

8. Code of Bushido

Revised 10/09

Japanese Infantry

8232027/28

Counter	No.	ID	Nationality	Notes
10-2	3		Japanese	Maj Katsuhiro, 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	3		Japanese	2nd Lt
9-0	5		Japanese	Sgt Ayabe, Sgt Fujita, Sgt Kasai, Sgt Ono, Sgt Shoji
8-1 Armor Leader	1		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	
Target Acquisition	6	AA-FF	Japanese	(Japanese Yellow)
Collapsed [Blaze Collapsed]	7		Game-Terr	
Blaze Collapsed [Collapsed]			Game-Terr	
T-H Heroes Remaining	1		Game-Basic	

Japanese Vehicles & Ordnance

8232031/32

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.

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Counter	No.	ID	Nationality	Notes
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. Errata: Should have "Ammo: 4PP" on back
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.
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	A-D	Japanese	11.
ART 75* Year-38 Type Field Gun (Improved)	4	A-B; D-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.

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Counter	No.	ID	Nationality	Notes
AA 120L Year-10 Type 12cm Naval High-Angle Gun	2	E-F	Japanese	24.
FB 1944	1	C	Japanese	
Sniper	1		Japanese	

Japanese SW & Misc.

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Counter	No.	ID	Nationality	Notes
8-1 Armor Leader	2		Japanese	1st Sgt
HMG .50 cal Type 93	3	D-F	Japanese	
HMG Type 92 Jukikanju	5	A-E	Japanese	
MMG Type 96	6	A-F	Japanese	
LMG Taisho 11 Nambu	12	A-F; A-F	Japanese	
dm MMG [dm HMG]	6		Japanese	
dm HMG [dm MMG]			Japanese	
dm HMG .50 cal [dm INF 37*]	4		Japanese	
ATR 20L Type 97 Automatic Gun	3	C-E	Japanese	6.
DC	10	A-J	Japanese	
FT Type 93/100	3	D-F	Japanese	
INF 37* Year-11 Type Flat-Trajectory Infantry Gun	3	A-C	Japanese	9.
dm INF 37* [dm HMG .50 cal]			Japanese	
MTR 50* Type 89 Hvy Grenade Launcher	10	A-F; AA-DD	Japanese	1.
dm MTR 50mm [dm MTR 70mm]	2	A-B	Japanese	
dm MTR 70mm [dm MTR 50mm]		E-F	Japanese	
dm MTR 50mm [dm MTR 81mm]	4	C-F	Japanese	
dm MTR 81mm [dm MTR 50mm]		C-F	Japanese	
dm MTR 50mm [dm MTR 90mm]	4	AA-DD	Japanese	
dm MTR 90mm [dm MTR 50mm]		A-D	Japanese	
Phone Type 92	2	C-D	Japanese	
Radio Type 94-6	3	A-C	Japanese	
Allied Needed Victory Points	1		Game-Basic	
Axis Needed Victory Points	1		Game-Basic	
Banzai [Lax]	12		Game-Basic	
CC [H-to-H MELEE]			Game-Basic	
Collapsed [Blaze Collapsed]	10		Game-Terr	
Concealment 1/2-inch [CX]	26	A-Z	Japanese	
CX [Concealment 1/2-inch]			Game-Basic	
Blaze Collapsed [Collapsed]			Game-Terr	
H-to-H MELEE [CC]	8		Game-Basic	
Lax [Banzai]			Game-Basic	
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	

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Counter	No.	ID	Nationality	Notes
Path 2-4 [Path 1-4]	2		Game-Terr	
<i>Path 1-4 [Path 2-4]</i>			<i>Game-Terr</i>	
Path 2-4 [Path 3-4]	2		Game-Terr	
<i>Path 3-4 [Path 2-4]</i>			<i>Game-Terr</i>	
Trip Flare	10		Game-Basic	
Turn Marker	1		Game-Basic	Japanese/American, Commonwealth, French, Russian
Area Acquisition	6	AA-FF	Japanese	(Japanese Yellow)
Bank	16		Game-Terr	
Concealment 5/8-inch [HD 1]	3	A-C	Japanese	
<i>HD 1 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
Concealment 5/8-inch [HD 2R]	2	D-E	Japanese	
<i>HD 2R [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
Concealment 5/8-inch [HD 2L]	2	F-G	Japanese	
<i>HD 2L [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
Concealment 5/8-inch [HD 3]	3	H-J	Japanese	
<i>HD 3 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
FB 1939	3	A-C	Japanese	
FB 1942	3	A-C	Japanese	
FB 1944	2	A-B	Japanese	
Panjis A [Panjis G]	6		Game-Terr	
<i>Panjis G [Panjis A]</i>			<i>Game-Terr</i>	
Panjis B [Panjis H]	6		Game-Terr	
<i>Panjis H [Panjis B]</i>			<i>Game-Terr</i>	
Panjis C [Panjis I]	6		Game-Terr	
<i>Panjis I [Panjis C]</i>			<i>Game-Terr</i>	
Panjis D [Panjis J]	2		Game-Terr	
<i>Panjis J [Panjis D]</i>			<i>Game-Terr</i>	
Panjis E [Panjis K]	2		Game-Terr	
<i>Panjis K [Panjis E]</i>			<i>Game-Terr</i>	
Panjis F [Panjis L]	2		Game-Terr	
<i>Panjis L [Panjis F]</i>			<i>Game-Terr</i>	

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Scenarios

Mapboards

Mounted

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	Overlays	
Hazardous Occupation	ASL 64		
Red Star, Red Sun	ASL 65		
The Bushmasters	ASL 66		
		ID	Description
		1	Pacific Village
		2	Wooded Hills and Stream
		3	Village; Rice Paddies
		4	Wooded Road
		5	Stream with Bridge
		B1	Brush 1 Hex
		B2	Brush 2 Hex
		B3	Brush 3 Hex
		B4	Brush 4 Hex
		B5	Brush 5 Hex
		G1	Grain 1 Hex
		G2	Grain 2 Hex
		G3	Grain 3 Hex
		G4	Grain 4 Hex
		G5	Grain 5 Hex
		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
		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