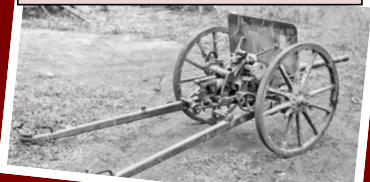


# Japanese Artillery DECK 1

57 x 89 mm

TIDE OF IRON  
FAN-MADE

## CONCEALED TYPE 1 37mm AT GUN



### COMMAND Phase

#### Place in your play area.

During your opponent's action phase, target any enemy vehicle within LOS and at a maximum range of 5 of any friendly squad, fresh or in op-fire. Roll 4 attack dice against the targeted vehicle and resolve damage normally.

**+ COMMAND COST 2**

## CONCEALED TYPE 1 47mm AT GUN



### COMMAND Phase

#### Place in your play area.

During your opponent's action phase, target any enemy vehicle within LOS and at a maximum range of 5 of any friendly squad, fresh or in op-fire. Roll 6 attack dice against the targeted vehicle and resolve damage normally.

**COMMAND COST 3**

## TYPE 11 75mm AA GUN



### COMMAND Phase

#### Place in your play area.

During your opponent's action phase, when announcing the intent of resolving an air attack card against you, discard that card without effect. Your opponent's action is still spent.

**COMMAND COST 2**

## TYPE 38 75mm FIELD GUN



### ACTION Phase

ESTABLISH CONTACT (4)

TARGET HEX

DETERMINE DRIFT

AREA ATTACK (5)

(normal or suppressive, Japanese player's decision. Must announce before rolling attack dice)

WIDE BLAST RADIUS (3)

**COMMAND COST 3**

## SPOTTING ROUND



### COMMAND Phase

#### Place in your play area

If your artillery drifts, it drifts 1 fewer hex. Your *Artillery* cards are not discarded if you roll 1 or no successes on your attack dice when resolving the cards's area attack.

**+ COMMAND COST 2**

## INCREASED PRIORITY



### COMMAND Phase

#### Place in your play area

When you activate another *Artillery* card, its cost is reduced by 1 (to a minimum of 0). When establishing contact with an *Artillery* card, add 1 to your die result.

**+ COMMAND COST 1**

## TYPE 41 75mm MOUNTAIN GUN



### ACTION Phase

ESTABLISH CONTACT (5)

TARGET HEX

DETERMINE DRIFT

SUPPRESSIVE AREA

ATTACK (5)

WIDE BLAST RADIUS (3)

**COMMAND COST 3**

## TYPE 4 20cm ROCKET LAUNCHER



### ACTION Phase

ESTABLISH CONTACT (5)

TARGET HEX

DETERMINE DRIFT

If drift occurs, reduce the black die result by 2.

SUPPRESSIVE AREA

ATTACK (6)

**COMMAND COST 3**

## HOWITZER SUPPORT



### ACTION Phase

ESTABLISH CONTACT (5)

TARGET HEX

DETERMINE DRIFT

AREA ATTACK (6)

Hits are scored on results of 4, 5, 6.

**COMMAND COST 5**

## TOP PRIORITY BARRAGE



### ACTION Phase

ESTABLISH CONTACT (4)

TARGET HEX

DETERMINE DRIFT

AREA ATTACK (5)

WIDE BLAST RADIUS (5)

Hits are scored on results of 4, 5, 6.

**COMMAND COST 5**

# Japanese Artillery DECK

57 x 89 mm

**TIDE OF IRON**  
FAN-MADE



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