Japanese tank prototype rules

**Type 4**

**Cost:** 444pts (Inexperienced) 555pts (Regular)

**Damage Value:** Super Heavy Tank (11+)

**Weapons:** Turret mounted 140mm Super Heavy

AT Gun, Co-axial MMG and bow MMG

**Special rules:**

Slow

No reduction in penetration for range

**Options:**

May add hull-mounted co-axial Low Velocity Light AT Gun + 35 points

**Type 3 Chi-Nu Kai**

**Cost:** 184 pts (Inexperienced) 230 pts (Regular)

**Damage Value:** Medium tank(9+)

**Weapons:** Turret mounted 75mm Heavy

AT Gun, bow MMG.

**Type 5 Chi-Ri**

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**Cost:** 280 pts (Inexperienced) 350 pts (Regular)

**Damage Value:** Medium tank (9+)

**Weapons:** Turret mounted 88mm Super Heavy

AT Gun, bow MMG.

**Special rules:**

Extra Frontal armour (10+)

**Options:**

May add hull-mounted co-axial Low Velocity Light AT Gun + 35 points

**Type 5 Ho-Ri I**

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**Cost:** 244 pts (Inexperienced) 305 pts (Regular)

**Damage Value:** Medium tank (9+)

**Weapons:** Turret mounted 105mm Super Heavy

AT Gun, bow MMG.

**Options:**

May add hull-mounted co-axial Low Velocity Light AT Gun + 35 points

**Type 5 Ho-Ri II**

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**Cost:** 276 pts (Inexperienced) 345 pts (Regular)

**Damage Value:** Medium tank (9+)

**Weapons:** Turret mounted 105mm Super Heavy

AT Gun, bow MMG.

**Special rules:**

Extra Frontal armour (10+)

**Options:**

May add hull-mounted co-axial Low Velocity Light AT Gun + 35 points