

JAPANESE VEHICLE AND GUN CHARTS

GUNS		
Description	AT / HE Value	Points
20mm Type 98 anti-aircraft/anti-tank	20mm autocannon	10
25mm Type 96 anti-aircraft	20mm autocannon	10
25mm Type 96 twin anti-aircraft	Multiple autocannon	15
37mm Type 94 infantry/anti-tank	AT class 6 / HE 6 points table 4	5
37mm Type 97 anti-tank	AT class 5 / HE 6 points table 4	10
40mm Type 91 anti-aircraft	AT class 5 / HE 6 points table 4	10
47mm Type 1 anti-tank	AT class 4 / HE 6 points table 4	15
70mm Type 90 infantry	AT class 5 / HE 8 points table 4	10
75mm Type 41 infantry	AT class 5 / HE 10 points table 4	15
75mm Type 94 mountain	AT class 5 / HE 10 points table 4	15
75mm Type 38 field (improved)	AT class 4 / HE 10 points table 4	15
75mm Type 41 cavalry	AT class 5 / HE 10 points table 4	15
75mm Type 90 field	AT class 3 / HE 10 points table 4	20
75mm Type 88 anti-aircraft	AT class 3 / HE 10 points table 4,	20
88mm Type 99 anti-aircraft	AT class 2 / HE 10 points table 4	25
105mm howitzer Type 91	AT class 3 / 12 points table 4	20
105mm Type 92 field	AT class 2 / HE 12 points table 4	25
120mm Naval howitzer Type 3	AT class 2 / HE 12 points table 4	25
120mm Type 10 anti-aircraft	AT class 2 / HE 12 points table 4	25
140mm Type 3 howitzer	HE 12 points table 5	20
150mm howitzer Type 4	HE 12 points table 5	20
150mm Type 89 medium	HE 12 points table 5	20
150mm Type 41 medium	HE 12 points table 5	20
320mm spigot mortar*	HE 15 points table 5	30
200mm Type 4 Rocket Launcher*	HE 12 points table 5	20
200mm Rocket Projector (trough or barrel)**	HE 12 points table 5	20
447mm Rocket (trough launcher)**	HE 15 points table 5	30

Very poor armour penetration. Breaks down to three 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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Type 94 is a mountain gun which may be broken down into three loads. Maximum range for IDF is 72".

Rare by 1941.

High muzzle velocity.

Emplaced as coastal gun.

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IDF only. Maximum range 72".

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IDF only.

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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	20
Type 94 TK tankette (MG)	24 / 12	E	-	VMG	20
Type 97 Te-Ke (MG or 37mm)	24 / 12	E	-	VMG or AT class 6 / HE 6 points table 4	20
Type 98A Ke-Ni (37mm)	24 / 12	E	VMG	AT class 6 / HE 6 points table 4 (or VMG)	20
Type 95 Ha-Go (37mm)	24 / 12	E	VMG	AT class 6 / HE 6 points table 4 (or rear VMG)	20
Type 89 Chi-Ro (57mm)	15 / 9	E	VMG	AT class 5 / HE 6 points table 4 (or rear VMG)	25
Type 97 Chi-Ha (57mm)	24 / 12	D	VMG	AT class 5 / HE 6 points table 4 (or rear VMG)	35
Type 97kai Shinhoto Chi-Ha (47mm)	24 / 12	D	VMG	AT class 4 / HE 6 points table 4 (or rear VMG)	40
Type 2 Hoi (infantry support) (75mm)	24 / 12	D	VMG	AT class 5 / HE 10 points table 4	40
Type 2 Ka-Mi amphibian (37mm)	24 / 12 / 6 (water)	E	-	AT class 6 / HE 6 points table 4 (or VMG)	25

SELF-PROPELLED GUNS AND TANK DESTROYERS				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Points
Type 2 Ho-Ni I/III (75mm)	24 / 12	E	AT class 3 / HE 6 points table 4	35
Type 4 Ho-Ni II (105mm)	24 / 12	E	AT class 4 / HE 12 points table 4	30
Type 38 Ho-Ro (150mm)	24 / 12	E	HE 12 points table 5	35

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	-	35
Type 1 (97) Artillery observation vehicle	24 / 12	E	-	-	35
SS Engineer vehicle (bridge layer)*	15 / 9	E	VMG (+ 2 flamethrowers)	-	40
Se-Ri Recovery (based on Chi-Ha)	24 / 12	D	VMG	VMG (in small turret)	55

*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.

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	-	Multiple VMG	25
Type 92 Naval (5 x MG) (4 and 6 wheel)	24 / 12	E	Multiple VMG	VMG	25
Sumida Type 2593/Type 93 (road or rail)	24 / 12 24 (rail)	E	-	VMG	20
Type 1 Ho-Ha APC (half-track)	24 / 12	E	-	-	15
Type 1 Ho-Ki APC (tracked)	24 / 12	E	-	-	15