

JAPANESE VEHICLE AND GUN CHART

RAPID FIRE!

GUNS		
Description	AT / HE Value	Points
20mm Type 98 anti-aircraft/anti-tank	Autocannon	8
25mm Type 96 anti-aircraft	Autocannon	8
25mm Type 96 twin anti-aircraft	Multiple autocannon	12
37mm Type 94 infantry/anti-tank	AT class 6 / HE 6 points table 4	6
37mm Type 97 anti-tank	AT class 5 / HE 6 points table 4	6
40mm Type 91 anti-aircraft	AT class 5 / HE 6 points table 4	6
47mm Type 1 anti-tank	AT class 4 / HE 6 points table 4	6
70mm Type 90 infantry	AT class 5 / HE 8 points table 4	8
75mm Type 41 infantry	AT class 5 / HE 10 points table 4	8
75mm Type 94 mountain	AT class 5 / HE 10 points table 4	8
75mm Type 38 field (improved)	AT class 4 / HE 10 points table 4	8
75mm Type 41 cavalry	AT class 5 / HE 10 points table 4	8
75mm Type 90 field	AT class 3 / HE 10 points table 4	8
75mm Type 88 anti-aircraft	AT class 3 / HE 10 points table 4	8
88mm Type 99 anti-aircraft	AT class 2 / HE 10 points table 4	10
105mm howitzer Type 91	AT class 3 / HE 12 points table 4	12
105mm Type 92 field	AT class 2 / HE 12 points table 4	12
120mm Naval howitzer Type 3	AT class 2 / HE 12 points table 4	12
120mm Type 10 anti-aircraft	AT class 2 / HE 12 points table 4	12
140mm Type 3 howitzer	HE 12 points table 5	14
150mm howitzer Type 4	HE 12 points table 5	14
150mm Type 89 medium	HE 12 points table 5	14
150mm Type 41 medium	HE 12 points table 5	14
320mm spigot mortar *	HE 12 points table 5	14
200mm Type 4 Rocket Launcher *	HE 12 points table 5	14
200mm Rocket Projector (trough or barrel) **	HE 12 points table 5	14
447mm Rocket (trough launcher) **	HE 12 points table 5	14

Breaks down to 3 figure-loads or two mule loads. No IDF
German PaK 36 captured in China. Few available

Maximum range for IDF is 72"

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Rare by 1941

High muzzle velocity

Emplaced as coastal gun

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IDF only. Maximum range 72"

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Mortar-like launcher

Barrelled launcher on two wheel carriage

* Fire as mortar (IDF) once every alternate move. Minimum range 12", maximum range 48"

** Fire once every alternate move. Use the fire grid and a d10 throw to determine all hits. Minimum range 12", maximum range 48"

TANKS					
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons	Points
Type 92 light	24 / 12	E	-	VMG	7
Type 94 TK tankette (MG)	24 / 12	E	-	VMG	7
Type 97 Te-Ke (MG or 37mm)	24 / 12	E	-	AT class 6 / HE 6 points table 4 (or VMG)	10
Type 98A Ke-Ni (37mm)	24 / 12	E	VMG	AT class 6 / HE 6 points table 4 (or VMG)	13
Type 95 Ha-Go (37mm) *	24 / 12	E	VMG	AT class 6 / HE 6 points table 4 (or rear VMG)	11
Type 89 Chi-Ro (57mm)	15 / 9	E	VMG	AT class 5 / HE 6 points table 4 (or rear VMG)	13
Type 97 Chi-Ha (57mm)	24 / 12	D	VMG	AT class 5 / HE 6 points table 4 (or rear VMG)	15
Type 97kai Shinhoto Chi-Ha (47mm)	24 / 12	D	VMG	AT class 4 / HE 6 points table 4 (or rear VMG)	15
Type 2 Hoi (infantry support) (75mm)	24 / 12	D	VMG	AT class 5 / HE 10 points table 4	17
Type 2 Ka-Mi amphibian (37mm) **	24 / 12*	E	-	AT class 6 / HE 6 points table 4 (or VMG)	10

* One man turret - may not move and fire main gun.

** Maximum movement 6" in water.

SELF-PROPELLED GUNS					
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons	Points
Type 2 Ho-Ni I/III (75mm)	24 / 12	E	-	AT class 3 / HE 10 points table 4	12
Type 4 Ho-Ni II (105mm)	24 / 12	E	-	AT class 4 / HE 12 points table 4	16
TA (StuG III - long 75mm)	24 / 12	E	-	HE 12 points table 5	16

RECONNAISSANCE VEHICLES AND ARMoured PERSONNEL CARRIERS					
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons	Points
Type 87 (twin MG)	24 / 12	E	-	2 x VMG	8
Type 92 Naval (5 x MG) (4 and 6 wheel)	24 / 12	E	2 x VMG	VMG	11
Sumida Type 2593/Type 93 (road or rail) *	24 / 12	E	-	VMG	7
Type I Ho-Ha APC (half-track)	24 / 12	E	-	-	4
Type I Ho-Ki APC (tracked)	24 / 12	E	-	-	4

* Maximum movement 24" on rail.

COMMAND, OP, ENGINEER AND RECOVERY VEHICLES					
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons	Points
Shi-Ki Command (based on Chi-Ha)	24 / 12	D	AT class 5 / HE 6 points table 4	-	12
Type I (97) Artillery observation vehicle	24 / 12	E	-	-	4
SS Engineer vehicle (bridge layer) *	15 / 9	E	Flamethrower (or VMG)	-	12
Se-Ri Recovery (based on Chi-Ha)	24 / 12	D	VMG	VMG	12

* The SS was a multi-purpose engineering vehicle. In a game it may be used either as a bridgelayer or a flamethrower. Flame guns fire as manpack weapons.

JAPANESE AIRCRAFT (IMPERIAL ARMY)

From	Description	Type (air-to-air combat)	Ground Attack Armament	Points
1941	Kawasaki Ki-10 'Perry'	Fighter	2 x MMG	18
	Nakajima Ki-27 'Nate'	Fighter	2 x MMG	18
	Nakajima Ki-43 Hayabusa 'Oscar' *	Fighter / fighter bomber	2 x HMG, 2 x medium bomb (or 1 x heavy bomb)	22
	Mitsubishi Ki-15 'Babs'	Light bomber	2 x light bomb (or 1 x medium bomb)	12
	Mitsubishi Ki-30 'Ann'	Light bomber	2 x medium bomb (or 1 x heavy bomb)	14
	Mitsubishi Ki-51 'Sonia'	Light bomber	2 x MMG, 2 x light bomb (or 1 x medium bomb)	20
	Kawasaki Ki-48 'Lily'	Medium bomber	2 x MMG, 4 x medium bomb (or 2 x heavy bomb)	28
	Mitsubishi Ki-21 'Sally'	Medium bomber	3 x MMG, 4 x medium bomb (or 2 x heavy bomb)	28
	Nakajima Ki-49 Donryu 'Helen'	Medium bomber	3 x MMG / 4 x medium bomb (or 2 x heavy bomb)	28
1942	Kawasaki Ki-45A1b Toryu 'Nick'	Ground attack	Single 20mm autocannon and single 37mm autocannon	22
1943	Nakajima Ki-44 Shoki 'Tojo'	Superior fighter	4 x HMG	20
	Kawasaki Ki-61 Hien 'Tony'	Superior fighter	2 x HMG and multiple 20mm autocannon	24
1944	Nakajima Ki-84 Hayate 'Frank' *	Superior fighter / fighter bomber	2 x HMG and multiple 20mm autocannon, 2 x medium bomb (or 1 x heavy bomb)	28
1945	Kawasaki Ki-61 Hien 'Tony' *	Superior fighter / fighter bomber	2 x HMG and multiple 20mm autocannon, 2 x medium bomb (or 1 x heavy bomb)	28
	Kawasaki Ki-102 'Randy'	Ground attack (light bomber)	Multiple 20mm autocannon and single 57mm autocannon, 2 x medium bomb (or 1 x heavy bomb)	28

* May bomb at low altitude. Treat as dive bomber, but hit for D6 throw of 5 or 6. Can be driven off by anti-aircraft fire.

Allied code names (ie 'Tony') were introduced in the second half of 1942 to aid recognition.

Almost all aircraft types were used for Kamikaze suicide attacks from May 1944 onwards. To simulate such attacks use the following rule modifications:

Carrier fighter cover (19.13) Throw a d6 for each intended Kamikaze aircraft. 1 = shot down before reaching the table.

Naval anti-aircraft fire (19.14) Kamikaze planes cannot be driven off. A d6 throw of 1 per gun (or 1 and 2 if 30mm or larger multiple AA) shoots them down. All attacks are at low level.

The effects of guns and bombs (19.8) Use Table 28 to determine where the plane hits. Throw twice for crew, vehicle and gun casualties. Throw three times if the kamikaze aircraft is a medium bomber or MXY-7 piloted missile.

Table 28 and 19.12 Throw 2 x d6 to determine how many moves repairs will take. Double minimum crew needed for repair.

JAPANESE AIRCRAFT (IMPERIAL NAVY)

From	Description	Type (air-to-air combat)	Ground Attack Armament	Points
1941	Mitsubishi A5M 'Claude'	Carrier fighter	2 x MMG	18
	Mitsubishi A6M Zero-Sen 'Zeke'	Superior fighter/carrier fighter	2 x MMG and multiple 20mm auto	24
	Mitsubishi F1M 'Pete' floatplane	Fighter / fighter bomber	2 x MMG / 2 x light bomb	20
	Mitsubishi A6M2-N 'Rufe' floatplane	Fighter / fighter bomber	2 x MMG and multiple 20mm auto, 2 x light bomb	24
	Aichi D3A 'Val'	Dive bomber / carrier dive bomber	2 x light and 1 x medium bomb	16
	Nakajima B5N 'Kate'	Light bomber / carrier light bomber	4 x medium bomb (or 2 x heavy bomb or 1 x torpedo for maritime attacks)	18
	Mitsubishi GM3 'Nell'	Medium bomber	2 x MMG, 4 x medium bomb (or 2 x heavy bomb or 1 x torpedo for maritime attacks)	28
	Mitsubishi GM4 'Betty'	Medium bomber	2 x MMG, 4 x medium bomb (or 2 x heavy bomb)	28
	Kawanishi H6K 'Mavis' seaplane	Medium bomber	4 x MMG, 4 medium bomb (or 2 x heavy bomb)	28
	Kawanishi H8K 'Emily' seaplane	Medium bomber	Multiple 20mm autocannon / 6 medium bomb (or 3 x heavy bomb or 2 x torpedo for maritime attacks)	36
1943	Nakajima B6N Tenzan 'Jill'	Light bomber / carrier light bomber	4 medium bomb (or 2 x heavy bomb or torpedo for maritime attacks)	18
1944	Mitsubishi J2M Raiden 'Jack' *	Superior fighter	Multiple 20mm autocannon, 2 x light bomb (or 1 x medium bomb)	26
	Kawanishi N1k1-J Shiden 'George' *	Superior fighter / fighter bomber	2 x MMG and multiple 20mm auto, 2 x medium bomb (1 x heavy bomb)	28
	Yokosuka D4Y Suisei 'Judy'	Dive bomber / carrier dive bomber	2 x MMG, 2 x Lt and 1 x med bomb (or 1 hy bomb)	24
1945	Aichi B7A Ryusei 'Grace'	Light bomber	Multiple 20mm autocannon/ 4 x medium bomb (or 2 x heavy bomb or 1 x torpedo for maritime attacks)	30
	Yokosuka PIYI Ginga 'Frances'	Medium bomber	6 x medium bomb (or 3 x heavy bomb, or torpedo or MXY-7 Ohka for maritime attacks)	24
	Yokosuka MXY-7 Ohka 'Baka'	Piloted missile	See rule variations below	16

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