

Gun Purchase Points GPP	GPP Cost	AoTT7 Max Buy
M92 MMG	4	4
M93 .50 cal	7	4
M93 Twin .50 cal	10	4
Year 11 37D M AT	3	6
Type 94 37B H AT	4	4
Type 92 70D H HOW	3	6
Type 90 75C H AT	4	4
Type 91 105C H HOW	6	3
Type 98 20B H AA	3	3
Type 96 25B H AA	3	3
Type 88 75B H AA	6	3

Bunker Purchase Points BPP
cost is 4 points per bunker
A purchased bunker must set up adjacent to a Beach hex. A bracketed number after the BPP represents the number of squad SPs (3) that the Japanese player may add to the normal 3SP limit of 1 or more bunkers in the setup area for that beach. i.e. 26(2) means that the Japanese player may spend up to 26 points on bunkers and either increase the stacking capacity of 2 bunkers by 3 SPs or 1 bunker by 6 SPs.

Emplacement Purchase Table EPP	EPP Cost
Bombproof	6
Fortified Location	5
Hedgehog	4
Seawall Lane	4
Wire	5
Foxhole	3
Beach Obstacle -must set up in ocean, max 4 per beach	6
AT Mine Factor - max 10 per beach	4

BRT TERRAIN CHART				Entry Cost				◆ = Requires a roll on the Immobilization Table
TERRAIN	Type	Height	Cover	Personnel	Tracked	LVT	H Tracked	Notes
AIRFIELD (I49)	C	0	C	1	1/2	1/2	1/2	treat as paved road
BEACH soft sand (D45)	C	-5	S	2	2	2	2	◆ -1 modifier to IM roll for fully tracked vehicles
BRUSH (C56)	O	5	S	2	2	2	2	
COMMAND BUNKER (G5)	B	+5	+4/4L	1+COT	P	P	P	Rooftop access 4 MP for Marines, 3 MP for Japanese
EXCAVATION DITCH (H10)	C	0	G	COT	COT	COT	COT	◆ -1 modifier to IM roll for fully tracked vehicles
EXPOSED REEF (Y11)	C	0	S	1	2	2	3	◆ -1 modifier to IM roll for fully tracked vehicles
INLAND HEX soft sand (G15)	C O	0	S	2	2	2	2	◆ treat as soft sand
ISLAND COMMAND BUNKER (M45)	B	+5	+5/5L	1+COT	P	P	P	6 SP cellar location, Rooftop access 4 MP for Marines, 3 MP for Japanese
JETTY HEXSIDE (T31/T32)	B	5	G	1 + COT	1 + COT	1 + COT	1 + COT	◆
NARROW RAVINE (A62-D60)	LD	+0 -10	S G	2 1 IF UP	P	P	P	Vehicles may not enter narrow ravines
OCEAN (W11) or (V15)	C	-5	S	3	4	3	5	◆ All units assault movement only.
PALM DEBRIS (D59)	O	+5	G	1 + COT	1 + COT	1 + COT	1 + COT	◆ no running
PALM DEBRIS AND PALM (P38)	O	+10	G	1 + COT	1 + COT	1 + COT	1 + COT	◆
PALM GROVE (G55)	O	+10	S	COT	COT	COT	COT	
PALM/WOOD BUILDING (C58)	O B	+10	S I	3	2	P	P	◆ LOS is governed by Palm AND Building LOS rules
PATH (P42)	C	+0	-	1	COT	COT	COT	
SEAWALL HEXSIDE (D23/E24)	B	+5	G	1 + COT	1 + COT	1 + COT	P	No vehicle can be HD in the LOWER hex. Movement from Beach hexes over a Seawall is crossing a Wall AND moving to higher terrain. No vehicles, except Dozers, are allowed to move over a seawall hexside from an Inland hex to a Beach hex unless over a Seawall Lane.
SHELLHOLES (G48)	C	+0	G*	2	2	2	2	*non H weapons and Personnel
TAXIWAY (L29)	C	0	C	1	1/2	1/2	1/2	treat as unpaved road
TOWER (L49)	B	+30	I	COT	2	2	2	◆
UNPAVED ROAD (F52)	C	0	other	1	1/2	1/2	1/2	
WALL HEXSIDE (E48/E49)	B	+5	G	1 + COT	1 + COT	1 + COT	1 + COT	◆
WIDE RAVINE (C55-D54)	LD	+0 -10	S G	2 1 IF UP	2	2	2	
WOOD BRIDGE (K19)	C	+0	S	along road in hex				Vehicles may gain UP status in Wide Gullies
WOOD BUILDING (O43)	B	`	I	2	2	2	2	◆
RUBBLE	B	+5	I M	2	2	2	P	◆
SMOKE	O	+30	+4 4L	1 + COT	1 + COT	1 + COT	1 + COT	
WRECK BURNING	O	+30	+4 4L	1 + 2xCOT	1 + 2xCOT	1 + 2xCOT	1 + 2xCOT	
WRECK/VEHICLE	O	+5	G	2xCOT	2xCOT	2xCOT	2xCOT	