) has a LOS to a non-hidden Panji counter whose hex is *not* occupied by a unit of that Column, that Column (only) is immediately

free either to leave the road using non-road Column movement or to Disband voluntarily as per G9.44].

- The vehicle must enter carrying the 10-0 as a Passenger, and must at all times be in the same hex with the lead unit/stack of the Column it sets up with; both of these requirements remain in effect until that Column Disbands. While the 10-0 is a Good Order Passenger he imparts to his Column a *three*-MF leader bonus during the MPH; however, that Column cannot advance during the APH.
- Japanese may not use Path benefits.
- Muslims go into Hand-to-Hand CC in the same manner as Japanese (G1.64). The Japanese do not receive their extra -1 CC DRM (G1.64), but each Muslim Hand-to-Hand CC attack does receive an extra -1 DRM.
- For VP purposes, Japanese may exit only off the south edge of the playing area, but may do so on any turn(s). Muslims may exit only on/after Turn 8, and only off the north/east/west edge(s).

AFTERMATH: The Japanese, 129 strong and commanded by a Capt. Takeuchi, found themselves in a carefully laid trap. The various elements of the patrol became engaged in point-blank fire and vicious hand-to-hand combat, and were unable to come to each other's aid. The survivors fled, but were stalked by grim Muslims stealthily utilizing their familiarity with the area. The patrol was annihilated, every member having been shot, run through or decapitated. The Muslims' skill at concealment and close combat made them more than a match for such inexperienced occupation troops moving about the countryside in large, noisy groups. This Muslim success sparked similar actions in the region, and by 1943 the growing number of guerrilla bands on Mindanao left the Japanese controlling little more than the ground they stood on.



8 miles southwest of NOMONHAN, MANCHUKUO, 5 July 1939: In May of 1939 a dispute broke out over the boundary between Soviet-controlled Outer Mongolia and Japanese-held Manchukuo (Manchuria). The area in contention—a sandy, desert-like region with numerous dunes—lay between the Halha River (aka the Khalkin Gol) and the tiny village of Nomonhan to its east. Several inconclusive skirmishes brought Japanese, then Russian, troops into the fighting as both sides escalated the conflict. After a Soviet and Mongolian combined-arms force virtually annihilated a Japanese reconnaissance unit east of the Halha, the heavily reinforced 23rd Infantry Division mounted a full-scale offensive in early July to punish and evict the Communist intruders. Participating in the attack was the first-rate but untested 2nd Battalion of the 28th Infantry Regiment, which was to provide flank protection for Yasuoka Force. On July 3 and 4 the 2/28th, its young soldiers heady in anticipation of a quick victory, pushed forward against scattered opposition. But the next day its advance was slowed by the appearance of Russian reinforcements and heavy defensive artillery fire; by noon the battalion was pinned down, and orders came to dig in and hold until nightfall. Even as the orders were being received, however, the Soviets counterattacked.

VICTORY CONDITIONS: The Russians win if at game end they have ≥ 30 points of Good-Order-Infantry/Mobile-AFV-(with some functioning MA/MG) on whole hexes of board 28. DVP are not in use.

BALANCE:

- ★ Japanese reinforcements enter only after making a RPh dr of $<$ the current turn #.
- Add one 4-4-8, LMG and 1S Foxhole to the Japanese initial-setup force.

BOARD CONFIGURATION:



26 SD2	27 S4 SD1	28
D1	SD8 D3	D6
SD3		SD5
SD6	D2 SD4 S8	D4

TURN RECORD CHART

● JAPANESE Sets Up First [200]	★ 1	2 ●	★ 3	★ 4	5	6	7	8	9	END
★ RUSSIAN Moves First [159]										

Elements of the 5th, 7th and MG Companies of the 2nd Battalion, 28th Infantry Regiment, and of the 71st Regimental A-T Company [ELR: 3] set up on boards 27 and 28: {SAN: 5}

4 ² -4-8	2-2-8	10-1	10-0	9-0	HMG 3 6-14	LMG 1 2-6	MTR 2 50*[1-16]*	?	AT M12 37L	Foxhole 5 DVR, OBA: +4 Other: +2
10	4				2	2	12	2	12	

Elements of the 6th Company, 2/28th Battalion enter on Turn 2 on/adjacent-to any one board 28 east-edge hex:

4 ² -4-8	9-1	LMG 1 2-6	dm MTR 50mm
5			

Elements of the 149th Motorized Rifle Regiment, 36th Motorized Rifle Division [ELR: 3] enter on Turn 1 along the west edge of board 26 on/between hexes I10 and Y10: {SAN: ≤ 5 , as per SSR 3}

4-4-7	2-4-8	2-3-7	10-0	8-1	8-0	MMG 2 4-10	LMG 1 2-6	dm MTR 50mm
20	2	3				2	4	3

Elements of the 36th Motorized Rifle Division enter along the west edge of board 26 when indicated:

On Turn 3:

22 45L -/4
5

On Turn 4:

4-4-7	8-1	LMG 1 2-6	22 45L -/4	21 76* -/2 ^{1/2}
6				

SPECIAL RULES:

- EC are Dry, with no wind at start. All hammada is brush, and also Inherent Terrain (B.6). Light Dust (F11.71) is in effect. Note also F11.74-.794.
- Place overlays as follows: D1 on 26O8-N7; D2 on 27EE8-DD8; D3 on 27P3-O3; D4 on 28Y9-Y8; D6 on 28H8-G9; S4 on 27B3-C4; S8 on 27GG2-GG3; SD1 on 27D3-C3; SD2 on 26E2-F1; SD3 on 26S5-T4; SD4 on 27Z4-Y5; SD5 on 28Q6-P5; SD6 on 26CC1-DD1; and SD8 on 27O10-N9. All dunes are Low.
- The Russians receive two 100mm Creeping Barrages (E12.7); however, each is seventeen—not nine (E12.11)—hexes long. The initial Russian SAN is 5; at the end of Turn 2 the current Russian SAN is reduced by two (but to not less than two).
- The Japanese may use MOL, but may make MOL Check dr only vs AFV.
- The Japanese receive Air Support, which appears as per E7.2 in the form

of three '39 FB with bombs *but no MG*. All FB are automatically Recalled at the end of the first Russian Player Turn in which they have been onboard.

AFTERMATH: The Soviet infantry advanced with determination behind a rolling barrage, making use of the undulating terrain and supported by the gunfire of hulldown BT tanks. They closed with the Japanese, who clung tenaciously to their positions, and bitter hand-to-hand fighting ensued in the swirling dust. Meanwhile the Russian tanks surged forward to add their weight to the issue, but several were knocked out by the 2/28th's attached 37mm rapid-fire guns. Japanese aircraft then flew over and dropped bombs on the tanks, prompting some of the armor attacking the 7th Company's flank to pull back. The Soviet infantry in their vicinity likewise withdrew, but the main assault on the 5th Company continued unabated. Soviet reinforcements then appeared, putting the 5th Company in danger of being completely overrun. Finally it was ordered to fall back, its move covered by the battalion heavy weapons. Fortunately for its men the Soviet pursuit was not aggressive. But even so, its retreat forced the 6th and 7th Companies to withdraw as well, and by nightfall the 2/28th was back where it had started two days earlier.



12 miles southeast of SARMI, NETHERLANDS NEW GUINEA, 24 May 1944: The 158th Infantry, originally part of the Arizona National Guard, was composed primarily of Pima, Papagos and Maricopa Indians plus some Mexican-Americans. For reasons known only to the U.S. high command, these men of the great Southwest desert were sent to the Canal Zone for jungle training, where they acquired the nickname "Bushmasters". On 21 May 1944 the 158th Regimental Combat Team landed at Arare on the north coast of New Guinea with orders to capture Sarmi and its valuable airfields. Unfortunately, intelligence estimates of the enemy were wildly inaccurate. Instead of the 6500 Japanese they had been led to expect, the region was held by some 11,000 enemy troops: two regiments of the veteran 36th ("Tiger") Division plus miscellaneous engineer, construction and service units. Attacking westward on the 23rd, the RCT made modest gains against stiffer than anticipated resistance. The plan for the next morning was to lay in an artillery preparation, then have the 3rd Battalion capture a tiny village dubbed Maffin #1 and seize a bridgehead over the diminutive Tirfoam River.

VICTORY CONDITIONS: The Americans win if at the end of any Game Turn they have ≥ 40 points of Good-Order-Infantry/Mobile-AFV (with some functioning MA/MG) west of the 34W1-35oV6-35oW10 stream and Control hexes 37oU4, 37oU5, 37oV4, 37oV5 and the majority of hut hexes on Overlay 1.

BOARD CONFIGURATION:

Wd2	35
2	1
Wd5	
	37
5	
Wd4	
	34

BALANCE:

● Add two more 4-4-8s to the Japanese initial-setup force.

☆ In the Victory Conditions, change " ≥ 40 " to " ≥ 35 ".



TURN RECORD CHART

● JAPANESE Sets Up First [200]	☆ 1	☆ 2	3	☆ 4	5	6	☆ 7	8	9	10	11	END
☆ AMERICAN Moves First [129]					②	④	⑥					

Elements of the 224th Infantry Regiment [ELR: 4] set up on/west-of hexrow G: {SAN: 5}

4 ² -4-8	2-2-8	10-2	9-1	8-1	3 BIT 6-14	2-6	50*[1-16]*	20L 1-12	?	37L	5 OVR, OBA: +4 Other: +2
10	4				2	4	3		16		10

Elements of the 223rd and 224th Infantry Regiments appear as per SSR 4 following a friendly-RPh reinforcement dr of \leq the circled number on the current turn of the Turn Record Track:

1+5+7	1+3+5	4 ¹ -4-7	10-1	9-0	8-0	1 BIT 2-6
	2	18	2			4

Company L of the 3rd Battalion, 158th Regimental Combat Team [ELR: 3] enters on Turn 1 along the east edge of board 35: {SAN: 3}

6 ² -6-7	6 ² -6-6	3-4-7	9-1	8-1	8-0	8-4	8-4	8
4	5	3				3	3	

Company K of the 3rd Battalion, 158th RCT, and elements of the 603rd Separate Tank Company and the 27th Engineer Combat Battalion enter on Turn 2 along the east edge of board 37:

7 ² -4-7	6 ² -6-7	6 ² -6-6	3-4-7	9-1	8-0	7-0	8-4	8-4	24-1	30-1	8	13 (1) (4) 75 2/4/4
3	2	6	3				3	3	2	2		2

Elements of the 603rd Separate Tank Company enter on Turn 4 along the east edge of board(s) 35/37:

9-1	13 (1) (4) 75 2/4/4
	4

Elements of Company I, 3rd Battalion, 158th RCT enter on or after Turn 7 (but all on the same turn) along the east edge of board 35:

6 ² -6-7	6 ² -6-6	1-8
	2	

SPECIAL RULES:

- EC are Moist, with a Mild Breeze from the north at start. Kindling Attempts are NA. PTO Terrain (G.1) is in effect. The 37A5-37GG5 road and its bridge *do* exist; however, the bridge is wooden. The hill does not exist, but all terrain on it does.
- Place Overlays as follows: **Wd4** on 37O2-P1; **Wd5** on 35R2-S2; **I** on 35N8-N9; **2** on 35DD8-DD9; **5** on 37W9-W10; and **Wd2** on 35oW7-oW8.
- The U.S. player receives two 60mm mortar OBA modules (see U.S. Ordnance Note 1). The U.S. 7-4-7s are Assault Engineers (H1.22).
- All Japanese reinforcements set up at the start of the *MPh* in jungle/bamboo hexes on/west-of hexrow E and east of the 34W1-35oV6-35oW10 stream, with two reinforcement squads per hex and with each such stack adjacent to \geq one other such stack. Each setup hex must be one that has not been entered by a U.S. unit and must be \geq three hexes from all U.S. units; \geq one setup hex must be in the LOS of a U.S. unit if possible. Once set up, all reinforcements must immediately conduct a *single* Banzai Charge (G1.5), moving (in the *MPh* and *APH*) in the same general direction toward enemy-occupied hexes of the Japanese player's choice (even those that may be beyond a participant's LOS/MF-allotment) in an attempt to enter those hexes. In each succeeding friendly *MPh* and *APH*, each reinforcement unit that has neither become a broken HS nor been in an enemy-occupied hex must Banzai Charge again in the same manner, regardless of normal MF, LOS and leader requirements; however, each separate unit/stack/chain may

now make its own Banzai Charge. Until it has become a broken HS or has entered an enemy-occupied hex, each reinforcement unit is considered to be in continuous Banzai mode in *all* phases, during which time it: is subject to FFFNAM (and FFMO if in Open Ground); is immune to PTC, pinning and Heat of Battle; is Lax; may not enter an entrenchment/pillbox (but may become CX to make an Advance vs Difficult Terrain); may not Search or gain "??"; may conduct no RPh/PFP activity; may not participate in a multi-Location FG; uses Area Fire for Defensive First/Final Fire (cumulative with all other such applications); and may not Interdict. In all cases, a T-H Hero created from a unit in a Banzai Charge is treated as per G1.423.

AFTERMATH: American artillery shells roared over the Bushmasters' heads, but the bombardment was lifted when a few rounds seemingly fell short into Company L's staging area. The "shorts" actually came from Japanese artillery, however, and the inexperienced GIs had fallen for the clever trick. Despite this setback, Companies K and L advanced abreast with Company I in reserve. On the left, Company K was quickly halted by machine gun and rifle fire from the thick jungle south of the road. Company L on the right made good progress at first and captured the village, only to be held up by an ambush as its men crossed the stream. Four Shermands were then sent forward to re-energize the attack. Suddenly a massive banzai charge materialized out of the jungle—but the combined firepower of U.S. tanks and infantry repulsed it with heavy losses. Preoccupied with the suicidal assault, however, the Bushmasters failed to spot a 37mm gun being manhandled into position at the jungle's edge. It was eliminated only after damaging three of the tanks. By this time a wide gap had developed between the two companies, prompting the RCT's commander to halt the fruitless attack and consolidate his lines. The day's action had cost 103 U.S. casualties, plus many more down with heat exhaustion—for essentially no gain.

G1. JAPANESE CAPABILITIES CHART

CREW (BPV)	LG	CLASS	SQUAD	BPV	HS	BPV	ORDNANCE TH# Color OBA ACCESS	HoB DRM	SMOKE GRENADES	MISCELLANEOUS
2-2-8 (10) *1-2-8 1-2-7 ⁸ (8)	4.5	E	4 ² -4-8 *3 ² -4-8	16	2-3-8 ⁸	7	Black 5B/2R	+4	SMOKE	<ul style="list-style-type: none"> * Reduced Strength (G1.1; G1.3) • Disruption NA (G1.2) • SMC PTC/Pin/break NA (G1.4) • Ldr: Replace NA; Cas MC=elim; ML/rally/berserk as "Commissar" (G1.41) • T-H Heroes (G1.421) & ATMM (G1.4231) • Banzai Charge (G1.5) • E & 1 Stealthy, C & Banzai Lax (G1.6) • ATR/MMG/HMG B# penalty (G1.611) • NA: PAATC; RtPh Surrender; Encircled lower ML (G1.62) • LLMC=LLTC if unbroken; Leader Creation NA (G1.62) • Massacre allowed; Escape NA; -1 Interrog DRM (G1.621) • -2 Concealment drm & enemy +2 Search drm (G1.63) • Hand-to-Hand CC & Hara-Kiri (G1.64-.641)
		1	4 ¹ -4-7 *3 ¹ -4-7	13	2-3-7 ⁷	6				
		2	3-4-7 *2-3-7	10	1-3-7 ⁶	4				
		C	3-3-6 *1-2-6	6	1-2-6 ⁵	2				

Broken Morale Level is listed as superscript to Morale Level

G1.421 TANK-HUNTER HERO CREATION Japanese Infantry Squad/HS only

Attempt allowed:*

- During creating MMC's MPh, provided MMC is within 8 MF of, and has LOS to, enemy AFV;
- At start of creating MMC's APh, provided MMC is ADJACENT to enemy AFV;
- During enemy MPh, provided MMC is able to use CC Reaction Fire vs enemy AFV;
- At start of CCPH, provided MMC is DEFENDER in same Location as enemy AFV.

* Attempt NA if MMC not armed and in Good Order, or if marked with Prep/Bounding/First/Final Fire or Pin/TI counter.

Successful Creation: Final dr ≤ 3 Original 6 pins MMC unless making Banzai Charge

drm:

- +2 If Conscript
- +1 If HS
- 2 If MMC possesses DC it will give to T-H Hero

PTO DATE-DEPENDENT RULES

Date	Effect
6/42+	No Quarter in effect, and Mopping Up NA, for both sides; G1.621
1944+	Trip Flares available to U.S. Scenario Defender; G.8
1944+	Tank-Hunter Heroes may use HIP; 1.422
1944+	No drm to T-H Hero ATMM Check dr; G1.4231
1944+	Non-Russian Interrogating Japanese MMC receives -1 DRM; 1.621
1945	Japanese may use A-T Set DC vs non-Russian; 1.6121



G1.4231 TANK-HUNTER HERO ATMM

Available on Final dr of ≤ 3;
Original 6 dr does not Pin T-H Hero

drm:

- +1 Scenario is pre-1944



G10.4 ANIMAL-PACK GUN VULNERABILITY TABLE

Subsequent dr made if Mule is eliminated/Casualty-Reduced while Animal-Packing a Gun and/or Pack-TI.

Final dr Result (only *Low Ammo* can apply if Gun is not loaded on Mule)

≤ 2	Gun is eliminated (or, if already unloaded, is marked with <i>Low Ammo</i> counter).
3	Unload Gun in its Malfunctioned state and mark with <i>Low Ammo</i> counter.*
4	Unload Gun and mark with <i>Low Ammo</i> counter.*
5	Unload Gun in its Malfunctioned state.*
6	Unload Gun.*

* Determine Gun's CA randomly. Gun and Mule (but not the crew) also become (or remain, along with the crew) Pack-TI [EXC: if Gun is unloaded into prohibited terrain (see 10.31 {10.62 for SW}), it is eliminated and Animal-Pack status is NA].

drm:

- 1 If the attack eliminated the Mule.



G. PTO TERRAIN CHART

Terrain	Example (Hex Terrain Type)	LOS Obstacle /Hindrance	TEM/Indirect†	MF ENTRANCE COST			MP ENTRANCE COST					Kindle # /Spread #	Fortifiable	Notes
				Infantry	Cavalry	Horse-Drawn	Motor-cycle	Armored Car	Fully Tracked	Halftrack	Truck			
2. <u>Light Jungle</u> d	35B4 (Woods)	Two-Level	+1/-1	2 pRt	4 CpR	ALL B*DR	NA PR	ALL B*DR	ALL/Z B*DRt	ALL B*DR	ALL B*DR	12/12	Yes g	\$Woods *If not using road or VBM (or TB if fully tracked)
2.2 <u>Dense Jungle</u> dmn	35B4 (Woods)	■ Two-Level	+2/-1	2 pRst\$	NA CpR\$	NA DR	NA PR	NA DR	ALL/Z a B*DRt	NA DR	NA DR	12/12	Yes g	\$Woods *If not using road/TB; +2 DRM unless dozing
3. <u>Bamboo</u> dmn	35P8 (Brush)	■ One-Level	+1*/-1	M jpst\$	NA Cp\$	NA	NA	NA	ALL/Z a B***DRt	NA	NA	10/10**	No Wire/Entrench. g	\$Dense Jungle *-1 vs DC/HE; see G3.3 **EC DRM×2 ***If not using road/TB; +2 DRM unless dozing
4. <u>Palm Trees</u>	35O6 (Orchard)	■ One-Level* or Hindrance**	0	1	1	1	3 R	3 R	1 R	1 R	4 R	11/11	Yes	\$In-Season Orchard *To higher LOS **To same-level LOS at Palm Trees' Base Level
5. <u>Hut</u> [Collapsed k]	35P6 (> 1 Single-Story Wood Bldg)	One- [Normal-] Level Hindrance	+1 [0]	2 [2]	NA [2]	NA [NA]	NA [NA P]	4 [4 B]	2 [2]	2 [2]	NA [5 B]	6/7	Mines Only*	\$Wooden Single Story Bldg [\$Hut but not Bldg] *(Mines/Wire or Panjis]
6. <u>Kunai</u> dn	35O8 (Grain)	Hindrance	0	2	2	2	4	4	2	2	6	9/8	Yes g	\$Brush
7. <u>Swamp</u> n	35O10 (Marsh adjacent to Jungle)	Two-Level (but no Hindrance)	+1*/-1	ALL @	ALL	NA	NA	NA	NA**	NA	NA**	—	No	\$Marsh *DC/ordnance-HE FP halved; see G7.2 **Unless amphibious; see G7.3
8.11 Drained Paddy	Overlay "RP"	—	+1q/0	1 c	1 c	NA*	3 cJ	NA*	1 c	NA*	NA*	—	Yes	*OG COT if entering via breach; G8.8
8.12 Irrigated Paddy	Overlay "RP"	—	{+1q[+2q]/+1}	3 cj	3 Cc	NA	NA	NA	4 B*c	NA	NA	—	Mines/Wire or Panjis	{DC/HE FP halved; see G8.12} [vs HE; G8.5] *Mud & +2 Bog DRM
8.13 In-Season Paddy E	Overlay "RP"	■ Hindrance*	+1q/0	1½ c	1½ c	NA**	4 cJ	NA**	1 c	NA**	NA**	10/6	Yes	*\$Grain (halved; FRD) **Grain COT if entering via breach; G8.8
8.21 Paddy Bank	Counter Overlay "RP"	—	0	[1*j] {1+COT}	[1 C] {1+COT}	[NA] {NA}	[3 J] {3+COT J}	[NA] {NA}	[NA] {1+COT}	[NA] {NA}	[NA] {NA}	—	No	[Onto Bank counter] *Haz. Move. applies {Across Bank hexside not onto Bank counter}
9. Panjis	Counter	—	DOT	COT* [1***j]	COT Ce [1]	COT ii [NA]	COT e [NA]	COT ii [NA]	COT ii [1**]	COT ii [NA]	COT ii [NA]	—	"Beneath" only	*Panji MC possible **NA unless AFV/dozer [Above to beneath or vice-versa] ***Advance off NA

Terrain listed in red is Concealment Terrain.

Terrain shown underscored confers -1 Rally DRM.

†: Indirect Fire TEM is listed following "I" only if different from Direct Fire TEM.

*, **, ***, ****: See Notes Column

■: Whole hex affects LOS (Inherent Terrain; B.6).

\$: Stacking limit two if no road; G2.2 & G3.1.

§: Except as specified otherwise in rules, treat as the terrain type indicated by the symbol.

@: APH entry NA.

a: Tankette/Carrier entry NA; G2.21 & G3.1.

B: Requires Bog DR to enter/change-VCA-within unless on road.

C: Cavalry may not Charge/Gallop in Jungle/Bamboo (even along path; G2.4) [EXC: Gallop allowed along road], IN Irrigated Paddy (G8.12), along Paddy Bank (G8.21/2), or onto/off-of non-hidden Panjis (G9.422).

c: COT IN Paddy (plus cost to cross Bank if applicable).

COT: Cost of Terrain; B.2.

D: All MP penalties for entering hex that contains wreck/vehicle, or for changing VCA, are doubled.

d: Special rules for Detection apply; see G.4. +2 Recovery drm can apply; see G.5. Ambush terrain (+1 ATTACKER drm); see G.6.

DOT: Dependent on other terrain in hex.

E: Concealment Terrain only for Infantry/Fortifications/Emplaced-Guns; G8.13.

e: Eliminated (and Rider must Bail out) if entering onto Panji counter across its covered hexside [EXC: Cavalry expending 11 MF and not Galloping/Charging]; G9.422.

g: Set up and revealed as if at night; see G2.

ii: Immobilized if entering onto Panji counter across its covered hexside, unless it is a full-tracked AFV/dozer (G9.42); VCA change NA on Panji counter (G9.52).

J: Sidecar NA.

j: Manhandling NA (G3.2 [EXC: via path]; G8.12 [EXC: boat]; G8.21 [EXC: cycle]; G9.5).

k: Concealment Terrain only for Infantry/Emplaced-Guns; G5.51.

M: Requires Minimum Move, Low Crawl or Advance vs Difficult Terrain; G3.2.

m: Mortar fire NA from, and Bypass NA in, this terrain; G2.212, G2.24, G3.1.

n: FG restrictions apply; see G.3.

P: May be Pushed.

p: Or per path cost if crossing path hexside (for Bamboo, see also G3.2).

q: Vs target IN Paddy. Reduce TEM by 1 vs LOF from higher elevation/across non-bank hexside of target Location; G8.3.

R: Or per road cost if crossing road hexside.

s: Straying may be possible even in daytime; G2.22 & G3.21.

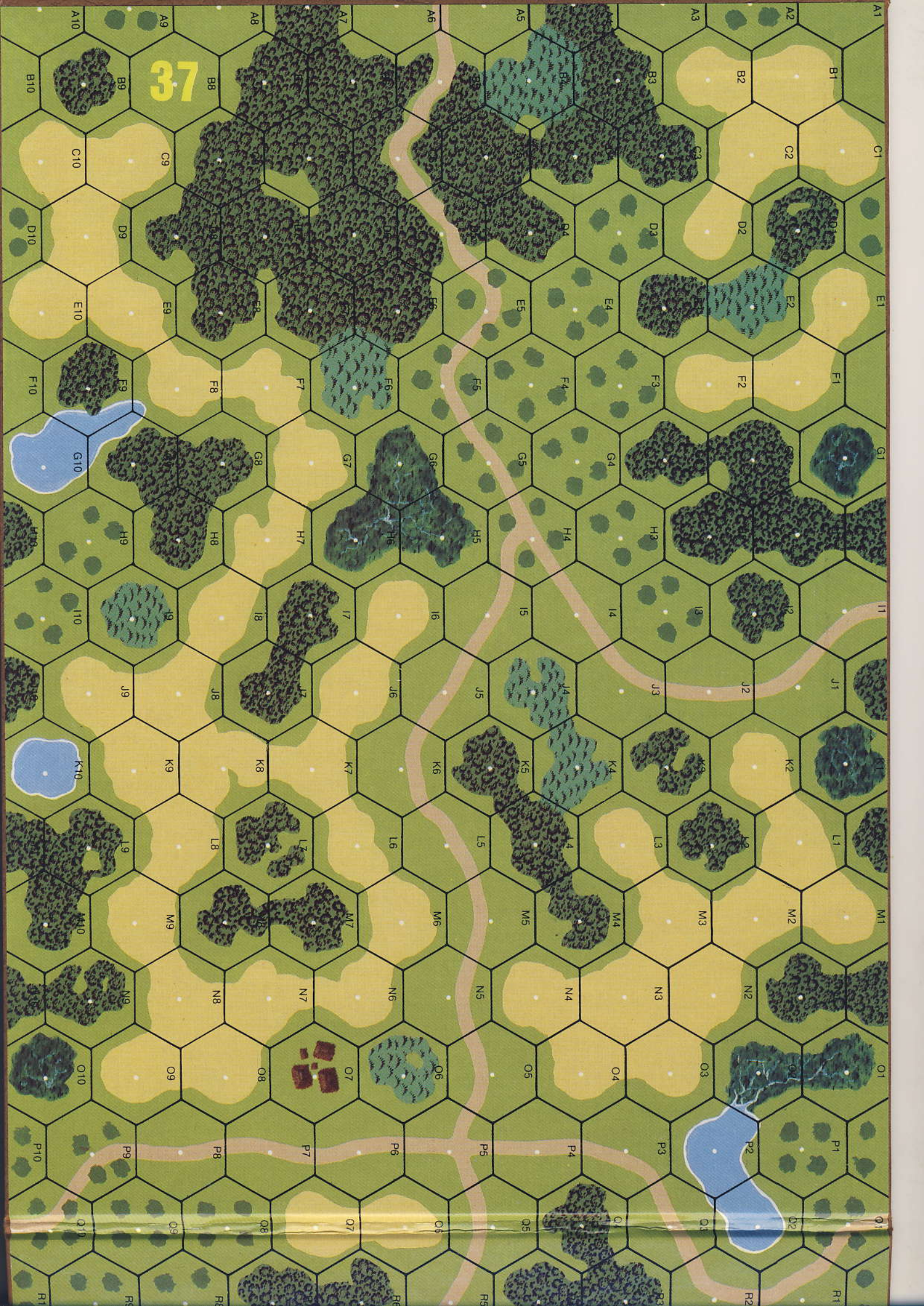
t: Or per Trail Break cost if crossing TB hexside (for Bamboo, see also G3.2).

Z: Or may use half of MP allotment at greater Bog risk.

G8.1 RICE PADDY STATE

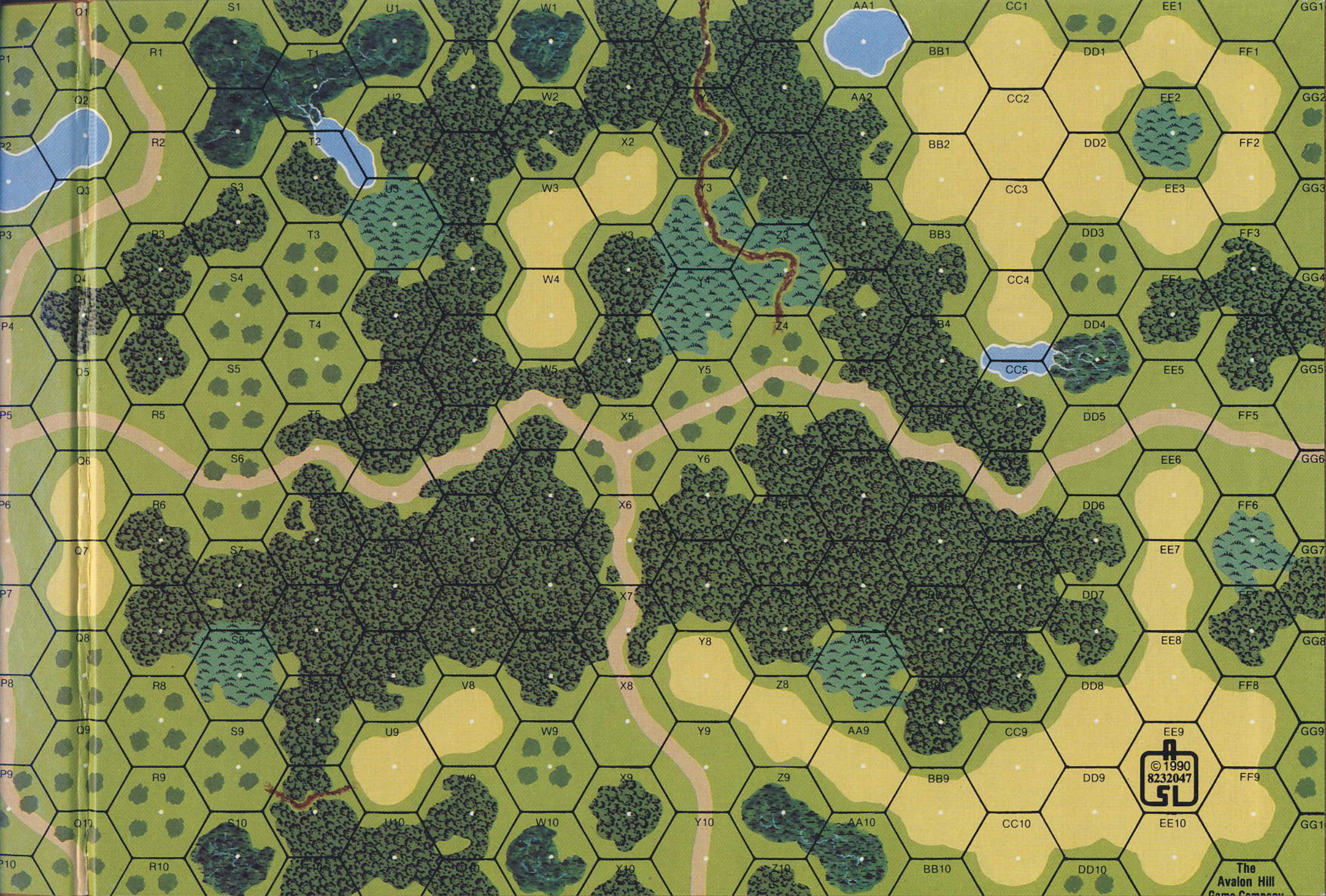


Final dr	State	drm	
≤ 2	In-Season	-2	EC are Dry or Very Dry
3-4	Drained	-1	EC are Moderate
≥ 5	Irrigated	+2	EC are Wet/Overcast/Mud



37

A1 A2 A3 A4 A5 A6 A7 A8 A9 A10
B1 B2 B3 B4 B5 B6 B7 B8 B9 B10
C1 C2 C3 C4 C5 C6 C7 C8 C9 C10
D1 D2 D3 D4 D5 D6 D7 D8 D9 D10
E1 E2 E3 E4 E5 E6 E7 E8 E9 E10
F1 F2 F3 F4 F5 F6 F7 F8 F9 F10
G1 G2 G3 G4 G5 G6 G7 G8 G9 G10
H1 H2 H3 H4 H5 H6 H7 H8 H9 H10
I1 I2 I3 I4 I5 I6 I7 I8 I9 I10
J1 J2 J3 J4 J5 J6 J7 J8 J9 J10
K1 K2 K3 K4 K5 K6 K7 K8 K9 K10
L1 L2 L3 L4 L5 L6 L7 L8 L9 L10
M1 M2 M3 M4 M5 M6 M7 M8 M9 M10
N1 N2 N3 N4 N5 N6 N7 N8 N9 N10
O1 O2 O3 O4 O5 O6 O7 O8 O9 O10
P1 P2 P3 P4 P5 P6 P7 P8 P9 P10
R1 R2 R3 R4 R5 R6 R7 R8 R9 R10



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A LMG 1 IP: 2-6	B LMG 1 IP: 2-6	C LMG 1 IP: 2-6	D LMG 1 IP: 2-6	E LMG 1 IP: 2-6	F LMG 1 IP: 2-6	A LMG 1 IP: 2-6	B LMG 1 IP: 2-6	C LMG 1 IP: 2-6	D LMG 1 IP: 2-6
B HMG 3 IP: 6-14	A HMG 3 IP: 6-14	F HMG 3 IP: 4-11	E HMG 3 IP: 4-11	D HMG 3 IP: 4-11	C HMG 3 IP: 4-11	B HMG 3 IP: 4-11	A HMG 3 IP: 4-11	F LMG 1 IP: 2-6	E LMG 1 IP: 2-6

C HMG 3 IP: 6-14	D HMG 3 IP: 6-14	E HMG 3 IP: 6-14	F HMG 3 IP: 6-14	A MTR 2 IP: 50*(1-16)*	B MTR 2 IP: 50*(1-16)*	C MTR 2 IP: 50*(1-16)*	D MTR 2 IP: 50*(1-16)*		
A INF 3 IP: 37*	E ATR 3 IP: 1-12	D ATR 3 IP: 1-12	C ATR 3 IP: 1-12	D MTR 2 IP: 50*(1-16)*	C MTR 2 IP: 50*(1-16)*	B MTR 2 IP: 50*(1-16)*	A MTR 2 IP: 50*(1-16)*	F MTR 2 IP: 50*(1-16)*	E MTR 2 IP: 50*(1-16)*

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J DC 3 IP: 30-1	I DC 3 IP: 30-1	H DC 3 IP: 30-1	G DC 3 IP: 30-1	F DC 3 IP: 30-1	E DC 3 IP: 30-1	D DC 3 IP: 30-1	C DC 3 IP: 30-1	B DC 3 IP: 30-1	A DC 3 IP: 30-1

dm HMG 3 IP: 30-1	dm HMG 3 IP: 30-1	dm HMG 3 IP: 30-1	dm HMG 3 IP: 30-1	dm HMG 3 IP: 30-1	dm HMG 3 IP: 30-1	dm HMG 3 IP: 30-1	dm HMG 3 IP: 30-1	dm HMG 3 IP: 30-1	dm HMG 3 IP: 30-1
DD dm MTR 2 IP: 50mm	CC dm MTR 2 IP: 50mm	BB dm MTR 2 IP: 50mm	AA dm MTR 2 IP: 50mm	F dm MTR 2 IP: 50mm	E dm MTR 2 IP: 50mm	D dm MTR 2 IP: 50mm	C dm MTR 2 IP: 50mm	B dm MTR 2 IP: 50mm	A dm MTR 2 IP: 50mm

BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA
H-to-H MELEE (Red CC #)	H-to-H MELEE (Red CC #)	H-to-H MELEE (Red CC #)	H-to-H MELEE (Red CC #)	H-to-H MELEE (Red CC #)	H-to-H MELEE (Red CC #)	H-to-H MELEE (Red CC #)	H-to-H MELEE (Red CC #)	H-to-H MELEE (Red CC #)	BANZAI ML: +1 8MF Pin, HoB NA	BANZAI ML: +1 8MF Pin, HoB NA

Collapsed PTC(Δ): 8	Collapsed PTC(Δ): 8	Collapsed PTC(Δ): 8	Collapsed PTC(Δ): 8	Collapsed PTC(Δ): 8	AXIS Needed VP Total	PATR IP: 30-1	PATR IP: 30-1	PATR IP: 30-1	PATR IP: 30-1
Collapsed PTC(Δ): 8	Collapsed PTC(Δ): 8	Collapsed PTC(Δ): 8	Collapsed PTC(Δ): 8	Collapsed PTC(Δ): 8	ALLIED Needed VP Total	PATR IP: 30-1	PATR IP: 30-1	PATR IP: 30-1	PATR IP: 30-1

1	1	1	1	1	1	1	1	1	1
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BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.
BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.	BANK OG Haz. Move.

A MCI(Δ) PANJIS +1TR/ET; +1/-1CC	A MCI(Δ) PANJIS +1TR/ET; +1/-1CC	A MCI(Δ) PANJIS +1TR/ET; +1/-1CC	A MCI(Δ) PANJIS +1TR/ET; +1/-1CC	A MCI(Δ) PANJIS +1TR/ET; +1/-1CC	A MCI(Δ) PANJIS +1TR/ET; +1/-1CC	B MCI(Δ) PANJIS +1TR/ET; +1/-1CC	B MCI(Δ) PANJIS +1TR/ET; +1/-1CC
C MCI(Δ) PANJIS +1TR/ET; +1/-1CC	C MCI(Δ) PANJIS +1TR/ET; +1/-1CC	C MCI(Δ) PANJIS +1TR/ET; +1/-1CC	C MCI(Δ) PANJIS +1TR/ET; +1/-1CC	B MCI(Δ) PANJIS +1TR/ET; +1/-1CC	B MCI(Δ) PANJIS +1TR/ET; +1/-1CC	B MCI(Δ) PANJIS +1TR/ET; +1/-1CC	B MCI(Δ) PANJIS +1TR/ET; +1/-1CC
C MCI(Δ) PANJIS +1TR/ET; +1/-1CC	C MCI(Δ) PANJIS +1TR/ET; +1/-1CC	D MCI(Δ) PANJIS +1TR/ET; +1/-1CC	D MCI(Δ) PANJIS +1TR/ET; +1/-1CC	E MCI(Δ) PANJIS +1TR/ET; +1/-1CC	E MCI(Δ) PANJIS +1TR/ET; +1/-1CC	F MCI(Δ) PANJIS +1TR/ET; +1/-1CC	F MCI(Δ) PANJIS +1TR/ET; +1/-1CC

★ A FB 8 ML 1939 100 6	★ B FB 8 ML 1939 100 6	★ C FB 8 ML 1939 100 6	★ A FB 8 ML 1942 120 8	★ B FB 8 ML 1942 120 8	★ C FB 8 ML 1942 120 8	★ A FB 8 ML 1944 150 12	★ B FB 8 ML 1944 150 12
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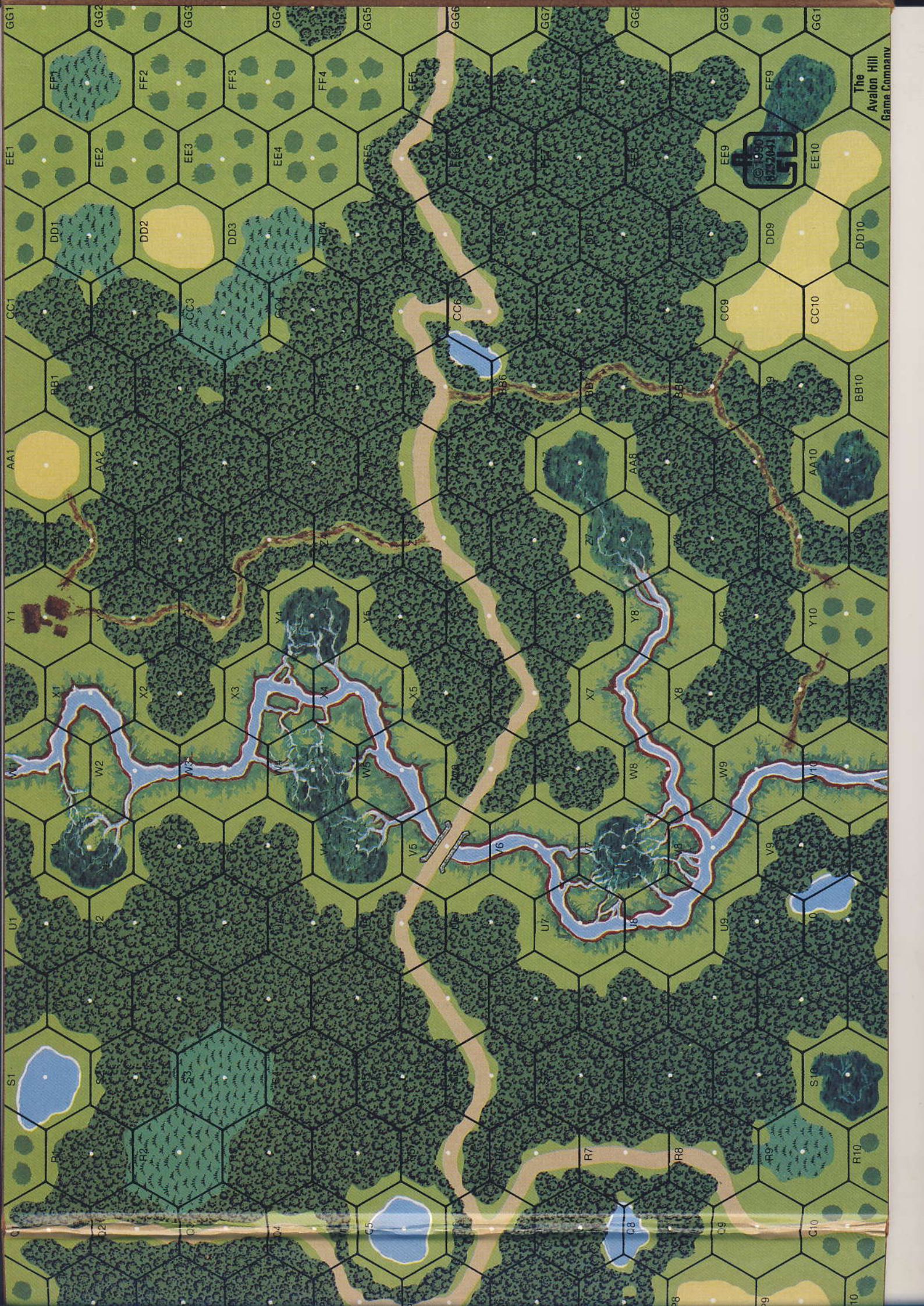
A ?	B ?	C ?	D ?	E ?	F ?	G ?	H ?
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100	100	100	100	100	100	J ?	I ?
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A ? 7 morale	B ? 7 morale	C ? 7 morale	D ? 7 morale	E ? 7 morale	F ? 7 morale	G ? 7 morale	H ? 7 morale	I ? 7 morale	J ? 7 morale
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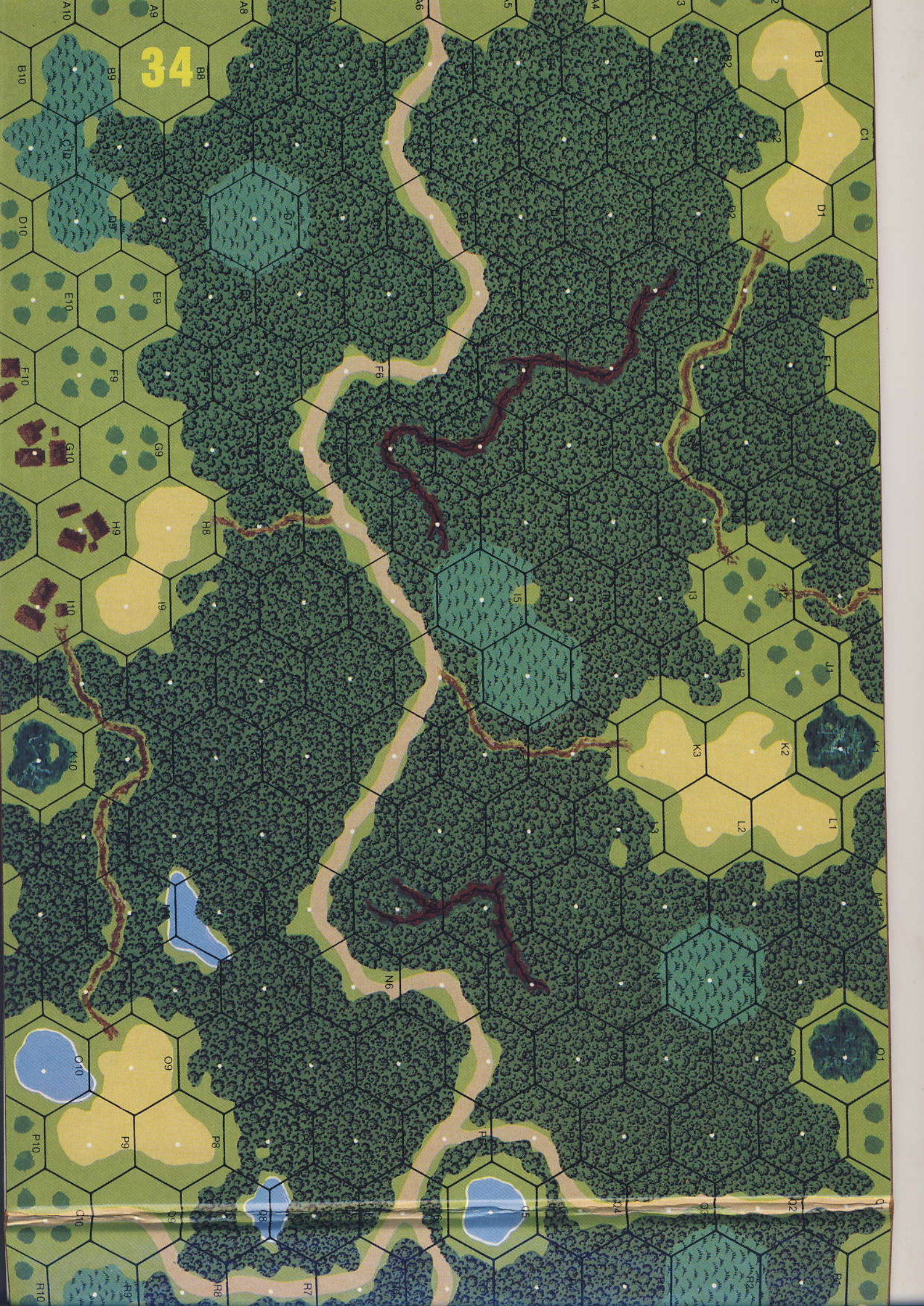
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U ? 7 morale	V ? 7 morale	W ? 7 morale	X ? 7 morale	Y ? 7 morale	Z ? 7 morale	B-1 1st Sgt	B-1 1st Sgt	TURN
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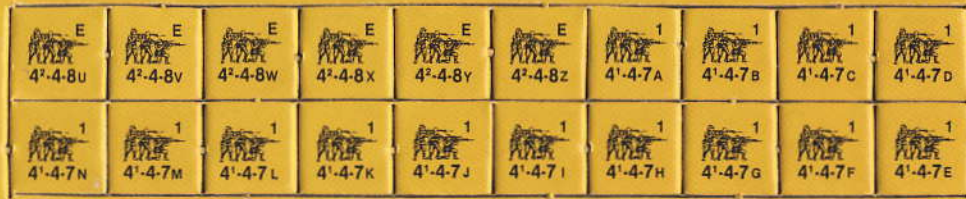


ASL: Japanese Infantry

Front

Code of Bushido

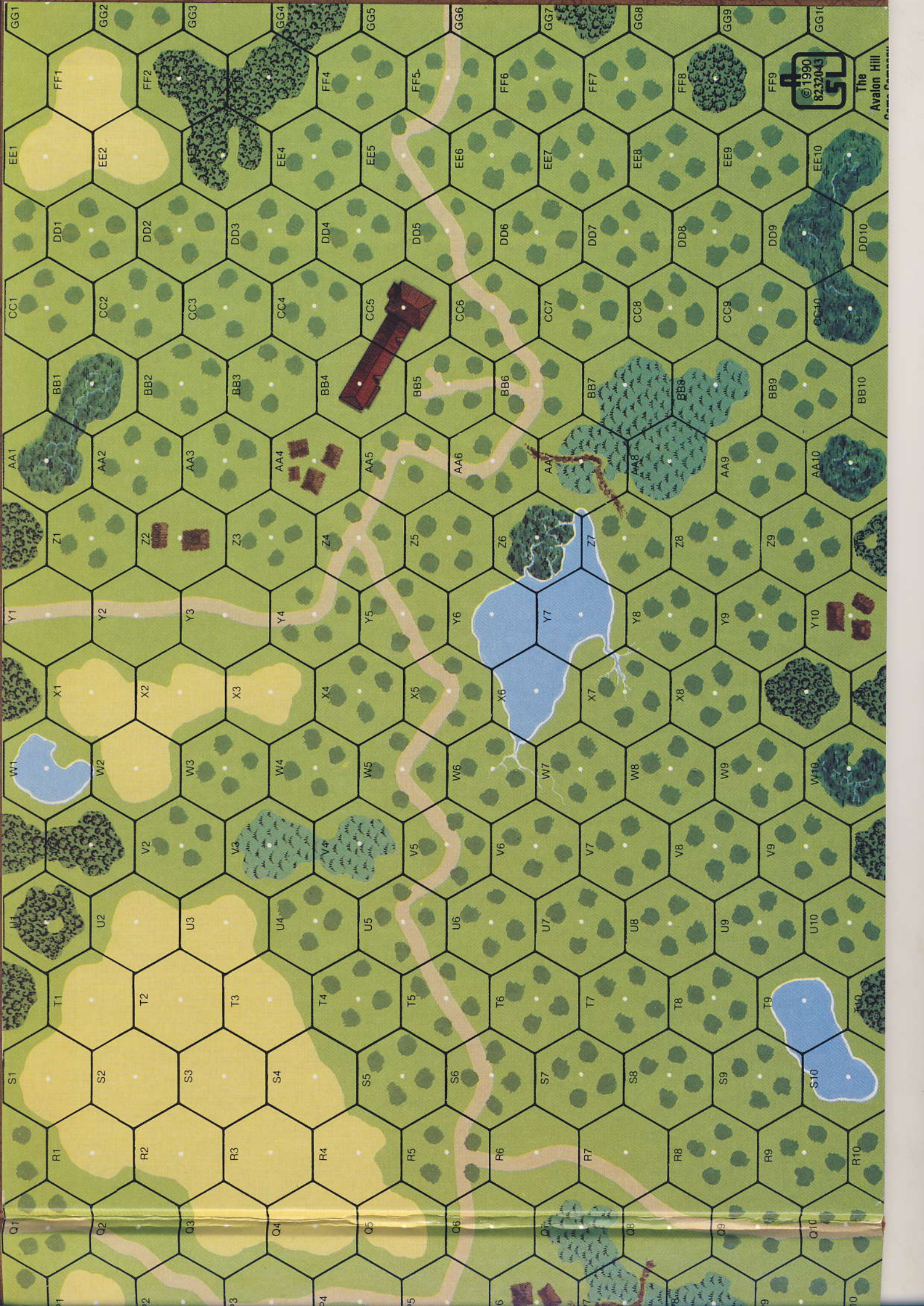
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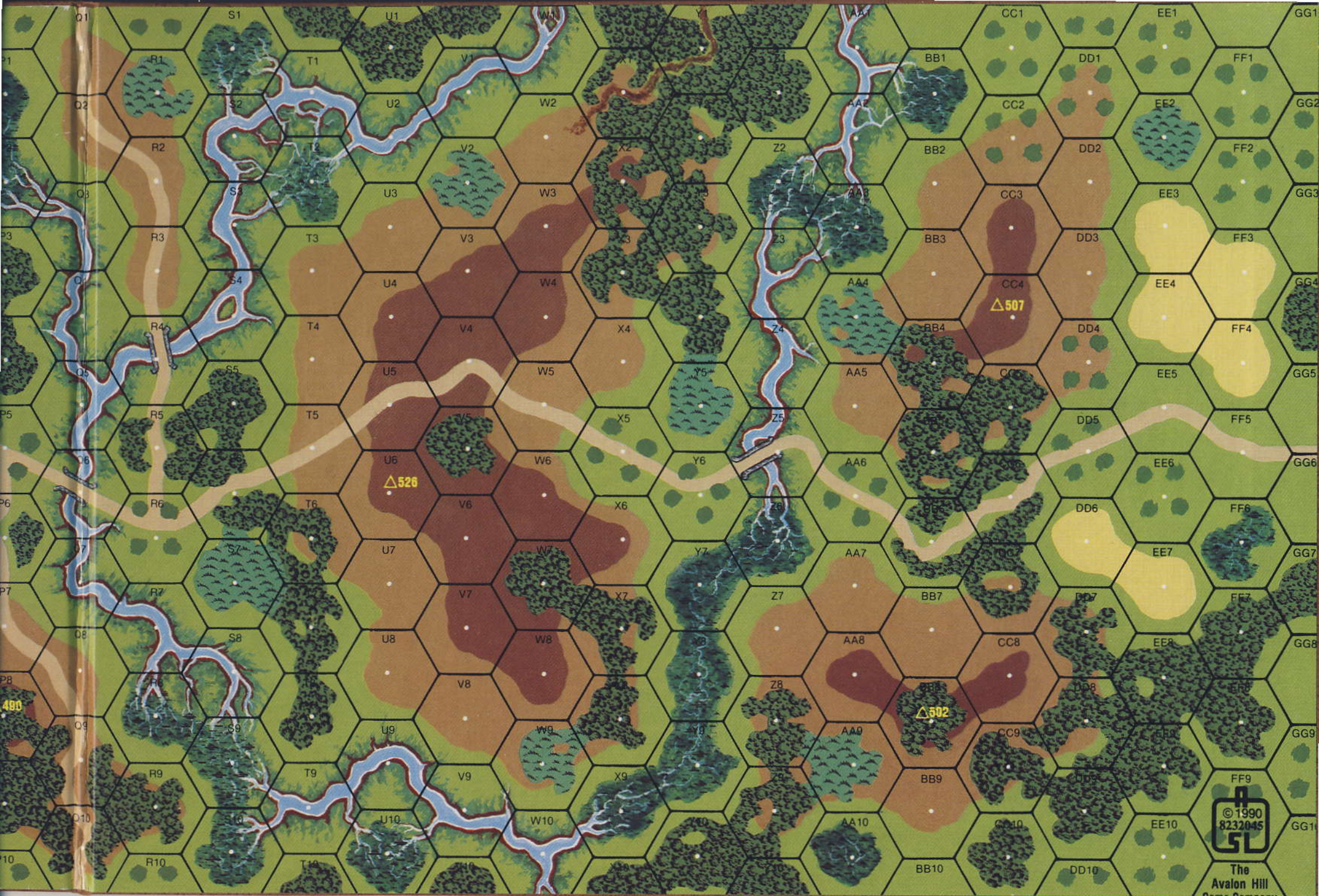


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490

△ 526

△ 507

△ 502



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