

**Leader (SMC) A1.11**  
 Leadership DRM A10.7  
 Morale A10.1

**Commissar (SMC) A25.22**  
 Unit Depiction  
 Name

**Hero (SMC) A15.2**  
 Morale A1.23  
 Normal Range A1.22  
 Firepower A1.21

**Squad (MMC) A1.121**  
 Smoke Placement  
 Exponent A24.1  
 Assault Fire Bonus A1.21 & A7.36  
 Spray Fire Option A1.22 & A7.34

**Half Squad (MMC) A1.122**  
 Unit Classification  
 A1.25 & A19  
 ELR: 5 A1.23 & A19.13

**Crew, Infantry (MMC) A1.123**  
 Firepower A1.21  
 Normal Range A1.22  
 Morale A1.23

**Crew, Vehicular (MMC) D5.1**

**Medium Machine Gun (SW) A9**  
 Breakdown Number A9.7  
 Firepower A9.1

**dm MG (SW) A9.8**  
 Weapon Type  
 Normal Range A9.1

**50mm Mortar (SW) A9.8**  
 Portage Point Cost A4.4  
 Range Limitations C9.4

**dm Mortars (SW) A9.8**

**Anti-Tank Rifle (SW) C13.2**  
 IFT Firepower C13.24  
 Maximum Range C13.22

**Mortar C9**  
 Gun Type C2.22  
 Manhandling Number C2.27  
 Range Limitations C9.4

**Anti-Tank**  
 Small Target C2.27  
 Very High Muzzle Velocity C2.21  
 Cannot fire HE C2.21

**Infantry Gun**  
 Repair Number C2.2  
 May fire Illuminating Rounds C8.7  
 Removal Number C2.2

**Recoilless C12**  
 Identity D1.4  
 Gun name  
 Low Muzzle Velocity C4.11

**Unit Depiction**  
 (A1-07 and \*1 leaders are prone on broken side; all \*1 ones are against a wall; all \*2 ones are on one knee; all \*3 ones are both down on both knees)

**SMC (one man) A1.4**  
 Boxed morale indicates Self-Fully capability A10.63

**Wounded MF allotment A17.2**  
 Wounded Side A15.2

**BPV A1.4**  
 (for DVO and Battlefield Integrity purposes)

**Squad (three men) A1.4**  
 Broken Side morale A10.4

**HS (two men) A1.4**

**Special Note**  
 (some Russian MGs may not demand)

**Rate of Fire A9.2**  
 (Only German MMG/HMG may fire when dm)

**Spray Fire Capability A9.5**

**Weapon Depiction**

**Caliber Size of assembled weapon (in mm) C2.21**

**Malfunctioned: subject to Repair A9.7**

### MISCELLANEOUS COUNTERS

(Note: these counters not necessarily front & back)

**Smoke A24**  
 DRM A24.2 & A24.5  
 Level of Smoke's effect A24.4

**Crest B20.9**  
 Infantry entrenched vs. fire across hexes only B20.92  
 Crest infantry must use Area Fire to fire at targets through these hexes B20.94

**Wire B26**  
 MF Cost  
 Penalty B26.4  
 CC DRM B26.31

**Pillbox B30**  
 Stacking Capacity B30.111  
 Covered Arc Defense Modification B30.112  
 NCA Defense Modification B30.113  
 Arrow defines CA B30.1

**Sidexcar (squad size; three depictions) D15.1**  
 Identity D1.4  
 PP carrying capacity D15.2  
 Manhandling Number C2.27 & D15.4

**Limbered M6**  
 Limbered Gun C10.2  
 Gun Depiction  
 Gun Name

**Anti-Aircraft M10**  
 360° Mount C2.3  
 Rate of Fire C2.24  
 High Muzzle Velocity C4.12

**Artillery (Unhooking Penalty M10.1-12)**  
 See note other side C2.9  
 Cannot fire AP C2.21

**Anti-Aircraft M10**  
 360° Mount C2.3  
 Rate of Fire C2.24  
 High Muzzle Velocity C4.12

**Smoke A24**  
 White Phosphorus A24  
 Normal Morale Check required of target units A24.31

**Shellhole B2**  
 Conditional Terrain Effects Modifier B2.3  
 Variable MF rate to enter B2.4

**Hull Down D4.2**  
 Vehicle is HD only to fire traced across solid hexesides D4.221  
 Vehicle is HD across hexesides number of hexesides HD Maneuver drm D4.22  
 Russian CT AFV only

**Foxhole B27.1**  
 DR ≤ 5 to create B27.11  
 Squad Capacity B27.12  
 TEM DRM B27.3

**Cycle (SMC size; one depiction) D15.1**  
 Movement Points D1.1  
 DRM to fire vs. Riders D15.5

**Limbered AA**  
 Smoke Depiction Number C8.5 & C8.9  
 No Movement C10.26  
 Limbered FT capability C10.24 (shown to lower left and right)

**Limbered AA**  
 Breakdown Number C2.28  
 Infantry Firepower Equivalent C2.29

**Flamethrower (SW) A22**  
 Removal Number A9.7  
 Firepower - Range

**Demolition Charge (SW) A23**  
 Indicates Leader DRM not applicable to attacks by this weapon A10

**Panzerschreck (SW) C13.48**  
 IFT Firepower  
 Maximum Range

**Radio (SW) C1.1**  
 Contact Value C1.2

**Field Phone (SW) C1.23**

**No Mine Security Area 2 DR Removes**

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**Notes for usage of this weapon**

**To Hit Table for this weapon C13.48**

**Repair Number A9.72**

**Removal Number A9.72**

**Notes**

**Notes for usage of this weapon**

**Notes**

**Fully Tracked D1.13**  
 Identity D1.4  
 Low Ammo  
 Rear turret/superstructure unarmored D1.22

**Restricted Slow Traverse D1.321**  
 Front Armor Factor D1.61  
 MA Breakdown Number D3.7  
 Side/Rear AF D1.62

**Average Target (no red/white AF) D1.73**  
 Inferior Turret Armor D1.64  
 Superior Turret Armor D1.63

**High Ground Pressure D1.43**  
 Slow Traverse D1.32  
 Closed Top D1.24  
 Very Large Target D1.71

**Trailer in Tow C10.4**  
 Fast Traverse D1.31  
 Infantry Firepower Equivalent C2.29  
 See note in Armor Listing C2.9

**(a) = American chassis D2.5**  
 Vehicular MG Bow/Coaxial/AAMG D1.8

**Normal Ground Pressure D1.42**  
 (eliminate note in intro)

**Movement Points D1.1**  
 Rear Turret MG D1.82  
 Fixed-mount MG D1.81

**MP in red indicates special movement penalty D1.1 & D2.5**  
 FT X# D1.8  
 Secondary armament is turreted FT is 2 D1.8

**Indicates two 45L secondary armament**

**Indicates two MG of this type**

**Smoke Depletion Number C8.2 & C8.9**  
 (A4 in 1942, A5 in 1943)

**AP Limited Storage C8.8**

**Radioless AFV D14.1**

**Amphibious Movement D1.1**  
 No depiction indicates no wreck D1.9  
 Passenger/Flyer survival (only) D5.6

**Special Reverse Movement rate**  
 Main Armament/CMG is AA capable C2.6

**MG may not fire through VCA**  
 Towing Number D1.5 & C10.1  
 (this AFV can tow a gun with M2 10)

**Smoke Depiction Number C8.2 & C8.9**  
 HE Limited Storage C8.8  
 Brew Up CS# D5.7  
 Gunshield provides +3 DRM vs. fire through Front Target Facing

**Smoke Discharger Usage Number D13.1**  
 Crew Survival Number D5.6

**APCR Depletion Number C8.11 & C8.9**  
 (A3 in 1944)

**Schuerzen D11.21**

**Close Defense Weapon A11.622 & D13.34**  
 (Nahverteidigungswaffe)

**Special Note**  
 (Morale level is 9 for all Tigers)

**Large Target D1.72**  
 Unarmored Vehicle D1.21  
 No Trailer in Tow C10.4

**Smoke Mortar Usage Number D13.32**  
 Gyrostabilizer D11.1 & C6.55

**Wreck Depiction D1.9 & D10.1**  
 (white background)

**Vehicle/Gun may not Intensive Fire C5.63**

**APCR Depletion Number C8.11 & C8.9**  
 (A4 in 1942, A5 in 1943)

**AP Limited Storage C8.8**

**Radioless AFV D14.1**

**Truck D1.15**  
 Low Ground Pressure D1.41  
 Very Small Target D1.75  
 Portage Point Capacity D1.5

**Armored Car D1.12**  
 See note other side C2.9  
 One-Man Turret D1.322  
 CMG is Main Armament D2.5 & C2.34

**Half-Track D1.14**  
 Non-Turreted D1.33  
 Small Target D1.74  
 Open Topped D1.23  
 Caliber Size (in mm) D1.9

**Smoke Depiction Number C8.5 & C8.9**  
 No Movement C10.26  
 Limbered FT capability C10.24 (shown to lower left and right)

**Breakdown Number C2.28**  
 Infantry Firepower Equivalent C2.29

**Smoke Depiction Number C8.5 & C8.9**  
 No Movement C10.26

**Limbered AA**  
 Breakdown Number C2.28  
 Infantry Firepower Equivalent C2.29

**Smoke Depiction Number C8.5 & C8.9**  
 No Movement C10.26

**Limbered AA**  
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