

**TANK DESTROYER
PLATOON****COMMAND Phase**

Receive 1 Ho-Ni Tank destroyer as a reinforcement.

Ho-Ni Stats:

Armor 3 / MV: 6

AI: 5-4 / AV: 6-8

Heavy vehicle; Sturdy; Open Top; Concussive firepower (No overrun!)

COMMAND COST 4

**TANK DESTROYER
COMPANY****COMMAND Phase**

Receive 2 Ho-Ni Tank destroyers as reinforcements.

Ho-Ni Stats:

Armor 3 / MV: 6

AI: 5-4 / AV: 6-8

Heavy vehicle; Sturdy; Open Top; Concussive firepower (No overrun!)

COMMAND COST 9

LUNGE MINES**ACTION Phase**

As an action, roll four attack dice against an enemy heavy vehicle within a range of 2 hexes of one of your fresh squads, hitting on 4,5 and 6. The tank does not roll any defense dice (neither armor nor cover). The squad is not fatigued.

COMMAND COST 3

Type 1 47 mm AT gun**COMMAND Phase**

Receive one Type 1 47 mm AT gun along with a squad of 4 regulars.

If you pay one additional command point, you may also buy a truck to transport the above units.

COMMAND COST 4

SPECIAL AMMUNITION**COMMAND Phase**

Receive up to 3 special ammunition tokens. Pay 1 command point for each special ammunition token you choose. Tokens must be used during the next game round or be removed at the end of the status phase of the next game round.

COMMAND COST X

COMMAND TANK**COMMAND Phase**

Place in your play area

At the start of each command phase receive one command and place it in your initiative pool.

+ COMMAND COST 2

TANK PLATOON**COMMAND Phase**

Receive 1 Ha-Go tank as a reinforcement.

COMMAND COST 3

TANK PLATOON**COMMAND Phase**

Receive 1 Chi-Ha tank as a reinforcement.

COMMAND COST 4

TANK COMPANY**COMMAND Phase**

Receive 2 Ha-Go tanks as reinforcements.

COMMAND COST 6

TANK ACE**COMMAND Phase**

Place in your play area
Designate one of your armored units as a tank ace. This unit gains 2 firepower. Your opponent immediately receives 3 command points if this tank is destroyed.

COMMAND COST 2



