8. Code of Bushido

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, SgtYasui
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
6+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]	26	A-Z	Japanese	
4^1-4-7 [3^1-4-7]	26	A-Z	Japanese	
3-4-7 [2-3-7]	26	A-Z	Japanese	
3-3-6 [2-2-6]	26	A-Z	Japanese	
2-3-8	16	A-P	Japanese	
2-3-7	17	A-Q	Japanese	
1-3-7	17	A-Q	Japanese	
1-2-6	16	A-P	Japanese	
2-2-8 [1-2-8] crew	13	1-13	Japanese	
1-2-7 crew	14	1-14	Japanese	
Acquisition 1/2-inch	6	AA-FF	Japanese	(Japanese Yellow)
Collapsed [Blaze Collapsed]	7		Game-Terr	
Blaze Collapsed {Collapsed]			*Game-Terr*	
T-H Heroes Remaining	1		Gme-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.

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. 8232035/36

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	5	A-E	Japanese	
MMG Type 96	6	A-F	Japanese	
LMG Taisho 11	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 50* [dm MTR 81*]	10		Japanese	
dm MTR 81 [dm MTR 50*]*			*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*	
Path 2-4 [Path 1-4]	2		Game-Terr	
Path 1-4 [Path 2-4]			*Game-Terr*	
Path 2-4 [Path 3-4]	2		Game-Terr	
Path 3-4 [Path 2-4]			*Game-Terr*	

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

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Scenarios

Name	ID.
Smertniki	ASL 59
On the Kokoda Trail	ASL 60
Shoestring Ridge	ASL 61
Bungle in the Jungle	ASL 62
The Eastern Gate	ASL 63
Hazardous Occupation	ASL 64
Red Star, Red Sun	ASL 65
The Bushmasters	ASL 66

Maps

ID	Description
34	Woods; marshy stream
35	Farmland; orchard and grainfields
36	Wooded Hills; marshy stream
37	Country; woods, orchard and grainfields

Overlays

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