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| **1. Types 92A & 92B Combat Cars**    † For the *Type 92B* (only), whichever MG fires *first* in a phase is considered the MA for both that attack and the remainder of that phase (treating DFPh & DFF as one phase). If both MG fire as a FB, before making that attack the owning player must declare one MG to be the MA for that phase; if he fails to do so, the MA is determined randomly. The *Type 92B* (only) does not suffer Disabled MA Recall (D3.7) until *both* of its MG are disabled. | **1. Types 92A & 92B Combat Cars**  † When the BMG of the *Type 92B* achieves an ordinance hit vs. an AFV (A9.61), use the 12.7 column of the AP TK table. This BMG also has AA capability within the *Type 92B's* VCA, even if HD, and without consideration of AA mode (E7.5 i.e., no AA counter is required).  A. The MA *and all MG* have B11. This is signified by "B11" in **red** on the counter. | **2. Type 94 Light Armored Vehicle**    † The Passenger capacity may not be used to carry ammunition or a dm 70-90mm MTR (C10.13). |
| **3. Type 95 SO-KI Armored Railway Vehicle**    † The MA has a Normal Range of 8 hexes, but may be Removed or Scrounged. | **4. Types 97A & 97B TE-KE Light Armored Vehicles** | **5. Type 95 HA-GO Light Tank**    † 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.  B. sD becomes available in 1944.  C. This tank has no radio prior to 1945 (see D14). As of 1945, it is radio-equipped. |
| **5. Types 95 HA-GO Light Tank** | **6. Type 2 KA-MI Amphibious Tank**    **See page H91 for additional information.**  † If the *KA-MI* becomes a wreck, use the wreck side of a *Type 95 HA-GO*. | **6. Type 2 KA-MI 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. |
| **7. Types 89A & 89B CHI-RO Medium Tanks**    † For the *Type 89B* (only), the center hexspine of the turret Rear (D1.82) MG's CA is always the 2nd hexspine *counterclockwise* from the center hexspine of the current TCA; i.e., the Rear MG is located at the 8:00 position relative to the MA.  A. For the *Type 89A* only, the MA *and all MG* have B11. This is signified by "B11" in **red** on the counter. | **7. Types 89A & 89B CHI-RO Medium Tanks** | **8. Types 97A & 97B CHI-HA Medium Tanks**    **Both Notes apply to the *Type 97A* only:**  B. sD becomes available in 1944.  C. This tank has not radio prior to 1945 (see D14). As of 1945, it is radio-equipped. |
| **9. Type 1 CHI-HE Medium Tank** | **10. Type 91 Armored Car**    † The *Type 91* has one hull mounted 2-FP MG on its starboard side and another on its port side. Each has a Normal Range of 8 hexes, but can fire only at a target that lies within the *Type 91's* respective side Target Facing. See diagram. No CA Change DRM apply to such fire *[EXC: VCA change DRM]*  † Reverse Movement costs 3x normal hex entry costs. | **10. Type 91 Armored Car**  A. For the *Type 89A* only, the MA *and all MG* have B11. This is signified by "B11" in **red** on the counter. |
| **11. Type 92 Armored Car**    † Reverse Movement costs 4x normal hex entry costs.  A. For the *Type 89A* only, the MA *and all MG* have B11. This is signified by "B11" in **red** on the counter. | **12. Type 1 Gun Tank HO-NI I** | **13. Type 4 HO-RO Self-Propelled Howitzer**    † Availability is NA except vs. U.S on Luzon. |
| **14. Type 1 HO-KI Armored Troop-Vehicle**    † Availability is NA except vs. U.S in the Philippines. | **15. Type 98 SHI-KE 4-ton Tractor** | **16. Type 92 I-KE 5-ton Tractor**    † Ammunition of > 100mm being carried by the *Type 92 I-KE* reduces its Passenger capacity (C10.2) by 4 (not 8) PP. |
| **17. Type 95 Small Personnel-Vehicle "Black Medal"**    † Vehicle has Low Ground Pressure (D1.41)--signified by is identity letter being inside a square. Moreover, 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 | **18. Type 94 & Type 97 Trucks** | **2. Year-11 Type Curved-Fire Infantry Gun**    A. This weapon may be Animal-Packed (G10).  B. This weapon is the equivalent to an 82mm MTR for the purposes of dismantling (A9.8), SMC usage (A15.23; A21.13), rooftops (B23.85), Passenger PP reduction (C10.13), and Rider PP (D6.2). |
| **3. Year-97 Type Curved-Fire Infantry Gun**    A. This weapon may be Animal-Packed (G10). | **4. Type 97 Light Close-Attack Gun**    A. This weapon may be Animal-Packed (G10).  B. This weapon is the equivalent to an 82mm MTR for the purposes of dismantling (A9.8), SMC usage (A15.23; A21.13), rooftops (B23.85), Passenger PP reduction (C10.13), and Rider PP (D6.2). | **5. Type 97 Medium Close-Attack Gun**    A. This weapon may be Animal-Packed (G10).  C. As signified by "Tow NA" on the counter, this Gun cannot be towed. However, it may be carried on a vehicle in the same manner as a 76-107mm MTR (C10.1). It is (un)loaded using the normal (un)hooking procedures [EXC: the vehicle need not have a T#; ignore T# if one is present], and reduces that PP capacity by 8PP while loaded. Section C10 applies otherwise unchanged. |
| **7. Type 94 Rapid-Fire Gun**    A. This weapon may be Animal-Packed (G10). | **8. Type 1 Machine-Moved Gun** | **10. Type 92 Infantry Gun**    † This Gun may also use Indirect Fire, for which purpose its range 3-70 hexes (if using Direct Fire it has not such minimum range). All rules applicable to firing a MTR (including the possibility of Spotted Fire and of retaining Multiple ROF) apply to this Gun for Indirect Fire purposes. However, it may not use both Direct and Indirect Fire in the same phase (treating the MPh & DFPh as one). Switching from Direct to Indirect Fire or vice-versa does not cause loss of Acquisition. |
| **10. Type 92 Infantry Gun**  A. This weapon may be Animal-Packed (G10). | **11. Year-41 Type Mountain Gun**    † HEAT becomes available in 1944  A. This weapon may be Animal-Packed (G10). | **12. Year-38 Type Field Gun (Improved)**    † This Gun's AP Basic TK # is "12"  † Use vs. Russians is NA in 1938 |
| **13. Type 90 Field Gun** | **14. Type 91 10cm Field Howitzer**    † Use vs. Russians is NA | **15. Type 92 10cm Cannon**    † Use vs. Russians is NA in 1938 and 8/45 |
| **16. Year-38 Type 12cm Howitzer** | **17. Year-3 Type 14cm Naval Seacoast Gun**    D. As may be signified by the "M\*" and "NM\*" on the counter, this Gun must set up statically emplaced (i.e. immobile). It may be set up in a building only if that building location is Fortified; and may not be pushed, limbered, hooked up to, towed by, or carried on a vehicle. In addition, the Japanese player may not use 1.441 to purchase a motorized-vehicle/wagon for this Gun. | **17. Year-3 Type 14cm Naval Seacoast Gun**  E. This Gun's RF may be reduced by .2 if *all* of the following conditions are met:   * The scenario is set in 1945 (or, for Japanese vs. U.S., in any month indicated by the "e" in the line for this Gun in the Japanese Ordinance Rarity factor Chart). * The scenario contains ocean Water Obstacle hexes (/an airfield, if the Fun is an "AA" type), and * Japanese Ordinance Note D will apply to the Gun for all relevant purposes (even if that Note normally does to apply to it). |
| **18. Year-4 Type 15cm Naval Howitzer**    † While this Gun is being towed (i.e. not during the [un]hooking procedure), its owner must immediately make a dr (no leader) every time the towing vehicle has expended a whole multiple of six MF/MP *[EXC: all Stop, Start, and Delay MF/MP]* in its *current* MPh. If this Original dr is a 6, the Gun becomes disabled (mark with Gun Disabled counter). When thus disabled the Gun is still considered hooked up, but once unhooked it is immediately removed from play.  † Use vs. Russians is NA | **19. Type 96 15cm Howitzer** | **19. Type 96 15cm Howitzer**  E. This Gun's RF may be reduced by .2 if *all* of the following conditions are met:   * The scenario is set in 1945 (or, for Japanese vs. U.S., in any month indicated by the "e" in the line for this Gun in the Japanese Ordinance Rarity factor Chart). * The scenario contains ocean Water Obstacle hexes (/an airfield, if the Fun is an "AA" type), and   Japanese Ordinance Note D will apply to the Gun for all relevant purposes (even if that Note normally does to apply to it). |
| **19.1 Vicker 8-in Coastal Defense Gun Turret**  **This counter provided in Blood Reef Tarawa**  † The rear AF is 0 as shown by the 3rd AF listed on the counter  † The minimum range is 12 hexes, maximum range is 500 hexes  **ERRATA: The Japanese 200L Basic AP TK # is "19".** | **20. Type 93 Twin-Mount High-Angle Machine Gun**    † Make two TK DR when using the 12.7 column of the AP TK Table; only one DR (firer's choice) is used. Maximum range for TH purposes is 16 hexes.  A. This weapon may be Animal-Packed (G10).  C. As signified by "Tow NA" on the counter, this Gun cannot be towed. However, it may be carried on a vehicle in the same manner as a 76-107mm MTR (C10.1). It is (un)loaded using the normal (un)hooking procedures **(cont)** | **20. Type 93 Twin-Mount High-Angle Machine Gun**  C. **(cont)** [EXC: the vehicle need not have a T#; ignore T# if one is present], and reduces that PP capacity by 8PP while loaded. Section C10 applies otherwise unchanged.  E. This Gun's RF may be reduced by .2 if *all* of the following conditions are met:   * The scenario is set in 1945 (or, for Japanese vs. U.S., in any month indicated by the "e" in the line for this Gun in the Japanese Ordinance Rarity factor Chart). * The scenario contains ocean Water Obstacle hexes (/an airfield, if the Fun is an "AA" type), and   Japanese Ordinance Note D will apply to the Gun for all relevant purposes (even if that Note normally does to apply to it). |
| **21. Type 98 High-Angle Machine Canon**    † 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.  A. This weapon may be Animal-Packed (G10). | **22. Type 96 Single-, Twin-, & Triple Mount Naval High-Angle Machine Cannons**      **See page H98 for additional information** | **22. Type 96 Single-, Twin-, & Triple Mount Naval High-Angle Machine Cannons**  **D. As may be signified by the "M\*" and "NM\*" on the counter, this Gun must set up statically emplaced (i.e. immobile). It may be set up in a building only if that building location is Fortified; and may not be pushed, limbered, hooked up to, towed by, or carried on a vehicle. In addition, the Japanese player may not use 1.441 to purchase a motorized-vehicle/wagon for this Gun.**  **E. This Gun's RF may be reduced by .2 if *all* of the following conditions are met:**   * **The scenario is set in 1945 (or, for Japanese vs. U.S., in any month indicated by the "e" in the line for this Gun in the Japanese Ordinance Rarity factor Chart).** * **The scenario contains ocean Water Obstacle hexes (/an airfield, if the Fun is an "AA" type), and**   **Japanese Ordinance Note D will apply to the Gun for all relevant purposes (even if that Note normally does to apply to it).** |
| **23. Type 88 7.5cm Mobile Field High-Angle Gun** | **23. Type 88 7.5cm Mobile Field High-Angle Gun**  E. This Gun's RF may be reduced by .2 if *all* of the following conditions are met:   * The scenario is set in 1945 (or, for Japanese vs. U.S., in any month indicated by the "e" in the line for this Gun in the Japanese Ordinance Rarity factor Chart). * The scenario contains ocean Water Obstacle hexes (/an airfield, if the Fun is an "AA" type), and   Japanese Ordinance Note D will apply to the Gun for all relevant purposes (even if that Note normally does to apply to it). |  |
| **24. Year 10 Type 12cm Naval High-Angle Gun**    D. As may be signified by the "M\*" and "NM\*" on the counter, this Gun must set up statically emplaced (i.e. immobile). It may be set up in a building only if that building location is Fortified; and may not be pushed, limbered, hooked up to, towed by, or carried on a vehicle. In addition, the Japanese player may not use 1.441 to purchase a motorized-vehicle/wagon for this Gun. | **24. Year 10 Type 12cm Naval High-Angle Gun**  E. This Gun's RF may be reduced by .2 if *all* of the following conditions are met:   * The scenario is set in 1945 (or, for Japanese vs. U.S., in any month indicated by the "e" in the line for this Gun in the Japanese Ordinance Rarity factor Chart). * The scenario contains ocean Water Obstacle hexes (/an airfield, if the Fun is an "AA" type), and   Japanese Ordinance Note D will apply to the Gun for all relevant purposes (even if that Note normally does to apply to it). | **25. Year 10 Type 8cm Naval High-Angle Gun**  **This counter provided in Blood Reef Tarawa**  **ERRATA: The Japanese 76L Basic AP TK # is "13".** |