

## Japanese Step Reduction:

**Attack Break:** IFT/Collateral-Attack/Bombardment/FPF/sniper "1"/KIA-result effects

**Other Break:** all other breaks (Bailing Out, voluntary break, Wreck Check, para landing, WP MC, OVR Prevention MC, or Panji MC)

**Casualty Reduction:** all unarmed and berserk MC failures; and all Casualty Reduction results, regardless of cause

Unit Type affected	Attack Break	Attack Break w/ ELR Loss	Other Break	Other Break w/ ELR Loss	Casualty Reduction	Casualty Reduction w/ ELR Loss	Casualty MC	Casualty MC w/ ELR Loss
4-4-8 <sup>E</sup>	3-4-8 <sup>E</sup>	3-4-7 <sup>1</sup>	dm 2-3-8 <sup>E</sup> x2	dm 2-3-7 <sup>1</sup> x2	(dm) 2-3-8 <sup>E</sup>	dm 2-3-7 <sup>1</sup>	dm 2-3-8 <sup>E</sup>	dm 2-3-7 <sup>1</sup>
3-4-8 <sup>E</sup>	2-3-8 <sup>E</sup>	2-3-7 <sup>1</sup>	dm 2-3-8 <sup>E</sup>	dm 2-3-7 <sup>1</sup>	(dm) 2-3-8 <sup>E</sup>	dm 2-3-7 <sup>1</sup>	dm 2-3-8 <sup>E</sup>	dm 2-3-7 <sup>1</sup>
4-4-7 <sup>1</sup>	3-4-7 <sup>1</sup>	2-3-7 <sup>2</sup>	dm 2-3-7 <sup>1</sup> x2	dm 1-3-7 <sup>2</sup> x2	(dm) 2-3-7 <sup>1</sup>	dm 1-3-7 <sup>2</sup>	dm 2-3-7 <sup>1</sup>	dm 1-3-7 <sup>2</sup>
3-4-7 <sup>1</sup>	2-3-7 <sup>1</sup>	1-3-7 <sup>2</sup>	dm 2-3-7 <sup>1</sup>	dm 1-3-7 <sup>2</sup>	(dm) 2-3-7 <sup>1</sup>	dm 1-3-7 <sup>2</sup>	dm 2-3-7 <sup>1</sup>	dm 1-3-7 <sup>2</sup>
3-4-7 <sup>2</sup>	2-3-7 <sup>2</sup>	2-2-6 <sup>C</sup>	dm 1-3-7 <sup>2</sup> x2	dm 1-2-6 <sup>C</sup> x2	(dm) 1-3-7 <sup>2</sup>	dm 1-2-6 <sup>C</sup>	dm 1-3-7 <sup>2</sup>	dm 1-2-6 <sup>C</sup>
2-3-7 <sup>2</sup>	1-3-7 <sup>2</sup>	1-2-6 <sup>C</sup>	dm 1-3-7 <sup>2</sup>	dm 1-2-6 <sup>C</sup>	(dm) 1-3-7 <sup>2</sup>	dm 1-2-6 <sup>C</sup>	dm 1-3-7 <sup>2</sup>	dm 1-2-6 <sup>C</sup>
3-3-6 <sup>C</sup>	2-2-6 <sup>C</sup>	dm 1-2-6 <sup>C</sup>	dm 1-2-6 <sup>C</sup> x2	dm 1-2-6 <sup>C</sup> x2	(dm) 1-2-6 <sup>C</sup>	dm 1-2-6 <sup>C</sup>	dm 1-2-6 <sup>C</sup>	Eliminated
2-2-6 <sup>C</sup>	1-2-6 <sup>C</sup>	dm 1-2-6 <sup>C</sup>	dm 1-2-6 <sup>C</sup>	dm 1-2-6 <sup>C</sup>	(dm) 1-2-6 <sup>C</sup>	dm 1-2-6 <sup>C</sup>	dm 1-2-6 <sup>C</sup>	Eliminated
Leader	Wounded						Eliminated	
SMC	Wounded (already wounded THH or <i>heroic</i> SMC is eliminated)							
2-2-8 <sup>Cr</sup>	1-2-8 <sup>Cr</sup>		dm 1-2-7 <sup>Cr</sup>		Eliminated			
1-2-8 <sup>Cr</sup>	dm 1-2-7 <sup>Cr</sup>		dm 1-2-7 <sup>Cr</sup>		Eliminated			
1-2-7 <sup>Cr</sup>	dm 1-2-7 <sup>Cr</sup>		dm 1-2-7 <sup>Cr</sup>		Eliminated			

dm broken (Disruption NA)  
 (dm) may be broken (depending on MC following Casualty Reduction)  
**MMC Reduced strength side**

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 v2.0

### Reduced-Strength Squads:

still considered a squad-sized unit *[EXC: Deploys into one HS]* in Good Order  
 retain any pinned/TI/CX/Fire Lane/Target Acquisition status *[EXC: unless it breaks]*  
 retain full VP value (no VP are awarded for Step Reduction)  
 retain Full-Strength CCV

THH creation:	
Final dr ≤3	+1 HS
	+2 conscript
	-2 if possessing a DC to give that THH
Orig 6 pins that MMC <i>[EXC: MMC conducting a Banzai]</i>	

THH allocation: squads <i>only</i> in OB (FRU)		
prior to 1943	10%	(20% vs Rus.)
1943	20%	
1944	33%	
1945	50%	