

Terrain	ETO	LOS	TEM(ind)	Inf.	Fully Tracked	Halftrack	Notes
Light Jun.	Woods	2-level obs	+1/-1	2	1/2 or all/Bog	All/Bog	Treat as woods
Dense Jun.	Woods	2-level obs Inherent	+2/-1	2	1/2 or all/Bog No carrier/ tankette	NA	Stack 2; +2 bog No bypass Interior stray Res fg; no mtr
Bamboo	Brush	1-level obs Inherent	+1/-1	minmov/ advdif	1/2 or all/Bog No carrier/ tankette	NA	Dense Jungle -1 vs DC/HE No rally bonus Interior stray
Palms	Orchard	1-level hin/obs Inherent	0	1	1	1	Always in seas.
Hut	Wood Bldgs	1-level hin	+1	2	2	2	Attacks flame if colored dr = 1
Kunai	Grain	hin	0	2	2	2	Treat as Brush Res FG AMBUSH
Swamp	Marsh adj. Jun.	2-level obs	+1/-1	All (Aph NA)	NA	NA	DC or HE is halved on IFT Res FG
Marsh	Marsh	hin	0	All (Aph NA)	NA	NA	HE 1/2ed on ift Only inherent FP, LATW, LMG, DC, FT & res. as area fire
Other Terrain Changes: No roads; woods-roads are Paths w/no Open Ground; bridges are Fords. Fortifications/Entrenchments: In daytime scenarios, fortifications in jungle, kunai, bamboo remain hidden until TEM is used. Entrenchments w/HIP obstacles revealed when enemy enters location only if an occupant is revealed, too. Pillboxes are revealed if any occupant fires. Japanese pillboxes in concealment terrain always may HIP, inc. occupants. Can have tunnels (B8.6). Opponents of Japanese get +2 Search drm unless the only Concealment Terrain being searched is bldg/rubble terrain. Detection: Does not necessarily apply when in MPH an Attacker enters a jungle, kunai or bamboo Location with Hidden, Stealthy Defenders (who are not in pillbox or manning hidden Gun). Defender can maintain HIP status or can attack using TPBF. SW: Recovery attempts get +2 dr in jungle, kunai, bamboo, unless in vehicle, trench, bldg, or pillbox. Ambush: In jungle, kunai, bamboo, ATTACKER must add +1 drm to Ambush dr. Also, +1 ambush dr for jungle, kunai, bamboo. Radio: In PTO, all radio Contact & Maintenance DR get +1 DRM. No Quarter/Prisoners: In Chinese vs. Japanese scenarios set in/after 1938, No Quarter always in effect. In other scenarios involving Japanese, No Quarter is always in effect in/after 6/42. When this applies, Mopping Up is NA.							
Banzai Charges - Any Good Order Japanese, even SMC, may Banzai, even if ADJACENT to enemy unit. Units in different hexes must start ADJACENT. Leader must be in any Banzai with 1 or more MMC. One unit must have LOS to enemy unit within 8 hexes. - Uses rules applicable to Human Waves (A25.23) except as stated otherwise. Banzai units are lax, exempt from HOB, PAATC, Pin. Morale +1. 8 MF. No assault move, dash, search, carrying more than IPC. Move in impulses, spend MF as per greatest.							

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Japanese Unit Rules

- **Leader:** ML/rally/berserk as Commissar; NO ELR replacement. Exempt from LLMC/LLTC. Units with leader immune to DM status. MMC failing to rally replaced with lower quality unit. If goes berserk, all other units auto become berserk. **SMC:** PTC/Pin NA. **Elite & First Line:** Stealthy. Elite may place WP.
- **Penalties:** ATR/MMG/HMG fired by squad or hs have B# and ROF lowered by one. NO leader creation.
- **NA:** Disruption; PAATC; RtpH Surrender; Encircled lower ML (only if unbroken).
- **Bonuses:** LLTC instead of LLMC if unbroken; 10% HIP (25% night, plus extra dummy counters if defender); -2 concealment dr. May Place/Throw DC in own Location (see G1.612).
- **CC:** If Japanese is ATTACKER or AMBUSHES, CC/Melee becomes HtH, unless victim of ambush. HtH can't be used vs PRC, vehicle, pillbox. Reduced Strength units retain Full Strength CCV. **Get -1 DRM in HtH combat.**
- **Tank Hunter Hero (G1.421):** Squad or half squad may attempt to create one: 1) *during its Mph* if within 8 MF and LOS to AFV; 2) during Aph if ADJACENT to AFV; 3) during enemy Mph if able to use CC Reaction Fire; 4) at start of CCPh if MMC is Defender. **Make dr. 3 or less creates THH; original 6 pins. DRM: +2 conscript, +1 HS, -2 with DC.** THH has ATMM on dr 3 or less, +1 dr if pre-1944. Total # may not exceed 10% of Japanese squads (only) pre-1943; 20% 1943; 33% 1944; 50% 1945, FRU. In 1944-45 scenarios, THH may set up HIP before play (G1.422). When created or voluntarily unHIPed, must 1) make Banzai Charge (morale not increased by 1; subtract 2MF per MF previously expended) at Designated Target AFV if it is Japanese MPh (and may make CCV attack in Target's Location during own MPh); or 2) make CC Reaction Fire attack vs. that AFV if it is opponent's MPh; or 3) advance into AFV's location if it is Japanese Aph; or 4) remain in AFV's location if it is CCPh.
- **DC Hero (G1.424):** Unit w/DC may make T-H Hero attempt in its own MPh if w/in 8 MF of and LOS to *any* enemy unit/Gun and/or to any enemy-Controlled hex w/a Known Fortification counter; a successful attempt creates a DC hero. Must Banzai Charge designated enemy unit/gun/fortification that allowed its creation. When in Target's Location (or hex, for pillbox), if Hero has survived all DFF, may detonate DC (need not spend MF to Place); resolved as if Placed (EXC: above Bank/Panji counter; see G8.212 & G9.211). **Also, any unbroken Japanese infantry unit w/DC may choose to detonate it during or at end of its own MPh in same manner as DC Hero (and is eliminated).**
- **Ordnance:** Black TH numbers; OBA have 5 black and 2 red; Accuracy on Final dr of 1 or less.

Chinese Unit Rules (GMD & Communist)

- **GMD:** Cannot Deploy; always Lax at Night; non-elite (not just Inexperienced) must take 1PAATC rather than a normal PAATC. 5-3-7 squads may place WP smoke grenades. 3-3-7s may only Battle Harden to 5-3-7 if 5-3-7s are majority squad type in scenario OB.
- **Communist:** Use Partisan counters & Russian crew counters. All Communist units are considered Partisans for all purposes, but are immune to Cowering. May use Commissars as 10/42 Russians, but if a Commissar fails to rally a unit, that unit is NOT Replaced/eliminated; it just remains broken.
- **Both:** Do not treat each other's SW/Guns as captured. May make Human Wave attacks as if Russians. A Chinese gun, dm 76-82mm MTR, or vehicle which is Captured by opponent has regular VP value quadrupled at end of play.
- **Ordnance:** Red TH numbers; OBA have 5 black & 2 red. If Majority Squad Type is 5-3-7, OBA has Plentiful Ammunition & Radio Contact # 8; if Majority Squad Type is 3-3-7/3-3-6, it has Scarce Ammunition and Radio Contact # 6. If Majority Squad Type is 4-4-7, it has Radio Contact # 7.
- **Dare-Death Squads:** During setup, Chinese player may designate ≤ 10% (FRU) of squads (only) as Dare-Death Squads (EXC: may not designate a 5-3-7). Each armed, Good Order Infantry DDS (or surviving HS) that at start of *its* Mph is in/ADJ to an unpinned, Good Order, friendly non-armor leader, and is w/in 8 MF of an enemy ground unit to which it & leader both have LOS, may go berserk *voluntarily* (EXC: not if marked with Prep/Bounding/Pin/TI or if marsh/swamp/cliff/water obstacle would prevent it from reaching target hex in MPh. Leader may but need not also go berserk; heroes may accompany such units (and have 8 MF, but may not Advance). Such units return to normal at end of that Player Turn (EXC: if in Melee). Such units may not Human Wave. **DDS enter into Hand-to-Hand CC as Japanese (including -1 DRM). In addition, each NON-Hand-to-Hand CC vs. Personnel with a DDS also receives -1 DRM.**

US Unit Rules

- 7-6-8 Marines may deploy freely during setup or in RPh with NTC. Marines are elite, do not disrupt.
- In scenarios vs. Japanese, US inherent AFV crews have morale of 8, non-AFV morale of 7.