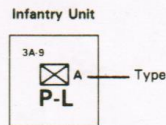
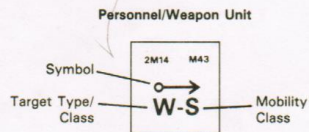
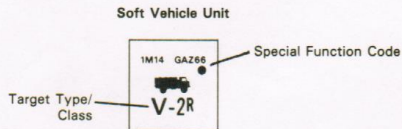
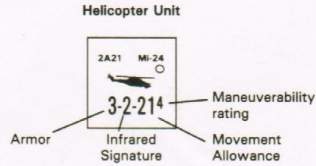
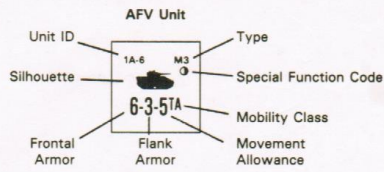
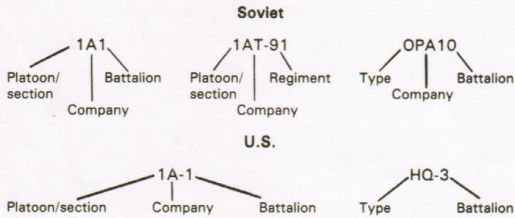


Unit Identification Chart

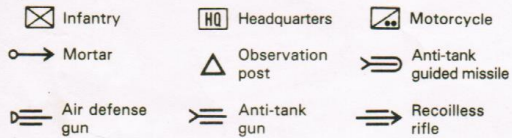
Counter Formats



Unit IDs



Symbols



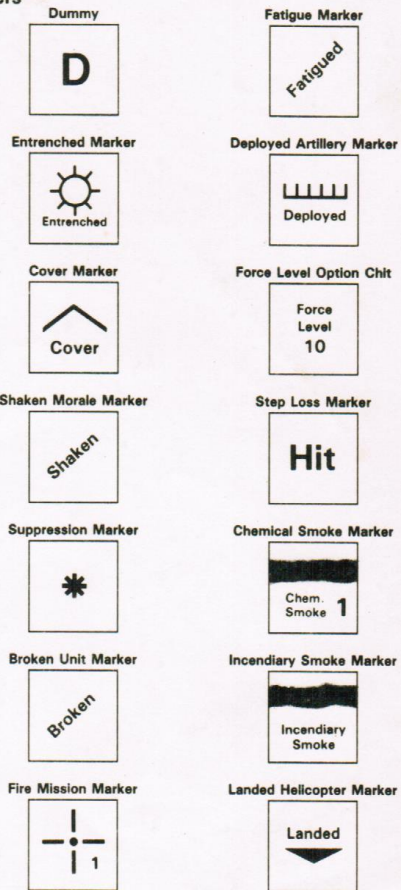
Color Codes

Black on green.....U.S. 2-step units
 Black and white on green.....U.S. 1-step units
 Black on red.....Soviet 2-step units
 Black and white on red.....Soviet 1-step units
 Black on white.....Game markers

Abbreviations

HQ	Headquarters	ATG	Anti-tank gun
TOC	Tactical operations center	AD	Air defense
Repl	Replacement	M	Mortar
OP	Observation post	R	Recon
AT	Anti-tank	S	Scout

Markers



Special Function Codes

- Unit does not require operations points.
- Unit may transport other units with a movement class of L.
- ◉ Unit may transport other units with a movement class of L, but only half its number of steps.
- Unit may transport other units with a movement class of L or S.
- ▲ Unit may transport other units with a movement class of L or S, but more than its number of steps.

Transport Capacities

Mi-8.....3 steps
 Mi-26.....12 steps

Target Types/Classes

V Non-armored vehicle
 W Heavy weapon
 P Personnel

Mobility Class

T Track
 W Off-road wheel
 L Leg
 S Static
 R Road-bound wheel
 A Amphibious
 # Helicopter