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| **Blood & Jungle: usaLarge US Vehicle Notes**  **1. LVT(A)(L)**    C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  G. May be equipped with a Gyrostabilizer as per D11  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG. | **1. LVT(A)(L)**  P. This vehicle was used by US forces only in the PTO.  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT.  X. BMG can fire while HD. | **Blood & Jungle: usaLarge US Vehicle Notes**  **2. LVT(A)2F**    H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  P. This vehicle was used by US forces only in the PTO. |
| **2. LVT(A)2F**  Q. The AAMG FP actually consists of 3 MG; one .50-cal HMG (MA;6FP) and 2 secondary .30-cal MMG (4-FP each). These MG may fire together as a FG or at separate targets (as per D3.5). In all other respects they are treated as normal AAMG. **See US vehicle Note H.**  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT. | **Blood & Jungle: usaLarge US Vehicle Notes**  **3. LVT4F**  **Refer to Blood & Jungle Vehicle Note 3 for Diagram of Weapon Covered Arcs**  † The MA is an AAFT that may not fire through the VCA. The AAMG consists of 2 MMGs, each with 4 FP. Each AAMG can only fire through the designated CA [EXC: CC].  † This vehicle is not Recalled once its Passengers are unloaded. | **3. LVT4F**  D. This vehicles high hull made exit and entry difficult for Personnel who had to climb over the sides. Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel [EXC: normal costs apply to the LVT4]. In addition, all attacks makde by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631).  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  P. This vehicle was used by US forces only in the PTO.  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT. |
| **Blood & Jungle: usaLarge US Vehicle Notes**  **4. LVT(A)4FS**  **Refer to Blood & Jungle Vehicle Note 4 for Diagram of Weapon Covered Arcs**  † The MA is a 37L(8) AA that may not fire through VCA [EXC: CC]. The AA gun may only fire at a target in the Side CA on the 'centerline' of the rear VCA. AA Firepower consists of 2 MGs: one .50-cal HMG (6 FP) and one MMG (4 FP).  † This vehicle is not Recalled once its Passengers are unloaded.  P. This vehicle was used by US forces only in the PTO.  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT. | **4. LVT(A)4FS**  † The 150mm SA represents onboard rockets that may only be fired through the VCA and at a range > 7 hexes. ROF is NA and the weapon may only fire twice during a scenario. Intensive Fire is NA. It may use spotted fire like a MTR with halved FP. This weapon does not Malfunction, instead a DR of 12 Disables it.  D. This vehicles high hull made exit and entry difficult for Personnel who had to climb over the sides. Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel [EXC: normal costs apply to the LVT4]. In addition, all attacks made by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631).  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG. | **Blood & Jungle: usaLarge US Vehicle Notes**  **5. LVT4(L)**  **Refer to U.S Vehicle Note 51 for Diagram for the AAMG**  D. This vehicles high hull made exit and entry difficult for Personnel who had to climb over the sides. Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel [EXC: normal costs apply to the LVT4]. In addition, all attacks makde by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631). |
| **5. LVT4(L)**  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  Q. The AAMG FP actually consists of 3 MG; one .50-cal HMG (MA;6FP) and 2 secondary .30-cal MMG (4-FP each). These MG may fire together as a FG or at separate targets (as per D3.5). In all other respects they are treated as normal AAMG. **See US vehicle Note H.**  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT.  X. BMG can fire while HD. | **Blood & Jungle: usaLarge US Vehicle Notes**  **6. LVT(A)4(L)**    C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  G. May be equipped with a Gyrostabilizer as per D11  H. Each AAMG malfunctions and is repaired independently of the others. Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain ROF. An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG | **6. LVT(A)4(L)**  P. This vehicle was used by US forces only in the PTO.  T. The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to an LVT.  X. BMG can fire while HD. |
| **Blood & Jungle: usaLarge US Vehicle Notes**  **7. M3A1F**    C. 37mm Canister has 12FP, and is available in all theaters but only after 7/42. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO.  G. May be equipped with a Gyrostabilizer as per D11  P. This vehicle was used by US forces only in the PTO. | **Blood & Jungle: usaLarge US Vehicle Notes**  **8. M5A1 Satan**    P. This vehicle was used by US forces only in the PTO. | **Blood & Jungle: usaLarge US Vehicle Notes**  **9. M4A2F**    G. May be equipped with a Gyrostabilizer as per D11  P. This vehicle was used by US forces only in the PTO. |
| **9. M4A2F**  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background. | **Blood & Jungle: usaLarge US Vehicle Notes**  **10. M4A2(L)F**    G. May be equipped with a Gyrostabilizer as per D11  P. This vehicle was used by US forces only in the PTO. | **10. M4A2(L)F**  R. This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber. Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm. Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM. (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only. Signified by white ROF background. |
| **Blood & Jungle: usaLarge US Vehicle Notes**  **11. Carrier .50-cal(b)**    † When using the AP TK Table the AAMG MA uses the 12.7 column  † The Inherent Crew of this Carrier is a 1-2-6 (D8.62) | **Blood & Jungle: usaLarge US Ordnance Note**  **1. 20mm Oerlikon Mk4**    † Make 2 TK DR when using the AP TK Table; only one DR (firer's choice) is used.  P. This weapons was used by US forces only in the PTO. | **Blood & Jungle: GBLarge Australian & New Zealand Vehicle Notes**  **1. Matilda Frog**    † If an Immobilization result from an attack occurs make a subsequent dr *[EXC: direct fire against front/rear facing & Mines*]. A result of < 3 results in Immobilization; a dr of > 4 results in no effect. |
| **Blood & Jungle: GBLarge Australian & New Zealand Vehicle Notes**  **2. Matilda II(L)**    † If an Immobilization result from an attack occurs make a subsequent dr *[EXC: direct fire against front/rear facing & Mines*]. A result of < 3 results in Immobilization; a dr of > 4 results in no effect. | **Blood & Jungle: GBLarge Australian & New Zealand Vehicle Notes**  **3. Matilda II CS(L)**    † If an Immobilization result from an attack occurs make a subsequent dr *[EXC: direct fire against front/rear facing & Mines*]. A result of < 3 results in Immobilization; a dr of > 4 results in no effect.  S. The gun has a maximum range of 50 hexes. The 94\* is not considered as functioning ordinance IF it has depleted its HE.  Z. This AFV has both a sD & sM. The owning player may make a usage attempt (D13.2) for *either* (but no both) during a Player Turn, after declaring which one he will attempt to fire. All other Smoke Dispenser rules also apply unchanged. | **Blood & Jungle: GBLarge Australian & New Zealand Vehicle Notes**  **4. Valentine III CS**    S. The gun has a maximum range of 50 hexes. The 94\* is not considered as functioning ordinance IF it has depleted its HE. |
| **Blood & Jungle: Chinese national flag Chinese Vehicle Notes**  **1. FT-17(f)**    † Minimum road-MP cost is 1 MP; i.e., no FT-17 may use the 1/2-MP road rate even if CE.  A. "(a)", "(b)", "(g)", "(i)", "(r)", "(f)", & "(j)" in the piece name stands for "American", "British", "German", "Italian", or "Russian" respectively, for ESB (D2.5) purposes. A Chinese tracked vehicle is treated as being of the nationality indicated by the parenthesized letter in its name, but must also add +1 DRM to its ESB DR.  C. The CE DRM is +1 vs. Indirect Fire as well as vs. Direct Fire that emanates from within *the turret's rear facing*. | **1. FT-17(f)**  M. Each time a Mechanical Reliability DR (D2.51) is made, an 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Blood & Jungle: Chinese national flag Chinese Vehicle Notes**  **2. Type 94 Light Armored Vehicle (j)**    A. "(a)", "(b)", "(g)", "(i)", "(r)", "(f)", & "(j)" in the piece name stands for "American", "British", "German", "Italian", or "Russian" respectively, for ESB (D2.5) purposes. A Chinese tracked vehicle is treated as being of the nationality indicated by the parenthesized letter in its name, but must also add +1 DRM to its ESB DR.  D. Although a captured vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if recaptured by the Japanese. |
| **2. Type 94 Light Armored Vehicle (j)**  M. Each time a Mechanical Reliability DR (D2.51) is made, an 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Blood & Jungle: Chinese national flag Chinese Vehicle Notes**  **3. Type 97A Te-Ke (j)**    A. "(a)", "(b)", "(g)", "(i)", "(r)", "(f)", & "(j)" in the piece name stands for "American", "British", "German", "Italian", or "Russian" respectively, for ESB (D2.5) purposes. A Chinese tracked vehicle is treated as being of the nationality indicated by the parenthesized letter in its name, but must also add +1 DRM to its ESB DR.  D. Although a captured vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if recaptured by the Japanese. | **Blood & Jungle: Chinese national flag Chinese Vehicle Notes**  **4. Type 97B Te-Ke (j)**    A. "(a)", "(b)", "(g)", "(i)", "(r)", "(f)", & "(j)" in the piece name stands for "American", "British", "German", "Italian", or "Russian" respectively, for ESB (D2.5) purposes. A Chinese tracked vehicle is treated as being of the nationality indicated by the parenthesized letter in its name, but must also add +1 DRM to its ESB DR.  C. This vehicle uses the Red TH# Table.  D. Although a captured vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if recaptured by the Japanese. |
| **Blood & Jungle: Chinese national flag Chinese Vehicle Notes**  **5. Type 95 Ha-Go (j)**    † The center hexspine of the turret Rear (D1.82) MG's CA is always the 2nd hexspine *clockwise* from the center hexspine of the current TCA; i.e., the Rear MG is located at the 4:00 position relative to the MA.  A. "(a)", "(b)", "(g)", "(i)", "(r)", "(f)", & "(j)" in the piece name stands for "American", "British", "German", "Italian", or "Russian" respectively, for ESB (D2.5) purposes. A Chinese tracked vehicle is treated as being of the nationality indicated by the parenthesized letter in its name, but must also add +1 DRM to its ESB DR. | **5. Type 95 Ha-Go (j)**  B. The MA and all MGs have B11.  C. This vehicle uses the Red TH# Table.  D. Although a captured vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if recaptured by the Japanese. | **Blood & Jungle: Chinese national flag Chinese Vehicle Notes**  **6. BT-5 (r)**    A. "(a)", "(b)", "(g)", "(i)", "(r)", "(f)", & "(j)" in the piece name stands for "American", "British", "German", "Italian", or "Russian" respectively, for ESB (D2.5) purposes. A Chinese tracked vehicle is treated as being of the nationality indicated by the parenthesized letter in its name, but must also add +1 DRM to its ESB DR.  B. The MA and all MGs have B11. |
| **6. BT-5 (r)**  M. Each time a Mechanical Reliability DR (D2.51) is made, an 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Blood & Jungle: Chinese national flag Chinese Vehicle Notes**  **7. Type 89A Chi-Ro (j)**    A. "(a)", "(b)", "(g)", "(i)", "(r)", "(f)", & "(j)" in the piece name stands for "American", "British", "German", "Italian", or "Russian" respectively, for ESB (D2.5) purposes. A Chinese tracked vehicle is treated as being of the nationality indicated by the parenthesized letter in its name, but must also add +1 DRM to its ESB DR.  B. The MA and all MGs have B11. | **7. Type 89A Chi-Ro (j)**  C. This vehicle uses the Red TH# Table.  D. Although a captured vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if recaptured by the Japanese. |
| **Blood & Jungle: Chinese national flag Chinese Vehicle Notes**  **8. Type 97A Chi-Ha (j)**    A. "(a)", "(b)", "(g)", "(i)", "(r)", "(f)", & "(j)" in the piece name stands for "American", "British", "German", "Italian", or "Russian" respectively, for ESB (D2.5) purposes. A Chinese tracked vehicle is treated as being of the nationality indicated by the parenthesized letter in its name, but must also add +1 DRM to its ESB DR.  B. The MA and all MGs have B11. | **8. Type 97A Chi-Ha (j)**  C. This vehicle uses the Red TH# Table.  D. Although a captured vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if recaptured by the Japanese. | **Blood & Jungle: Chinese national flag Chinese Vehicle Notes**  **9. Type 31 Armored Car**    B. The MA and all MGs have B11.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51. |
| **Blood & Jungle:  Japanese Vehicle Notes**  **1. FT-17M Ko Light Tank (f)**    † Minimum road-MP cost is 1 MP; i.e., no FT-17 may use the 1/2-MP road rate even if CE.  A. The (a) indicates U.S, (b) British, & (f) French for ESB purposes  B. This vehicle uses **Red** TH #s  C. The CE DRM is +1 vs. Indirect Fire as well as vs. Direct Fire that emanates from within *the turret's rear facing*. | **1. FT-17M Ko Light Tank (f)**  M. Each time a Mechanical Reliability DR (D2.51) is made, an 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Blood & Jungle:  Japanese Vehicle Notes**  **2. FT-17C Ko Light Tank (f)**    † Minimum road-MP cost is 1 MP; i.e., no FT-17 may use the 1/2-MP road rate even if CE.  A. The (a) indicates U.S, (b) British, & (f) French for ESB purposes  B. This vehicle uses **Red** TH #s  C. The CE DRM is +1 vs. Indirect Fire as well as vs. Direct Fire that emanates from within *the turret's rear facing*. |
| **2. FT-17C Ko Light Tank (f)**  M. Each time a Mechanical Reliability DR (D2.51) is made, an 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Blood & Jungle:  Japanese Vehicle Notes**  **3. NC-27M Otsu Lt. Tank (f)**    † Minimum road-MP cost is 1 MP; i.e., no FT-17 may use the 1/2-MP road rate even if CE.  A. The (a) indicates U.S, (b) British, & (f) French for ESB purposes  C. The CE DRM is +1 vs. Indirect Fire as well as vs. Direct Fire that emanates from within *the turret's rear facing*. | **3. NC-27M Otsu Lt. Tank (f)**  H. Each time a NC-27M Otsu Lt. Tank (f) expends one MP to start, its owner must make a DR; if a 12 is rolled, the AFV has Stalled and has not actually begun its move. The owner must then immediately make another DR, which equals the total number of Delay MP (including one MP to stop, but exlcuing the MP expended to start) that the AFV has used in the unsuccessful attempt to move. |
| **Blood & Jungle:  Japanese Vehicle Notes**  **4. NC-27C Otsu Lt. Tank (f)**    † Minimum road-MP cost is 1 MP; i.e., no FT-17 may use the 1/2-MP road rate even if CE.  A. The (a) indicates U.S, (b) British, & (f) French for ESB purposes  B. This vehicle uses **Red** TH #s  C. The CE DRM is +1 vs. Indirect Fire as well as vs. Direct Fire that emanates from within *the turret's rear facing*. | **4. NC-27C Otsu Lt. Tank (f)**  H. Each time a NC-27M Otsu Lt. Tank (f) expends one MP to start, its owner must make a DR; if a 12 is rolled, the AFV has Stalled and has not actually begun its move. The owner must then immediately make another DR, which equals the total number of Delay MP (including one MP to stop, but exlcuing the MP expended to start) that the AFV has used in the unsuccessful attempt to move. | **Blood & Jungle:  Japanese Vehicle Notes**  **5. Type 88 Light Armored Vehicle (b)**    A. The (a) indicates U.S, (b) British, & (f) French for ESB purposes  D. If Stunned, this AFV may not regain CE status, may not fire a weapon, and is Recalled as per D5.341.  H. When this vehicle is bogged, only (only) CX squad (even a Prisoner--but not a Guard) on foot expending 4 MF in the vehicles location (and declared to be assisting unbogging) thereby allows the owning player to subtract 2 (1 per crew/HS) from the colored dr of its immediately subsequent unbogging DR |
| **Blood & Jungle:  Japanese Vehicle Notes**  **6. VCL Amphibious Tank (b)**    A. The (a) indicates U.S, (b) British, & (f) French for ESB purposes.  C. Although a capture vehicle, the captured use penalties of A21.11-.12 do not apply. | **6. VCL Amphibious Tank (b)**  M. Each time a Mechanical Reliability DR (D2.51) is made, an 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Blood & Jungle:  Japanese Vehicle Notes**  **7. Type 98 Ke-Ni Light Tank**    C. Although a capture vehicle, the captured use penalties of A21.11-.12 do not apply. |
| **Blood & Jungle:  Japanese Vehicle Notes**  **8. Type 2 Ke-To Light Tank**    C. Although a capture vehicle, the captured use penalties of A21.11-.12 do not apply. | **Blood & Jungle:  Japanese Vehicle Notes**  **9. M3(a)**    A. The (a) indicates U.S, (b) British, & (f) French for ESB purposes  B. This vehicle uses **Red** TH #s  C. Although a capture vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if they are recaptured by U.S. or British forces.  A. The MA *and all MG* have B11. This is signified by "B11" in **red** on the counter. | **9. M3(a)**  B. Due to two of the MG that constitute the BMG FP being in fixed mounts and fired remotely, the BMG receives an extra +1 DRM to all fire at a moving/Motion target. |
| **Blood & Jungle:  Japanese Vehicle Notes**  **10. Stuart I(a)**    A. The (a) indicates U.S, (b) British, & (f) French for ESB purposes  B. This vehicle uses **Red** TH #s  C. Although a capture vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if they are recaptured by U.S. or British forces.  A. The MA *and all MG* have B11. This is signified by "B11" in **red** on the counter. | **Blood & Jungle:  Japanese Vehicle Notes**  **11. Type 97B Shi-Ki**    † This Gun may not fire in the same player turn in which the vehicle has Moved or if in Motion. | **Blood & Jungle:  Japanese Vehicle Notes**  **12. Type 3 Ka-Chi Amphibious Tank**    **See page H91 for additional information.**  † If the *Type 3 Ka-Chi* becomes a wreck, use the wreck side of a *Type 95 HA-GO*. |
| **12. Type 3 Ka-Chi Amphibious Tank**  **† PONTOONS**: The KA-MI is amphibious only while its pontoons are attached and functional. To detach them, the tank must be BU and Mobile, and must expend one MP in its MPh for no other purpose (but may expend it whether stopped or not). Whenever the pontoons become detached, the tank counter is immediately flipped over to its non-amphibious side; its CA remain the same, but the extra MP gained may be used subsequently in that MPh if the tank is otherwise allowed to do so. Detached pontoons have no game effect and cannot be re-attached. | **Blood & Jungle:  Japanese Vehicle Notes**  **13. Armored Engineer Vehicle SS**    † This vehicle has 2 FT with limited traverse designated SF for side Flamethrower. The FTs do not actually have ROF, but each FT may fire once in a phase. The port side FT can fire within the red area, and the starboard FT with the blue area. See Diagram. Each FT may only fire within its respective Bypass side target facing if the vehicle is in Bypass. An original DR of > 11 for either FT eliminates both FTs.  † May remove wire per B24.7 as if a dozer. | **13. Armored Engineer Vehicle SS** |
| **Blood & Jungle:  Japanese Vehicle Notes**  **14. Type 2587 Armored Car (b)**    † Make 2 TK DRs on the MG column when using the AP TK Table (only one, firer's choice, is used).  † Reverse Movement is x4 the normal cost.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51. | **Blood & Jungle:  Japanese Vehicle Notes**  **15. Marmon-Herrington III Armored Car (b)**    † Make 2 TK DRs on the MG column when using the AP TK Table (only one, firer's choice, is used).  C. Although a capture vehicle, the captured use penalties of A21.11-.12 do not apply.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51. | **Blood & Jungle:  Japanese Vehicle Notes**  **16. Type 1 Ho-Ha**    **See BFP Vehicle Note 16 for MG CA diagram**  † This halftrack starts each scenario with an Inherent crew and a 4-4-7 (or other by SSR) squad as a passenger that applies to the vehicles PP capacity.  † The AAMG FP consists of 3 MGs: one LMG (MA 2 FP), and 2 secondary LMG (each with 2 FP). The MA LMG may fire normally in an direction. The secondary LMG have restricted firing arcs per the diagram. |
| **16. Type 1 Ho-Ha**  † The Inherent crew may only fire the MA unless it is Disabled/Malfunctioned, whereby it can fire one of the secondary AAMG instead. Only a Good Order Passenger may fire a secondary AAMG. Each red-FP AAMG fired by a Passenger counts as use of a SW for determining the use of that Passengers inherent FP. If all AAMG are properly manned, they may be fired together or at separate targets within the limits of firing restrictions.  † Each AAMG is Malfunctioned, Disabled, and Repaired independently of the others. The ROF only applies to the MA, therefore a shot must be announced as such to receive that benefit. An Armor/Passenger leader may direct that fire of more than one vehicular mounted/Passenger fired MG only if those MG are fired together as a FG. | **Blood & Jungle:  Japanese Vehicle Notes**  **17. M3A1 Scout Car (a)**    A. The (a) indicates U.S, (b) British, & (f) French for ESB purposes  C. Although a capture vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if they are recaptured by U.S. forces.  A. The MA *and all MG* have B11. This is signified by "B11" in **red** on the counter.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51. | **17. M3A1 Scout Car (a)**  † This vehicle can retain unpossessed SW aboard it (D6.4), and its crew/Passenger may Remove either of its MG, and Mounted Fire Penalties (D6.1) do not apply to its Passenger(s). The MA is removed as a dm .50-cal HMG and the other MG is removed as a dm MMG; use (without penalty) the American .50-cal HMG & MMG. |
| **Blood & Jungle:  Japanese Vehicle Notes**  **18. Carrier A (b)**    † The Inherent crew is a 2-3-7 HS (D6.82) | **18. Carrier A (b)**  † The 2 FP BMG may be repositioned as a normal MA AAMG. This can be done only by placing an AA counter on the Carrier at the end of any friendly fire phase (not MPh) in which the BMG has not fired and the Inherent crew is not stunned, shocked, or broken, or in Melee. As long as the AA counter remains on the Carrier, it FP is assumed to be -/-/2 with a zero Multiple ROF. The AAMG may be repositioned as a BMG MA by using the same principles to remove the AA counter  A. The (a) indicates U.S, (b) British, & (f) French for ESB purposes  C. Although a capture vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if they are recaptured by British forces. | . **Blood & Jungle:  Japanese Vehicle Notes**  **19. Type 2 Ho-I Gun Tank** |
| **Blood & Jungle:  Japanese Vehicle Notes**  **20. Type 1 Ho-Ni Gun Tank** | **Blood & Jungle:  Japanese Vehicle Notes**  **21. M3 75 SPA (a)**    B. This vehicle uses **Red** TH #s  C. Although a capture vehicle, the captured use penalties of A21.11-.12 do not apply. They also do not apply if they are recaptured by U.S. forces.  U. Gunshield yields a +3 DRM against incoming fire through the AVF's front Target Facing. | **21. M3 75 SPA (a)**  M. Each time a Mechanical Reliability DR (D2.51) is made, an 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. |
| **Blood & Jungle:  Japanese Vehicle Notes**  **22. Type 97B Chi-Ha Gun Tank** | **Blood & Jungle:  Japanese Vehicle Notes**  **23. Type 3 Ho-Ni III Gun Tank** | **Blood & Jungle:  Japanese Vehicle Notes**  **24. Type 97 AA Truck**    † The MA has AA capability. |
| **Blood & Jungle:  Japanese Vehicle Notes**  **25. Type 98 MCT (Machine Cannon Truck)**    † This vehicle may not use BFPh, nor Motion Fire vs. a target that lies within its VCA.  † The MA has AA capability.  † The Gun may be (un)loaded as if Portee per British Note 77. If successfully unloaded, the Gun is represented by a limbered Type 98 High-Angle Machine Cannon (Japanese Ordnance Note 21). | **25. Type 98 MCT (Machine Cannon Truck)**  H. This vehicle starts each scenario with an Infantry Crew (i.e. 2-2-8). When such a crew exits its vehicle, its ID should be recorded since it differs from a normal Infantry Crew by having vehicular-crew capabilities.  A. MA & CMG (if so equipped) have AA capability--signified by "MA:AA" being printed on the counter | **Blood & Jungle:  Japanese Ordnance Notes**  **1. Type 45 (1912) 240mm Howitzer**    † This Gun can never be towed.  † 240mm HT TK# = 23 |
| **Blood & Jungle:  Japanese Ordnance Notes**  **2. Vickers AA Gun**    † Make 2 TK DRs when using the AP TK Table (only one, firer's choice, is used).  † AP TK# = 8 | **Blood & Jungle:  Japanese Ordnance Notes**  **3. Type 91 Twin-mount Vickers AA Gun**    † Make 2 TK DRs when using the AP TK Table (only one, firer's choice, is used).  † AP TK# = 8 | **Blood & Jungle:  Japanese Ordnance Notes**  **4. Type 4 75mm AA**    † This Gun has AP6 pre-1944 and unlimited AP thereafter. |
| **Blood & Jungle:  Dutch (KNIL) Vehicle Notes**  **1. Alvis-Straussler AC3D**    † When using the AP TK Table the CMG uses the 12.7 column.  V. This vehicle was used by the Dutch only in Java in 2/42-3/42.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51. | **Blood & Jungle:  Dutch (KNIL) Vehicle Notes**  **2. Braat Overvalwagen APC Armored Car**    † This CMG may not fire outside of the VCA  † This vehicle is considered a halftrack for mounted fire.  A. The MA and all MG have B11 as signified by **B11 in red** on the counter.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51. | **Blood & Jungle:  Dutch (KNIL) Vehicle Notes**  **3. Braat Overvalwagen AA Armored Car**    † When using the AP TK Table the CMG uses the 12.7 column.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51.  AA. The MA has AA capability |
| **Blood & Jungle:  Dutch (KNIL) Vehicle Notes**  **4. Kanonwagen Armored Car**    † The MA may not fire at a target that lies within the VCA and is also at the same or lower level that the firer.  † CMG may only fire within VCA  † The rear turret is unarmored when the TCA is aligned with the VCA. | **4. Kanonwagen Armored Car**  A. The MA and all MG have B11 as signified by **B11 in red** on the counter.  V. This vehicle was used by the Dutch only in Java in 2/42-3/42.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51. | **Blood & Jungle:  Dutch (KNIL) Vehicle Notes**  **5. Stadswacht Overvalwagen APC**    † This vehicle is considered a halftrack for mounted fire.  † Passengers may fire 2 LMGs without losing inherent FP.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51. |
| **Blood & Jungle:  Dutch (KNIL) Vehicle Notes**  **6. PLA Wagen**    † When using the AP TK Table the CMG uses the 12.7 column.  AA. The MA has AA capability | **Blood & Jungle:  Dutch (KNIL) Ordnance Notes**  **2. Krupp 75mm M1933 Field Gun**    C. 75mm Canister has 20FP, and is available in 1942. Printed Canister Depletion #s are increased by *three* for use in the PTO unless the superscript "P" is present to indicate that the canister is available only in the PTO. | **Blood & Jungle:  Dutch (KNIL) Ordnance Notes**  **3. Bofors 105mm M1924 Howitzer** |
| **Blood & Jungle:  Dutch (KNIL) Ordnance Notes**  **4. 20mm Rheinmetall AA**    C. When using Limbered Fire the Barrel Lenght modification (C4.1) on the counter's LF side is used for TH purposes; the Basic TK #, however, is still determined using the Caliber Size and Length printed on the unlimbered side. | **Blood & Jungle:  Dutch (KNIL) Ordnance Notes**  **6. Bofors 80mm M29/38**    † APTK # = 17  **G.** When using Limbered Fire the Barrel Lenght modification (C4.1) on the counter's LF side is used for TH purposes; the Basic TK #, however, is still determined using the Caliber Size and Length printed on the unlimbered side. | **Blood & Jungle:  Thai Vehicle Notes**  **1. VCL Mk VI (b)**    A. The (b, (f), and (j) on the counter represents British, French, & Japanese for ESB (D2.5) purposes. For Scrounging (j) vehicles, use a Japanese LMG. |
| **1. VCL Mk VI (b)**  H. When this vehicle is bogged, only (only) CX squad (even a Prisoner--but not a Guard) on foot expending 4 MF in the vehicles location (and declared to be assisting unbogging) thereby allows the owning player to subtract 2 (1 per crew/HS) from the colored dr of its immediately subsequent unbogging DR.  D. If Stunned, this AFV may not regain CE status, may not fire a weapon, and is Recalled as per D5.341. | **Blood & Jungle:  Thai Vehicle Notes**  **2. Vickers 6-Ton MkE-B (b)**    A. The (b, (f), and (j) on the counter represents British, French, & Japanese for ESB (D2.5) purposes. For Scrounging (j) vehicles, use a Japanese LMG. | **Blood & Jungle:  Thai Vehicle Notes**  **3. Type 83 (j)**    † **Refer to Japanese vehicle Note 5 for Rear MG A restrictions:** The center hexspine of the turret Rear (D1.82) MG's CA is always the 2nd hexspine *clockwise* from the center hexspine of the current TCA; i.e., the Rear MG is located at the 4:00 position relative to the MA.  A. The (b, (f), and (j) on the counter represents British, French, & Japanese for ESB (D2.5) purposes. For Scrounging (j) vehicles, use a Japanese LMG. |
| **3. Type 83 (j)** | **Blood & Jungle:  Thai Vehicle Notes**  **4. Vickers 6-Ton AA**    † MA AP has TK# = 8.  A. The (b, (f), and (j) on the counter represents British, French, & Japanese for ESB (D2.5) purposes. For Scrounging (j) vehicles, use a Japanese LMG.  AA. The MA has AA capability | **Blood & Jungle:  Thai Vehicle Notes**  **5. Citroen-Kegresse P17 (f)**    A. The (b, (f), and (j) on the counter represents British, French, & Japanese for ESB (D2.5) purposes. For Scrounging (j) vehicles, use a Japanese LMG. |
| **Blood & Jungle:  Thai Vehicle Notes**  **6. Vickers Morris M1930 Armored Car (b)**    F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51.  X. Reverse Movement costs this vehicle four times its normal hex entry cost. | **Blood & Jungle:  Thai Ordnance Notes**  **4. 50mm Krupp M1906** | **Blood & Jungle:  Thai Ordnance Notes**  **5. 75mm Krupp M1908** |
| **Blood & Jungle:  Thai Ordnance Notes**  **8. Vickers 12.7mm AA Class D** | **Blood & Jungle:  Thai Ordnance Notes**  **9. Bofors M30 75mm AA**    G. When using Limbered Fire, the Barrel Length modification (C4.1) on the counters LF side is used for TH purposes but the AP Basic TK # is still determined using the Caliber Size and Length modification printed on the unlimbered side. | **Blood & Jungle:  Indonesian Vehicle Notes**  **1. Type 94 Light Armored Vehicle (j)**    C. Regardless of the vehicles origin, the Indonesians' incur a +4 ESB DRM |
| **1. Type 94 Light Armored Vehicle (j)**  M. Each time a Mechanical Reliability DR (D2.51) is made, an 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Blood & Jungle:  Indonesian Vehicle Notes**  **2. Type 97A Te-Ke Light Armored Vehicle (j)**    C. Regardless of the vehicles origin, the Indonesians' incur a +4 ESB DRM | **Blood & Jungle:  Indonesian Vehicle Notes**  **3. Type 97B Te-Ke Light Armored Vehicle (j)**    C. Regardless of the vehicles origin, the Indonesians' incur a +4 ESB DRM |
| **Blood & Jungle:  Indonesian Vehicle Notes**  **4. Universal Carrier (b)**    C. Regardless of the vehicles origin, the Indonesians' incur a +4 ESB DRM | **Blood & Jungle:  Indonesian Vehicle Notes**  **5. Type 95 Ha-Go (j)**    B. This vehicle is Japanese for Scrounging purposes  C. Regardless of the vehicles origin, the Indonesians' incur a +4 ESB DRM  D. The MA *and all MG* have B11. This is signified by "B11" in **red** on the counter.  E. **Refer to Japanese vehicle Note 5 for Rear MG A restrictions:** The center hexspine of the turret Rear (D1.82) MG's CA is always the 2nd hexspine *clockwise* from the center hexspine of the current TCA; i.e., the Rear MG is located at the 4:00 position relative to the MA. | **5. Type 95 Ha-Go (j)** |
| **Blood & Jungle:  Indonesian Vehicle Notes**  **6. VCL M1936 (b)**    C. Regardless of the vehicles origin, the Indonesians' incur a +4 ESB DRM | **Blood & Jungle:  Indonesian Vehicle Notes**  **7. CTLS-4 (a)**    C. Regardless of the vehicles origin, the Indonesians' incur a +4 ESB DRM  † The CMG MA may not fire at a target that lies within the port side VCA. In addition, the TCA may not move "across" that area when traversing. | **7. CTLS-4 (a)** |
| **Blood & Jungle:  Indonesian Vehicle Notes**  **8. Marmon-Herrington III Armored Car (b)**    † Make 2 TK DRs on the MG column when using the AP TK Table (only one, firer's choice, is used).  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51. | **Blood & Jungle:  Indonesian Vehicle Notes**  **9. M3A1 Scout Car (a)**    D. The MA *and all MG* have B11. This is signified by "B11" in **red** on the counter.  † When using the AP TK Table use the 12.7 column.  † This vehicle can retain unpossessed SW aboard it (D6.4), and its crew/Passenger may Remove either of its MG, and Mounted Fire Penalties (D6.1) do not apply to its Passenger(s). The MA is removed as a dm .50-cal HMG and the other MG is removed as a dm MMG; use (without penalty) the American .50-cal HMG & MMG. | **Blood & Jungle:  Indonesian Vehicle Notes**  **10. Braat Overvalwagen AA**    † When using the AP TK Table use the 12.7 column.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51.  AA. The MA has AA capability |
| **Blood & Jungle:  Indonesian Vehicle Notes**  **11. Braat Overvalwagen APC**    † This vehicle is considered a halftrack for mounted fire.  D. The MA *and all MG* have B11. This is signified by "B11" in **red** on the counter.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51. | **Blood & Jungle:  Indonesian Vehicle Notes**  **12. Alvis-Straussler AC3D**    † When using the AP TK Table use the 12.7 column.  D. The MA *and all MG* have B11. This is signified by "B11" in **red** on the counter. | **12. Alvis-Straussler AC3D**  M. Each time a Mechanical Reliability DR (D2.51) is made, an 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. |
| **Blood & Jungle:  Indonesian Vehicle Notes**  **13. PLA Wagen**    † When using the AP TK Table use the 12.7 column.  F. This vehicle, despite being non-tracked, has its MP allotment printed in ***red*** and thus is subject to Mechanical Reliability DR as per D2.51.  AA. The MA has AA capability. | **Blood & Jungle:  Indonesian Ordnance Notes**  **4. Type 94 Rapid-Fire Gun**    A. This weapon may be Animal-Packed (G10). | **Blood & Jungle:  Indonesian Ordnance Notes**  **5. Type 1 Machine-Moved Gun** |
| **Blood & Jungle:  Indonesian Ordnance Notes**  **6. Year-38 Type Field Gun (Improved)**    † AP TK# = 12 |  |  |