

RAPID FIRE! RELOADED

JAPANESE VEHICLE AND GUN CHART

GUNS			
Description	AT / HE Value	Points	
50mm mortar	HE 2 x D6	3	Minimum range 6", maximum range 18"
70mm 'barrage' mortar	HE 4 x D6	8	Minimum range 6", maximum range 18"
90mm mortar	HE 5 x D6	8	Minimum range 6", maximum range 48"
Type 97 20mm Anti-tank Rifle	AT class 5	4	
20mm Type 98 anti-aircraft/anti-tank	AT class 5 / autocannon	8	
25mm Type 96 anti-aircraft	AT class 5 / autocannon	8	
25mm Type 96 twin anti-aircraft	AT class 5 / multiple autocannon	12	
37mm Type 94 infantry/anti-tank	AT class 6 / HE 2 x D6	6	Breaks down to 3 figure-loads or two mule loads. No IDF
37mm Type 97 anti-tank	AT class 5 / HE 2 x D6	6	German PaK 36 built under licence.
40mm Type 91 anti-aircraft	AT class 5 / HE 3 x D6	8	
47mm Type 1 anti-tank	AT class 4 / HE 3 x D6	6	
70mm Type 90 infantry	HE 4 x D6	8	Maximum range for IDF is 48"
75mm Type 41 infantry	AT class 5 / HE 4 x D6	8	Maximum range for IDF is 72"
75mm Type 94 mountain	AT class 5 / HE 4 x D6	8	Breaks down into 3 loads. Max range for IDF is 72"
75mm Type 38 field (improved)	AT class 4 / HE 4 x D6	8	
75mm Type 41 cavalry	AT class 5 / HE 4 x D6	8	Rare by 1941
75mm Type 90 field	AT class 3 / HE 4 x D6	8	
75mm Type 88 anti-aircraft	AT class 3 / HE 4 x D6	8	
88mm Type 99 anti-aircraft	AT class 2 / HE 5 x D6	10	
105mm howitzer Type 91	AT class 3 / HE 5 x D6	12	
105mm Type 92 field	AT class 2 / HE 5 x D6	12	High muzzle velocity
120mm Naval howitzer Type 3	AT class 2 / HE 6 x D6	12	Emplaced as coastal gun
120mm Type 10 anti-aircraft	AT class 2 / HE 6 x D6	12	Emplaced as coastal gun
140mm Type 3 howitzer	HE 6 x D6	14	IDF only. Maximum range 72"
150mm howitzer Type 4	HE 6 x D6	14	IDF only. Maximum range 72"
150mm Type 89 medium	HE 6 x D6	14	IDF only
150mm Type 41 medium	HE 6 x D6	14	IDF only
320mm spigot mortar *	HE 6 x D6	14	
200mm Type 4 Rocket Launcher *	HE 6 x D6	14	Mortar-like launcher
200mm Rocket Projector (trough or barrel) **	HE 6 x D6	14	Barrelled launcher on two wheel carriage
447mm Rocket (trough launcher) **	HE 6 x D6	14	

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

** Fire once every alternate move. Minimum range 12", maximum range 48"

TANKS					
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons	Points
Type 92 light	24 / 12	5	-	VMG	7
Type 94 TK tankette (MG)	24 / 12	5	-	VMG	7
Type 97 Te-Ke (MG or 37mm)	24 / 12	5	-	AT class 6 / HE 2 x D6 (or VMG)	10
Type 98A Ke-Ni (37mm)	24 / 12	5	VMG	AT class 6 / HE 2 x D6 (or VMG)	13
Type 95 Ha-Go (37mm)	24 / 12	5	VMG	AT class 6 / HE 2 x D6 (or rear VMG)	13
Type 89 Chi-Ro (57mm)	15 / 9	5	VMG	AT class 5 / HE 3 x D6 (or rear VMG)	13
Type 97 Chi-Ha (57mm)	24 / 12	4	VMG	AT class 5 / HE 3 x D6 (or rear VMG)	15
Type 97kai Shinhoto Chi-Ha (47mm)	24 / 12	4	VMG	AT class 4 / HE 3 x D6 (or rear VMG)	15
Type 2 Hoi (infantry support) (75mm)	24 / 12	4	VMG	AT class 5 / HE 4 x D6	17
Type 2 Ka-Mi amphibian (37mm)	24 / 12	5	-	AT class 6 / HE 2 x D6 (or VMG)	10

* 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	5	-	AT class 3 / HE 4 x D6	12
Type 4 Ho-Ni II (105mm)	24 / 12	5	-	AT class 4 / HE 5 x D6	16
TA (StuG III - long 75mm)	24 / 12	5	-	HE 4 x D6	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	5	-	2 x VMG	8
Type 92 Naval (5 x MG) (4 and 6 wheel)	24 / 12	5	2 x VMG	VMG	11
Sumida Type 2593/Type 93 (road or rail) *	24 / 12	5	-	VMG	7
Type I Ho-Ha APC (half-track)	24 / 12	5	-	-	4
Type I Ho-Ki APC (tracked)	24 / 12	5	-	-	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	4	AT class 5 / HE 2 x D6	-	12
Type I (97) Artillery observation vehicle	24 / 12	5	-	-	4
SS Engineer vehicle (bridge layer) *	15 / 9	5	Flamethrower (or VMG)	-	12
Se-Ri Recovery (based on Chi-Ha)	24 / 12	4	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.