



13. Rising Sun

Revised 01/15

Chinese Personnel & SW

Counter	No.	ID	Nationality	Notes
10-3	2		Chinese	Maj Liang, Maj Lin
10-2	2		Chinese	Cpt Sun, Cpt Tai
10-2 Armor Leader	1		Chinese	Cpt
9-2	2		Chinese	Lt Chou, Lt Feng
9-2 Armor Leader	1		Chinese	1st Lt
9-1	3		Chinese	Lt Hsu, Lt Sung, Lt Yuan
9-1 Armor Leader	2		Chinese	2nd Lt
8-1	4		Chinese	Sgt Chang, Sgt Huang, Sgt Tung, Sgt Wan
8-1 Armor Leader	2		Chinese	1st Sgt
8-0	4		Chinese	Sgt Chen, Sgt Hsieh, Sgt Kuan, Sgt Yang
7-0	4		Chinese	Cpl Fu, Cpt Han, Cpl Li, Cpl Wang
6+1	3		Chinese	Col Chu, Col Lo, Col Yu
1-4-9 [1-3-8]	4		Chinese	Hsing, Ku, Shen, Wei
5 ² -3-7 Elite Square	26	A-Z	Chinese	
4 ¹ -4-7 Elite	26	A-Z	Chinese	
3-3-7 1st Line	26	A-Z	Chinese	
3-3-6 Conscript	26	A-Z	Chinese	
2-2-7 Elite Square HS	15	A-O	Chinese	
2-3-7 Elite HS	15	A-O	Chinese	
1-2-7 1st Line HS	15	A-O	Chinese	
1-2-6 Conscript HS	15	A-O	Chinese	
2-2-7 Infantry crew	10	1-10	Chinese	
1-2-6 Vehicular crew	10	1-10	Chinese	
HMG Browning M1917A1	4	A-D	Chinese	
MMG Vickers Mk I	6	A-F	Chinese	
LMG Type 26 (ZB vz/26)	10	A-J	Chinese	
ATR 0.55-inch Boys	4	A-D	Chinese	
BAZ 43 M1A1	4	A-D	Chinese	
FT M2-2	4	A-D	Chinese	
dm MTR 60mm [dm MTR(j) 50mm]	4		Chinese	
dm MTR(j) 50mm [dm MTR 60mm]		A-D	Chinese	
Concealment 1/2-inch [CX]	26	A-Z	Chinese	

Chinese Vehicles & Ordnance

Counter	No.	ID	Nationality	Notes
VCL M1931(b)	3	A-C	Chinese	1.
L3/35(i)	3	D-F	Chinese	2.
PzKpfw IA(g)	3	A-C	Chinese	3.
Vickers 6-Ton Mk E(b)	3	D-F	Chinese	4.
T-26TU M33(r)	6	A-F	Chinese	5. Opt: D-F AAMG
M3A3(a)	6	A-F	Chinese	6. Opt: C-F AAMG
M4A4(a)	3	A-C	Chinese	7. Opt: C AAMG
M3A1(a)	2	D-E	Chinese	8.



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Counter	No.	ID	Nationality	Notes
Stuart Recon(a)	2	A; F	Chinese	9.
Type 22	2	B-C	Chinese	10.
PSW 221(g)	3	D-F	Chinese	11.
PSW 222(g)	2	A-B	Chinese	11.
BA-20(r)	2	C-D	Chinese	12.
BA-6(r)	2	E-F	Chinese	12.
VCL Mk VI Carrier(b)	4	A-D	Chinese	13. Opt: C-D BMG
Carrier A(b)	3	A; E-F	Chinese	14.
Carrier B(b)	3	B-D	Chinese	14.
Carrier C(b)	2	E-F	Chinese	14.
Henschel 33(g) Truck	6	A-F	Chinese	15.
Jeep(a)	3	A-C	Chinese	16. Opt: B-C AAMG
2 1/2-Ton(a) Truck	6	A-F	Chinese	16.
MTR 76* Stokes 3-in	3	A-C	Chinese	4.
MTR 82* 82mm BM obr. 37	3	D-F	Chinese	4.
MTR 81* 8cm GrW 34	3	A-C	Chinese	4.
MTR 81* M1 81mm	3	D-F	Chinese	5.
MTR 107 M2 4.2-in. Mortar	2	A-B	Chinese	5.
AT 37L 3.7cm PaK 35/36	3	C-E	Chinese	6.
AT 37LL M3A1 37mm	3	A-B; F	Chinese	6.
ART 37* 37mm PP obr. 15R	2	C-D	Chinese	7.
ART 70* Cannone da 70/15	2	E-F	Chinese	7.
ART 75* 7.5cm Krupp M08	3	A-C	Chinese	8.
ART 75* Obice da 75/13	3	D-F	Chinese	8.
ART 75* 7.5cm leIG 18	3	A-C	Chinese	9.
ART 76* 7.62mm PP obr. 27	3	D-F	Chinese	9.
ART 75* M1A1 75mm Pack Howitzer	4	A-D	Chinese	10.
ART 75 7.7cm FK 16	2	E-F	Chinese	11.
ART 76 76.2mm P obr. 02/30	2	A-B	Chinese	11.
ART 84* OQF 18-Pounder	2	C-D	Chinese	11.
ART 105* 10.5cm leFH 16	2	E-F	Chinese	12.
ART 105 Cannone da 105/28	2	A-B	Chinese	12.
ART 105 M2A1 105mm Howitzer	2	C-D	Chinese	12.
ART 122* 122mm G obr. 10/30	2	E-F	Chinese	13.
ART 122 122mm G obr. 38	2	A-B	Chinese	13.
ART 150* Obice da 149/13	2	C-D	Chinese	14.
AA 20L (4) Oerlikon FF	2	E-F	Chinese	15.
AA 20L (4) Cannone-mitragliera da 20/65	2	A-B	Chinese	15.
AA 20L (4) 2cm FlaK 30	2	C-D	Chinese	15.
AA 37L (6) 3.7cm FlaK 36 o. 37	2	E-F	Chinese	16.
AA 40L (8) Bofors 40mm L/60	2	A-B	Chinese	16.
AA 75L Bofors 75mm M29	2	C-D	Chinese	17.
AA 88L 8.8cm FlaK 18	2	E-F	Chinese	17.
Concealment 5/8-inch [HD 1]	3	A-C	Chinese	



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Counter	No.	ID	Nationality	Notes
HD 1 [Concealment 5/8-inch]			Game-Veh/Ord	
Concealment 5/8-inch [HD 2L]	2	G-H	Chinese	
HD 2L [Concealment 5/8-inch]			Game-Veh/Ord	
Concealment 5/8-inch [HD 2R]	2	I-J	Chinese	
HD 2R [Concealment 5/8-inch]			Game-Veh/Ord	
Concealment 5/8-inch [HD 3]	3	D-F	Chinese	
HD 3 [Concealment 5/8-inch]			Game-Veh/Ord	
Tetrahedron [Wire+Tetrahedron]	20		Game-Terr	
Wire+Tetrahedron [Tetrahedron]			Game-Veh/Ord	
Tetrahedron [Artillery Request]	4		Game-Terr	
Artillery Request [Tetrahedron]			Game-Veh/Ord	
Sniper	1		Chinese	

Japanese Personnel

Counter	No.	ID	Nationality	Notes
10-2	3		Japanese	Maj Katsuhiko, Maj Tanaka, Maj Taniguchi
10-2 Armor Leader	1		Japanese	Cpt
10-1	4		Japanese	Cpt Dao, Cpt Gaman, Cpt Sakana, Cpt Timmu
10-0	4		Japanese	Lt Anasei, Lt Ito, Lt Mifune, Lt Watanabe
9-2 Armor Leader	2		Japanese	1st Lt
9-1	5		Japanese	Sgt Hana, Sgt Kiro, Sgt Murekami, Sgt Yamada, Sgt Yasui
9-1 Armor Leader	2		Japanese	2nd Lt
9-0	5		Japanese	Sgt Ayabe, Sgt Fujita, Sgt Kasai, Sgt Ono, Sgt Shoji
8-1 Armor Leader	3		Japanese	1st Sgt
8-0	4		Japanese	Cpl Inoue, Cpl Osawa, Cpl Suzuki, Cpl Tarui
8+1	3		Japanese	Col Honda, Col Hotte, Col Shimada
(1)-0-9	10		Japanese	Fujimoto, Kitamura, Kuboto, Nakamura, Nakazawa, Okamoto, Otsuki, Sasaki, Sasamoto, Takashima
1-4-9	4		Japanese	Fujigaki, Imai, Nishii, Sato
4 ² -4-8 [3 ² -4-8] Elite	26	A-Z	Japanese	
4 ¹ -4-7 [3 ¹ -4-7] 1st line	26	A-Z	Japanese	
3-4-7 [2-3-7] 2nd Line	26	A-Z	Japanese	
3-3-6 [2-2-6] Conscript	26	A-Z	Japanese	
2-3-8 Elite HS	16	A-P	Japanese	
2-3-7 1st Line HS	17	A-Q	Japanese	
1-3-7 2nd Line HS	17	A-Q	Japanese	
1-2-6 Conscript HS	16	A-P	Japanese	
2-2-8 [1-2-8] Infantry crew	13	1-13	Japanese	
1-2-7 Vehicular crew	14	1-14	Japanese	
T-H Heroes Remaining	1		Game-Basic	
Target Acquisition	6	AA-FF	Japanese	(Japanese Yellow)
Concealment 1/2-inch [CX]	26	A-Z	Japanese	
CX [Concealment 1/2-inch]			Game-Basic	

1/2" Miscellaneous

Counter	No.	ID	Nationality	Notes
HMG .50 cal Type 93	3	D-F	Japanese	



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Counter	No.	ID	Nationality	Notes
HMG Type 92 Jukikanju	5	A-E	Japanese	
MMG Type 96	6	A-F	Japanese	
LMG Taisho 11 Nambu	12	A-L	Japanese	
FT Type 93/100	3	D-F	Japanese	
DC	10	A-J	Japanese	
Radio Type 94-6	3	A-C	Japanese	
Phone Type 92	2	A-B	Japanese	
MTR 50* Type 89 Hvy Grenade Launcher	10	A-F;c-f	Japanese	1.
ATR 20L Type 97 Automatic Gun	3	C-E	Japanese	6.
INF 37* Year-11 Type Flat-Trajectory Infantry Gun	3	A-C	Japanese	9.
dm MMG [dm HMG]	6		Japanese	
dm HMG [dm MMG]			Japanese	
dm HMG .50 cal [dm INF 37*]	4		Japanese	
dm INF 37* [dm HMG]			Japanese	
dm MTR 50mm [dm MTR 70mm]	2		Japanese	
dm MTR 70mm [dm MTR 50mm]		E-F	Japanese	
dm MTR 50mm [dm MTR 81mm]	4		Japanese	
dm MTR 81mm [dm MTR 50mm]		C-F	Japanese	
dm MTR 50mm [dm MTR 90mm]	4		Japanese	
dm MTR 90mm [dm MTR 50mm]		A-D	Japanese	
HMG M2 .50cal	2	C-D	Chinese	
MTR 40* Type 27 Grenade Launcher	4	A-D	Chinese	1.
MTR 45* Mortaio da 45 "Brixia"	3	A-C	Chinese	2.
MTR 50*(j) Type 89 Hvy Gren. Launcher	4	A-D	Chinese	2.
MTR 50*(g) 5cm leGrW 36	4	A-D	Chinese	2.
MTR 50*(r) 50mm RM obr. 38	3	C-E	Chinese	2.
MTR 60* M2 60mm Mortar	4	A-D	Chinese	3.
DC	6	A-F	Chinese	
Phone	2	A-B	Chinese	
Radio	2	A-B	Chinese	
dm MMG [dm HMG]	5		Chinese	
dm HMG [dm MMG]			Chinese	
dm MTR 45mm [dm HMG .50cal]	1		Chinese	
dm MTR 82mm [dm HMG .50cal]			Chinese	
dm MTR 45mm [dm MTR 81mm]	1		Chinese	
dm MTR(a) 81mm [dm MTR 45mm]		C	Chinese	
dm MTR 45mm [dm MTR 82mm]	1		Chinese	
dm MTR 82mm [dm MTR 45mm]		D	Chinese	
dm MTR(g) 50mm [dm MTR(r) 50mm]	3		Chinese	
dm MTR(r) 50mm [dm MTR(a) 50mm]			Chinese	
dm MTR 76mm [dm MTR(a) 81mm]	3		Chinese	
dm MTR(a) 81mm [dm MTR 76mm]		D-F	Chinese	
dm MTR(a) 81mm [dm MTR 82mm]	2	A-B	Chinese	
dm MTR 82mm [dm MTR(a) 81mm]		E-F	Chinese	
Trip Flare	10		Game-Basic	



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Counter	No.	ID	Nationality	Notes
No Smoke [No Smoke/WP]	2		Game-Veh/Ord	
No Smoke/WP [No Smoke]			Game-Veh/Ord	
No WP [No Smoke/WP]	2		Game-Veh/Ord	
No Smoke/WP [No WP]			Game-Veh/Ord	
No Cannister[No Smoke/wP]	2		Game-Veh/Ord	
No Smoke/WP [No Cannister]			Game-Veh/Ord	
No APCR [No Smoke/WP]	2		Game-Veh/Ord	
No Smoke/WP [No APCR]			Game-Veh/Ord	
No AP [No Smoke/WP]	2		Game-Veh/Ord	
No Smoke/WP [No AP]			Game-Veh/Ord	
Aground [Fast Aground]	12		Game-Veh/Ord	
Fast Aground [Aground]			Game-Veh/Ord	
Ramp Down [Broached Wreck]	7		Game-Veh/Ord	
Broached Wreck [Ramp Down]			Game-Veh/Ord	
Ramp Down [Immobilized]	7		Game-Veh/Ord	
Immobilized [Ramp Down]			Game-Veh/Ord	
Exposed Reef R [Submerged Reef L]	2		Game-Terr	
Exposed Reef L [Submerged Reef R]			Game-Terr	
Exposed Reef L [Submerged Reef R]	2		Game-Terr	
Exposed Reef L [Submerged Reef R]			Game-Terr	
Path 1-4 [Path 2-4]	2		Game-Terr	
Path 2-4 [Path 1-4]			Game-Terr	
Path 1-4 [Path 3-4]	2		Game-Terr	
Path 3-4 [Path 1-4]			Game-Terr	
Path 2-4 [Path 1-4]	2		Game-Terr	
Path 1-4 [Path 2-4]			Game-Terr	
Path 2-4 [Path 3-4]	2		Game-Terr	
Path 3-4 [Path 2-4]			Game-Terr	
Berserk [Wound]	5		Game-Basic	
Wound [Berserk]			Game-Basic	
Minefield [1 AT]	2		Game-Terr	
1 AT [Minefield]			Game-Terr	
Minefield [2 AT]	2		Game-Terr	
2 AT [Minefield]			Game-Terr	
Minefield [3 AT]	2		Game-Terr	
3 AT [Minefield]			Game-Terr	
Minefield [4 AT]	2		Game-Terr	
4 AT [Minefield]			Game-Terr	
Minefield [5 AT]	2		Game-Terr	
5 AT [Minefield]			Game-Terr	
G-T Assault Period	1		Game-Basic	
Allied Needed VP Total	1		Game-Basic	
Axis Needed VP Total	1		Game-Basic	
Turn Marker	1		Game-Basic	Japanese/Chinese, Commonwealth, Russian, US, USMC
DP 1 [DP 2] LC Damage Point	8		Game-Veh/Ord	
DP 2 [DP 1] LC Damage Point			Game-Veh/Ord	



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Counter	No.	ID	Nationality	Notes
DP 3 [DP 4] LC Damage Point	9		Game-Veh/Ord	
<i>DP 4 [DP 3] LC Damage Point</i>			<i>Game-Veh/Ord</i>	
DP 5 [DP 10] LC Damage Point	4		Game-Veh/Ord	
<i>DP 10 [DP 5] LC Damage Point</i>			<i>Game-Veh/Ord</i>	
stun +2 [stun +3]	5		Game-Veh/Ord	
<i>stun +3 [stun +2]</i>			<i>Game-Veh/Ord</i>	
En Portee [Animal-Pack]	3		Game-Veh/Ord	
<i>Animal-Pack [En Portee]</i>			<i>Game-Veh/Ord</i>	
Residual Fire 2 [Residual Fire 1]	4		Game-Basic	
<i>Residual Fire 1 [Residual Fire 2]</i>			<i>Game-Basic</i>	
Collapsed [Blaze Collapsed]	20		Game-Terr	
<i>Blaze Collapsed [Collapsed]</i>			<i>Game-Terr</i>	
Banzai [Lax]	12		Game-Basic	
<i>Lax [Banzai]</i>			<i>Game-Basic</i>	
H-to-H MELEE [CC]	8		Game-Basic	
<i>CC [H-to-H MELEE]</i>			<i>Game-Basic</i>	

Japanese Vehicles and Ordnance

Counter	No.	ID	Nationality	Notes
Type 92A	3	A-C	Japanese	1.
Type 92B	3	D-F	Japanese	1.
Type 94 Light Armored Car	6	A-F	Japanese	2.
Type 95 SO-KI Armored Railway Vehicle	2	A-B	Japanese	3.
Type 97A TE-KE Light Armored Vehicle	3	A-C	Japanese	4.
Type 97B TE-KE Light Armored Vehicle	6	A-F	Japanese	4.
Type 95 HA-GO Light Tank	6	A-F	Japanese	5.
Type 2 KA-MI Amphibious Tank	3	A-C	Japanese	6.
Type 89A CHI-RO Medium Tank	3	D-F	Japanese	7.
Type 89B CHI-RO Medium Tank	6	A-F	Japanese	7.
Type 97A CHI-HA Medium Tank	6	A-F	Japanese	8.
Type 97B CHI-HA Medium Tank	6	A-F	Japanese	8.
Type-1 CHI-HE Medium Tank	2	E-F	Japanese	9.
Type 91 Armored Car	6	A-F	Japanese	10. Opt: F AAMG
Type 92 Armored Car	6	A-F	Japanese	11. Opt: E-F BMG
Type 1 Gun Tank HO-NI I	3	C-E	Japanese	12.
Type 4 HO-RO Self-Propelled Howitzer	2	A-B	Japanese	13.
Type 1 HO-KI Armored Troop-Vehicle	3	C-E	Japanese	14.
Type 98 SHI-KE 4-ton Tractor	4	A-D	Japanese	15.
Type 92 I-KE 5-ton Tractor	4	C-F	Japanese	16
Type 95 Small Personnel-Vehicle	3	C-E	Japanese	17.
Type 94 Truck	6	A-F	Japanese	18.
Type 97 Truck	6	A-F	Japanese	18.
T-34 M43	4	AA-DD	Russian	16. Russian
MTR 70* Year-11 Type Curved-Fire Infantry Gun	2	E-F	Japanese	2.
MTR 81* Type-97 Curved-Fire Infantry Gun	4	C-F	Japanese	3.
MTR 90* Type 97 Light Close-Attack Gun	4	A-D	Japanese	4.



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Counter	No.	ID	Nationality	Notes
MTR 150* Type 97 Medium Close-Attack Gun	2	E-F	Japanese	5.
AT 37L Type 94 Rapid-Fire Gun	4	A-D	Japanese	7.
AT 47L Type 1 Machine-Moved Gun	4	C-F	Japanese	8.
INF 70* Type 92 Infantry Gun	4	A-B; E-F	Japanese	10.
INF 75* Year-41 Type Mountain Gun	4	C-F	Japanese	11.
ART 75* Year-38 Type Field Gun (Improved)	4	A-B; E-F	Japanese	12.
ART 75 Type 90 Field Gun	4	C-F	Japanese	13.
ART 105 Type 91 10cm Field Howitzer	2	A-B	Japanese	14.
ART 105L Type 92 10cm Cannon	2	C-D	Japanese	15.
ART 120* Year-38 Type 12cm Howitzer	2	E-F	Japanese	16.
ART 140L Year-3 Type 14cm Naval Seacoast Gun	2	A-B	Japanese	17.
ART 150* Year-4 Type 15cm Howitzer	2	C-D	Japanese	18.
ART 150 Type 96 15cm Howitzer	2	E-F	Japanese	19.
AA 12.7(12) Type 92 Twin-Mount High-Angle Machine Gun	3	A-C	Japanese	20.
AA 20L(4) Type 98 High-Angle Machine Cannon	4	C-F	Japanese	21.
AA 25LL(8) Single-Mount Naval High-Angle Machine Cannon	4	A-D	Japanese	22.
AA 25LL(12) Twin-Mount Naval High-Angle Machine Cannon	4	C-F	Japanese	22.
AA 25LL(16) Triple-Mount Naval High-Angle Machine Cannon	2	A-B	Japanese	22.
AA 75 Type 88 7.5cm Mobile Field High-Angle Gun	4	A-D	Japanese	23.
AA 120L Year-10 Type 12cm Naval High-Angle Gun	2	E-F	Japanese	24.
FB 1944	1	C	Japanese	
Sniper	1		Japanese	
Rising Sun Proof of Purchase	1			

U.S.M.C. and Early U.S. Army

Counter	No.	ID	Nationality	Notes
4 ² -5-8 Elite Circle	26	A-Z	US Marines	
5 ² -5-8 Elite Square	26	A-Z	US Marines	
6 ³ -6-8 Elite	26	A-Z	US Marines	
7 ³ -6-8 Elite (E)	26	A-Z	US Marines	
2-4-8 Elite Circle HS	16	A-P	US Marines	
2-3-8 Elite Square HS	14	A-N	US Marines	
3-4-8 Elite HS	26	A-Z	US Marines	
2-2-8 Infantry crew	10	1-10	US Marines	
4 ¹ -4-7 2nd Line (P.A.)	26	A-Z	Early American	
3-3-6 Green (P.A.)	26	A-Z	Early American	
2-3-7 2nd line HS (P.A.)	14	A-N	Early American	
1-2-6 Green HS (P.A.)	14	A-N	Early American	



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Counter	No.	ID	Nationality	Notes
2-2-8 Infantry crew	7	11-17	Early American	
HMG M2 .50cal	4	G-J	American	
HMG Browning M1917A1	6	G-L	American	
LMG Johnson M1941	5	A-E	American	
LMG Lewis Mk I	5	A-E	American	
dm HMG 50 cal [dm MTR 81mm]	2		American	
dm MTR 81mm [dm HMG .50 cal]		A-B	American	
Radio	1	E	American	

Mixed Miscellaneous

Counter	No.	ID	Nationality	Notes
5 ² -5-8 USMC Raiders Elite	26	A-Z	US Marines	
5 ² -5-8 USMC Paras Elite	26	A-Z	US Marines	
2-3-8 USMC Raiders Elite HS	13	A-M	US Marines	
2-3-8 USMC Paras Elite HS	13	A-M	American	
10-3	1		American	Maj Reed
10-2	2		American	Cpt Chappell, Cpt Shelling
9-2	2		American	Lt Patrick, Lt Valerien
9-1	5		American	Lt Dimick, Lt Linton, Lt Martuzas, Lt Swann, Sgt Childs
9-1 Armor Leader	1		American	
8-1	6		American	Sgt Briaux, Sgt Ellers, Sgt Kaster, Sgt Shields, Sgt Spencer, Sgt Palmer
8-0	5		American	Sgt Hardy, Sgt Leslie, Sgt McCorry, Sgt Shimo, Sgt Toye
7-0	3		American	Cpl Dante, Cpl Garcia, Cpl Orlando
6+1	2		American	Col Mac, Col Vogt
1-4-9	5		American	Basilone, Hayes, MacArthur, Malmström, McCormick
HMG Browning M1917A1	2	G-H	American	
MMG Browning M1919A4	6	G-L	American	
BAZ 44	4	J-M	American	
DC	6	G-L	American	
FT M2-2	5	G-K	American	
MTR 60* M2 60mm Mortar	6	a-f	American	1.
ATR 0.55-inch Boys	3	C-E	American	
dm MMG [dm HMG]	8		American	
dm HMG [dm MMG]			American	
dm MTR M2 60mm [dm MTR 60mm M19]	4	a-d	American	
dm MTR M19 60mm [dm MTR 60mm M2]			American	
Concealment 1/2-inch [CX]	26	A-Z	American	
CX [Concealment 1/2-inch]			Game-Basic	
M3A1 Light Tank	2	a-b	American	3.
M4A1 Medium Tank	4	a-d	American	9.
LVT2	4	I-L	American	49.
LVT(A)2	6	S-X	American	50.
LVT4	6	M-R	American	51.
SR [FFE: 1]	4	A-D	Game-Veh/Ord	
FFE:1 [SR]		A-D		
FFE:2 [FFE:C]	4	A-D	Game-Veh/Ord	
FFE:C [FFE:2]		A-D	Game-Veh/Ord	



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Counter	No.	ID	Nationality	Notes
Concealment 5/8-inch [HD 1]	1	b	American	
HD 1 [Concealment 5/8-inch]			Game-Veh/Ord	
Concealment 5/8-inch [HD 2L]	1	a	American	
HD 2L [Concealment 5/8-inch]			Game-Veh/Ord	
Type 95 HA-GO Light Tank	4	aa-dd	Japanese	5.
Type 97A CHI-HA Medium Tank	4	cc-ff	Japanese	8.
FB 1939	3	A-C	Japanese	
FB 1942	3	A-C	Japanese	
FB 1944	2	A-B	Japanese	
Area Acquisition	6	AA-FF	Japanese	(Japanese Yellow)
Concealment 5/8-inch [HD 1]	3	A-C	Japanese	
HD 1 [Concealment 5/8-inch]			Game-Veh/Ord	
Concealment 5/8-inch [HD 2R]	2	D-E	Japanese	
HD 2R [Concealment 5/8-inch]			Game-Veh/Ord	
Concealment 5/8-inch [HD 2L]	2	F-G	Japanese	
HD 2L [Concealment 5/8-inch]			Game-Veh/Ord	
Concealment 5/8-inch [HD 3]	3	H-J	Japanese	
HD 3 [Concealment 5/8-inch]			Game-Veh/Ord	

LC & Fortifications

Counter	No.	ID	Nationality	Notes
Bulldozer	3	A-C	Game-Veh/Ord	
Armored Bulldozer	3	D-F	Game-Veh/Ord	
Burnt Out Wreck [Roadblock]	2		Game-Veh/Ord	
Roadblock [Burnt Out Wreck]			Game-Terr	
Burnt Out Wreck [Trench]	2		Game-Veh/Ord	
Trench [Burnt Out Wreck]			Game-Terr	
Moderate Slope: Shallow 2 [Wire]	1		Game-Terr	
Wire [Moderate Slope: Shallow 2]			Game-Terr	
Slight Slope: Shallow 3				
[Steep Slope: Shallow 1]	1		Game-Terr.	
Steep Slope; Shallow 1				
[Slight Slope: Shallow 3]			Game-Terr.	
Bank	16		Game-Terr	
Cave 1+4+6 [Cave 1+4+6 L0]	6	A-F	Game-Terr	
Cave 1+4+6 L0 [Cave 1+4+6]			Game-Terr	
Cave 1+4+6 [Cave 1+4+6 L1]	6	G-L	Game-Terr	
Cave 1+4+6 L1 [Cave 1+4+6]			Game-Terr	
Cave 1+4+6 [Cave 1+4+6 L2]	6	M-R	Game-Terr	
Cave 1+4+6 L2 [Cave 1+4+6]			Game-Terr	
Cave 1+4+6 [Cave 1+4+6 L3]	6	S-X	Game-Terr	
Cave 1+4+6 L3 [Cave 1+4+6]			Game-Terr	
Panjis A 1-hexside [Panjis G 4-hexside]	6		Game-Terr	
Panjis G 4-hexside [Panjis A 1-hexside]			Game-Terr	
Panjis B 2-hexside [Panjis H 2-hexside]	6		Game-Terr	
Panjis H 2-hexside [Panjis B 2-hexside]			Game-Terr	
Panjis C 3-hexside [Panjis I 2-hexside]	4		Game-Terr	
Panjis I 2-hexside [Panjis C 3-hexside]			Game-Terr	



13. Rising Sun

Counter	No.	ID	Nationality	Notes
Panjis C 3-hexside [Panjis J 3-hexside]	2		Game-Terr	
<i>Panjis J 3-hexside [Panjis C 3-hexside]</i>			<i>Game-Terr</i>	
Panjis D 5-hexside [Panjis K 6-hexside]	2		Game-Terr	
<i>Panjis K 6-hexside [Panjis D 5-hexside]</i>			<i>Game-Terr</i>	
Panjis E 4-hexside [Panjis L 4-hexside]	2		Game-Terr	
<i>Panjis L 4-hexside [Panjis E 4-hexside]</i>			<i>Game-Terr</i>	
Panjis F 3-hexside [Panjis M 3-hexside]	2		Game-Terr	
<i>Panjis M 3-hexside [Panjis F 3-hexside]</i>			<i>Game-Terr</i>	
Pillbox PTO 1+3+5 [Pillbox PTO 1+5+7]	16		Game-Terr	
<i>Pillbox PTO 1+5+7 [Pillbox PTO 1+3+5]</i>			<i>Game-Terr</i>	
Wood Bridge [Stone Bridge]	8		Game-Terr	
<i>Stone Bridge [Wood Bridge]</i>			<i>Game-Terr</i>	
LCP(L)	12	AA-LL	Game-Trans	1.
LCA	12	H-O;W-Z	Game-Trans	2.
LCV	12	A-L	Game-Trans	3.
LCVP	12	K-V	Game-Trans	3.
LCM(3)	6	E-J	Game-Trans	4.
LCI(S)	2	A-B	Game-Trans	5.
LCT(4)	2	C-D	Game-Trans	6.
Daihatsu	9	A-I	Game-Trans	7.
Shohatsu	9	J-R	Game-Trans	8.

Scenarios

Mapboards

Name	ID	ID	Description
Smertniki	ASL 59	34	Woods; marshy stream
On the Kokoda Trail	ASL 60	35	Farmland; orchard and grainfields
Shoestring Ridge	ASL 61	36	Wooded Hills; marshy stream
Bungle in the Jungle	ASL 62	37	Country; woods, orchard and grainfields
The Eastern Gate	ASL 63	38	Airstrip; farmland
Hazardous Occupation	ASL 64	39	Wooded hill; gully, cliffs. orchards
Red Star, Red Sun	ASL 65	47	Wooded valley; stream, hills
The Bushmasters	ASL 66	Overlays	
Cibik's Ridge	ASL 67	ID	Description
The Rock	ASL 68	1	Pacific Village
Today We Attack	ASL 69	2	Wooded Hills and Stream
KP 167	ASL 70	3	Village; Rice Paddies
Jungle Citadel	ASL 71	4	Wooded Road
Sea of Tranquility	ASL 72	5	Stream with Bridge
Hell or High Water	ASL 73	B1	Brush 1 Hex
Bloody Red Beach	ASL 74	B2	Brush 2 Hex
Grabbing Gavutu	ASL 145	B3	Brush 3 Hex
Tanambogo Nightmare	ASL 146	B4	Brush 4 Hex
Take Two	ASL 147	B5	Brush 5 Hex



13. Rising Sun

Scenarios

Overlays

Name	ID	ID	Description
A Stiff Fight	ASL 148	Be 1	Beach 5 x 11
Battlin' Buckeyes	ASL 149	Be 2	Beach 5 x 11
Broken Bamboo	ASL 150	Be 3	Beach 5 x 11
Last of Their Strength	ASL 151	Be 4	Beach 12 x 7
Munda Mash	ASL 152	Be 5	Beach 12 x 7
OP Hill	ASL 153	Be 6	Beach 12 x 7
Orange at Walawbum	ASL 154	Ef 1	Effluent 9 Hexes
Ramsey's Charge	ASL 155	Ef 2	Effluent 11 Hexes
Shanghai in Flames	ASL 156	Ef 3	Effluent 14 Hexes
Smith & Weston	ASL 157	G1	Grain 1 Hex
The Drive for Taierzhuang	ASL 158	G2	Grain 2 Hex
Totsugeki!	ASL 159	G3	Grain 3 Hex
White Tigers	ASL 160	G4	Grain 4 Hex
Sand and Blood	GT CG I	G5	Grain 5 Hex
		GT	Gavutu-Tanambogo (3 Overlays)
		M1	Marsh 1 Hex
		M2	Marsh 2 Hex
		M3	Marsh 3 Hex
		M4	Marsh 4 Hex
		M5	Marsh 5 Hex
		O1	Orchard 1 Hex
		O2	Orchard 2 Hex
		O3	Orchard 3 Hex
		O4	Orchard 4 Hex
		O5	Orchard 5 Hex
		OC 1	Ocean
		OC 2	Ocean
		OC 3	Ocean
		OC 4	Ocean
		P1	Pond 1 Hex
		P2	Pond 2 Hex
		P3	Pond 3 Hex
		P4	Pond 4 Hex
		P5	Pond 5 Hex
		RP1	Rice Paddy
		RP2	Rice Paddy
		RP3	Rice Paddy
		RP4	Rice Paddy
		RP5	Rice Paddy
		Wd1	Woods 1 Hex
		Wd2	Woods 2 Hex
		Wd3	Woods 3 Hex
		Wd4	Woods 4 Hex
		Wd5	Woods 5 Hex
		X6	Temple