

1. Beyond Valor 3rd Edition

Revised 04/09

1/2-inch Info Markers

Beyond Valor Sheet 1

Counter	No.	ID	Nationality	Notes
Abandoned [Scrounged]	4		Game-Veh/Ord	
Target Acquisition	6	A-F	Game-Veh/Ord	(Black)
Target Acquisition	6	A-F	Game-Veh/Ord	(Orange)
Target Acquisition	6	A-F	Game-Veh/Ord	(Purple)
Target Acquisition	6	A-F	Game-Veh/Ord	(Red)
Allied Integrity Base [DM]			Game-Basic	
Allied VP [DM]			Game-Basic	
Axis Integrity Base [DM]			Game-Basic	
Axis VP [DM]			Game-Basic	
Berserk [Wound]	7		Game-Basic	
Blaze [Flame]	14		Game-Terr	
BMG Malfunction [BMG Disabled]	4		Game-Veh/Ord	
BMG Disabled [BMG Malfunction]			Game-Veh/Ord	
Bog [Mired]	4		Game-Veh/Ord	
Bounding Fire [Prep Fire]			Game-Basic	
CMG Malfunction [CMG Disabled]	4		Game-Veh/Ord	
CMG Disabled [CMG Malfunction]			Game-Veh/Ord	
Disrupt [TI]			Game-Basic	
DM [Allied Integrity Base]	1		Game-Basic	
DM [Allied VP]	1		Game-Basic	
DM [Axis Integrity Base]	1		Game-Basic	
DM [Axis VP]	1		Game-Basic	
DM [Low Ammo]	14		Game-Basic	
DM [Weather]	1		Game-Basic	
DM [Wind]	1		Game-Basic	
Encircled	6		Game-Basic	
First Fire [Final Fire]	26		Game-Basic	
Final Fire [First Fire]			Game-Basic	
Fire Lane 1R [Fire Lane 1L]	4	A-D	Game-Basic	
Fire Lane 1L [Fire Lane 1R]		A-D	Game-Basic	
Fire Lane 2R [Fire Lane 2L]	3	A-C	Game-Basic	
Fire Lane 2L [Fire Lane 2R]		A-C	Game-Basic	
Fire Lane 4R [Fire Lane 4L]	3	A-C	Game-Basic	
Fire Lane 4L [Fire Lane 4R]		A-C	Game-Basic	
Fire Lane 6R [Fire Lane 6L]	2	A-B	Game-Basic	
Fire Lane 6L [Fire Lane 6R]		A-B	Game-Basic	
Flame [Blaze]			Game-Terr	
Foot Bridge 1S [Wall Advantage]			Game-Terr	
Hero [Wounded Hero]	3		Game-Basic	
Intensive Fire [No Fire]	4		Game-Veh/Ord	
Immobilized [Motion]			Game-Veh/Ord	
Labor -1 [Labor -2]	8		Game-Basic	
Labor -2 [Labor -1]			Game-Basic	

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<i>Low Ammo [DM]</i>			<i>Game-Veh/Ord</i>	
<i>Mired [Bog]</i>			<i>Game-Veh/Ord</i>	
Motion [Immobilized]	10		Game-Veh/Ord	
PIN	11		Game-Basic	
Prep Fire [Bounding Fire]	26		Game-Veh/Ord	
Residual Fire 2 [Residual Fire 1]	11		Game-Basic	
<i>Residual Fire 1 [Residual Fire 2]</i>			<i>Game-Basic</i>	
Residual Fire 4 [Residual Fire 6]	7		Game-Basic	
<i>Residual Fire 6 [Residual Fire 4]</i>			<i>Game-Basic</i>	
Residual Fire 8 [Residual Fire 12]	4		Game-Basic	
<i>Residual Fire 12 [Residual Fire 8]</i>			<i>Game-Basic</i>	
<i>Scrounged [Abandoned]</i>			<i>Game-Veh/Ord</i>	
Shock BU [UK BU]	4		Game-Veh/Ord	
stun	4		Game-Veh/Ord	
STUN [RECALL +1]	4		Game-Veh/Ord	
TCA BU [TCA CE]	10		Game-Veh/Ord	
<i>TCA CE [TCA BU]</i>			<i>Game-Veh/Ord</i>	
TI [Disrupt]	10		Game-Basic	
Trail Break Partial [Trail Break 4-1]	10		Game-Terr	
<i>Trail Break 4-1 [Trail Break Partial]</i>			<i>Game-Terr</i>	
Trail Break 4-2 [Trail Break 4-3]	10		Game-Terr	
<i>Trail Break 4-3 [Trail Break 4-2]</i>			<i>Game-Terr</i>	
Turn Marker	1		Game-Basic	German, Finnish, Italian, Japanese/ <i>American, Commonwealth, French, Russian</i>
<i>UK BU [Shock BU]</i>			<i>Game-Veh/Ord</i>	
(1)-0-6 Unarmed 3 [(1)-0-6 Unarmed 2]	9	A-I	Game-Basic	
<i>(1)-0-6 Unarmed 2 [(1)-0-6 Unarmed 3]</i>		<i>A-I</i>	<i>Game-Basic</i>	
Wall Advantage [Foot Bridge 1S]	9		Game-Terr	
<i>Weather [DM]</i>			<i>Game-Basic</i>	
<i>Wind [DM]</i>			<i>Game-Basic</i>	
<i>Wound [Berserk]</i>			<i>Game-Basic</i>	
<i>Wounded Hero [Hero]</i>			<i>Game-Basic</i>	

Beyond Valor Support Weapons

Beyond Valor Sheet 2

Counter	No.	ID	Nationality	Notes
10-3	2		Russian	Maj Chuikov, Maj Karmanov
10-3	1		Partisan	Slota
10-2	2		Russian	Cpt Denikin, Cpt Gurov
10-2	1		Partisan	Razin
10-2 Armor Leader	1		German	Cpt
10-2 Armor Leader	1		Russian	Cpt
10-0	1		Russian	Com Patrov
9-2	2		Partisan	Sarayev, Turla
9-2	3		Russian	Lt Dragan, Lt Ilyin, Lt Nekrossov
9-2 Armor Leader	2		German	1st Lt

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Counter	No.	ID	Nationality	Notes
9-2 Armor Leader	2		Russian	1st Lt
9-1	2		Partisan	Budreau, Cebula
9-1	4		Russian	Lt Chernova, Lt Kovalova, Lt Petrakov, Lt Peviabin
9-1 Armor Leader	3		German	2nd Lt
9-1 Armor Leader	3		Russian	2nd Lt
9-0	1		Russian	Com Denisova
8-1	3		Partisan	Sadowski, Yelchenko, Zaltsev
8-1	4		Russian	Sgt Bulganin, Sgt Changara, Sgt Chekhov, Sgt Gurtiev
8-1 Armor Leader	4		German	1st Sgt
8-1 Armor Leader	4		Russian	1st Sgt
8-0	3		Partisan	Anielewicz, Krylov, Landav
8-0	5		Russian	Sgt Batyuk, Sgt Buzditka, Sgt Danilov, Sgt Gorishny, Sgt Malygin
7-0	2		Partisan	Mierzwa, Pugachev
7-0	3		Russian	Cpl Filipov, Cpl Golikov, Cpl Knezevich
6+1	1		Partisan	Pigalov
6+1	2		Russian	Col Dylo, Col Kornilov
1-4-9	4		Russian	Gorokhov, Gurewicz, Nerozia, Sazakin
1-4-9	2		Partisan	Pavlov, Pietruska
HMG MG42	6	A-F	German	
HMG DS1939	4	A-D	Russian	
HMG .50 cal DShK 1938	2	E-F	Russian	
MMG MG34 or MG42	6	A-F	German	
MMG PM obr. 1910	6	A-F	Russian	
LMG MG34	12	A-L	German	
LMG DP 1928	11	A-K	Russian	
dm MMG [dm HMG]	6	A-F	German	
dm HMG [dm MMG]			German	
dm HMG .50 cal [dm MTR 50mm]			Russian	
ATR Lahti m39 20L	2	D-E	Finnish	
ATR PzB 39	3	A-C	German	
ATR PTRD-41	5	A-E	Russian	
DC	6	A-F	German	
DC	6	A-F	Russian	
FT FIW 41	5	A-E	German	
FT ROKS-2	4	A-D	Russian	
MTR 50* 5cm leGrW 36	5	A-E	German	1.
MTR 50* 50mm RM obr. 40	5	A-E	Russian	1.
dm MTR 50mm [dm HMG .50 cal]	2		Russian	
dm MTR 50mm [dm MTR 81mm]	4		German	
dm MTR 50mm [dm MTR 82mm]	2		Russian	
dm MTR 81mm [dm MTR 50mm]			German	
dm MTR 82mm [dm MTR 50mm]			Russian	
PSK RP54	10	A-J	German	

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Counter	No.	ID	Nationality	Notes
Phone Feldernsprecher 33	2	A-B	German	
Phone TAI-43	2	A-B	Russian	
Radio Feld Fu.B	3	A-C	German	
Radio PPC	3	A-C	Russian	Correction (BV2)
AAMG Malfunction [AAMG Disabled]	4		Game-Veh/Ord	
AAMG Disabled [AAMG Malfunction]			Game-Veh/Ord	
Target Acquisition	6	A-F	Game-Veh/Ord	(Blue)
Target Acquisition	6	A-F	Game-Veh/Ord	(Green)
Concealment 1/2-inch [CX]	20	A-T	German	
Concealment 1/2-inch [CX]	30	A-Z AA-DD	Russian	
CX [Concealment 1/2-inch]			Game-Basic	
Gun Malfunction [Gun Disabled]	4		Game-Veh/Ord	
Gun Disabled [Gun Malfunction]			Game-Veh/Ord	

Beyond Valor German/Finnish HS/Crew

Beyond Valor Sheet 3

Counter	No.	ID	Nationality	Notes
10-3	2		German	Maj Alter, Maj Stahler
10-2	2		German	Cpt Meunch, Cpt Praxa
10-1	2		Finnish	Maj Maartti, Maj Nurmo
10-0	2		Finnish	Cpt Jylha, Cpt Ryt
9-2	3		German	Lt Neist, Lt Poepl, Lt Siscer
9-1	3		Finnish	Lt Hyrsyia, Lt Pajula, Lt Uusimaa
9-1	4		German	Lt Kubach, Lt Kubler, Lt Loth, Lt Urban
9-0	3		Finnish	Lt Arvo, Lt Liefe, Lt Tuominen
8-1	4		German	Sgt Becker, Sgt Glebeler, Sgt Metzler, Sgt Pisl
8-0	4		Finnish	Sgt Kirkko, Sgt Pettola, Sgt Rakunna, Sgt Varpakyla
8-0	5		German	Sgt Behr, Sgt Dettl, Sgt Halle, Sgt Linden, Sgt Schmidt
7-0	3		German	Cpl Engelke, Cpl Kindel, Cpl Kreiser
6+1	2		German	Col Brandt, Col Koltz
1-4-9	4		German	Diefel, Gerke, Selle, Stock
3-4-8 SS Elite HS	26	A-Z	German	
3-3-8 Elite HS	13	N-Z	Finnish	
3-3-8 Elite HS	13	A-M	German	
2-4-8 1st Line HS	13	A-E; S-Z	Finnish	
2-4-8 Elite Square HS	18	A-R	German	
2-4-7 1st Line HS	26	A-Z	German	
2-3-8 Green HS	18	A-J; S-Z	Finnish	
2-3-8 1st Line Circle	18	A-R	German	
2-3-7 2nd Line HS	26	A-Z	German	
2-3-6 Conscript HS	26	A-Z	German	
2-2-8 Infantry crew	10	1-10	German	
1-2-7 Vehicular crew	10	1-10	German	

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Beyond Valor German/Finnish Squads

Beyond Valor Sheet 4

Counter	No.	ID	Nationality	Notes
<u>6</u> ² - <u>5</u> -8 SS Elite	26	A-Z	German	
<u>8</u> - <u>3</u> -8 Elite	26	A-Z	Finnish	
<u>8</u> ³ - <u>3</u> -8 Elite	26	A-Z	German	
<u>6</u> - <u>4</u> -8 1st Line	26	A-Z	Finnish	
<u>5</u> ² - <u>4</u> -8 Elite Circle	26	A-Z	German	
<u>5</u> - <u>3</u> -8 Green	26	A-Z	Finnish	
<u>4</u> ² - <u>6</u> -8 Elite Square	26	A-Z	German	
<u>4</u> ¹ - <u>6</u> -7 1st Line	26	A-Z	German	
<u>4</u> - <u>4</u> -7 2nd Line	26	A-Z	German	
<u>4</u> - <u>3</u> -6 Conscript	26	A-Z	German	

Beyond Valor Russian MMC

Beyond Valor Sheet 5

Counter	No.	ID	Nationality	Notes
<u>6</u> - <u>2</u> -8 Elite	26	A-Z	Russian	
4-5-8 Elite Square	26	A-Z	Russian	
4-4-7 1st Line Square	26	A-Z	Russian	
<u>5</u> - <u>2</u> -7 1st Line	26	A-Z	Russian	
4-2-6 Conscript	26	A-Z	Russian	
3-3- <u>7</u>	26	A-Z	Partisan	Also Red Chinese
3-2-8 Elite HS	12	O-Z	Russian	
2-4-8 Elite Square HS	12	A-L	Russian	Note: Different Broken depiction
2-3-7 1st Line Square HS	14	M-Z	Russian	
2-2-7 1st Line HS	14	A-N	Russian	
2-2-6 Conscript HS	18	A-R	Russian	
1-2- <u>7</u> HS	14	A-N	Partisan	Also Red Chinese
2-2-8 Infantry crew	10	1-10	Russian	
1-2-7 Vehicular crew	10	1-10	Russian	

Beyond Valor 5/8-inch Misc

Beyond Valor Sheet 6

Counter	No.	ID	Nationality	Notes
AR [Wire]	4	A-D	Game-Veh/Ord	
Bridge Section [Pontoon Bridge]	8		Game-Terr	
Bridge [Ford]	3		Game-Terr	
Cavalry 3 [Cavalry 1]	5	A-E	Game-Trans	
<i>Cavalry 1 [Cavalry 3]</i>		<i>N-R</i>	<i>Game-Trans</i>	
Cavalry 3 [Cavalry 2]	8	F-M	Game-Trans	
<i>Cavalry 2 [Cavalry 3]</i>		<i>S-Z</i>	<i>Game-Trans</i>	
Climb 2 [Climb 1]	4		Game-Terr	
<i>Climb 1 [Climb 2]</i>			<i>Game-Terr</i>	
Crest [Roadblock]	6		Game-Terr	
Cycles 3 [Cycles 1]	5	A-E	Game-Trans	
<i>Cycles 1 [Cycles 3]</i>		<i>N-R</i>	<i>Game-Trans</i>	
Cycles 3 [Cycles 2]	8	F-M	Game-Trans	
<i>Cycles 2 [Cycles 3]</i>		<i>S-R</i>	<i>Game-Trans</i>	

Counter	No.	ID	Nationality	Notes
Dispersed Smoke +2 (Gray) [Smoke +3]			Game-Terr	
Dispersed Smoke +2 (White) [Smoke +3]			Game-Terr	
Dispersed WP +1 (Gray) [WP +2]			Game-Terr	
Dispersed WP +1 (White) [WP +2]			Game-Terr	
Ford [Bridge]			Game-Terr	
Foxhole 1S [Foxhole 2S]	10		Game-Terr	
Foxhole 2S [Foxhole 1S]			Game-Terr	
Foxhole 3S [Trench]	6		Game-Terr	
HD 1 [HD 2R]	5		Game-Veh/Ord	
HD 2R [HD 1]			Game-Veh/Ord	
HD 3 [HD 2L]	5		Game-Veh/Ord	
HD 2L [HD 3]			Game-Veh/Ord	
Level 2 [Level 1]	12		Game-Terr	
Level 1 [Level 2]			Game-Terr	
North [Wire]	1		Game-Basic	
Pillbox 1+3+5 [Pillbox 1+5+7]	2		Game-Terr	
Pillbox 1+5+7 [Pillbox 1+3+5]			Game-Terr	
Pillbox 2+3+5 [Pillbox 2+5+7]	2		Game-Terr	
Pillbox 2+5+7 [Pillbox 2+3+5]			Game-Terr	
Pillbox 3+3+5 [Pillbox 3+5+7]	2		Game-Terr	
Pillbox 3+5+7 [Pillbox 3+3+5]			Game-Terr	
Pontoon Bridge [Bridge Section]			Game-Terr	
Roadblock [Crest]			Game-Terr	
Shellholes [Wire]	10		Game-Terr	
Sidecar 3 [Sidecar 1]	5	A-E	Game-Trans	
Sidecar 1 [Sidecar 3]		N-R	Game-Trans	
Sidecar 3 [Sidecar 2]	8	F-M	Game-Trans	
Sidecar 2 [Sidecar 3]		S-Z	Game-Trans	
Sledge [Wagon]		A-F	Game-Trans	
Smoke +3 [Dispersed Smoke +2 (Gray)]	12		Game-Terr	
Smoke +3 [Dispersed Smoke +2 (White)]	8		Game-Terr	
Stone Rubble [Wood Rubble]			Game-Terr	
Trench [Foxhole 3S]			Game-Terr	
Wagon [Sledge]	6	A-F	Game-Trans	
Wind Direction	1		Game-Basic	
Wire [AR]			Game-Terr	
Wire [North]			Game-Terr	
Wire [Shellhole]			Game-Terr	
Wood Rubble [Stone Rubble]	10		Game-Terr	
WP +2 [Dispersed WP +1 (Gray)]	12		Game-Terr	

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Counter	No.	ID	Nationality	Notes
WP +2 [Dispersed WP +1 (White)]	8		Game-Terr	

Beyond Valor German/Russian Ordnance

Beyond Valor Sheet 7

Counter	No.	ID	Nationality	Notes
MTR 81* 8cm GrW 34	4	A-D	German	2.
MTR 105* 10cm NbW 35	2	E-F	German	3.
MTR 120* 12cm GrW 42	4	A-D	German	4.
AT *28LL 2.8cm sPzB 41	4	A-D	German	5.
AT 37L 3.7cm PaK 35/36	4	A-D	German	6. Correction (BV2)
AT *40LL 4.2cm lePaK 41	4	C-F	German	7.
AT 50L 5cm PaK 38	4	C-F	German	8.
AT 75 7.5cm PaK 97/38	4	A-D	German	9.
AT 75L 7.5cm PaK 40	4	A-D	German	10.
AT 76L 7.62cm PaK 36r	4	C-F	German	11.
AT 88LL 8.8cm PaK 43	3	A-C	German	12. Correction (BV2) Errata: Should have 360° icon on limbered side (AoO D-F)
AT 88LL 8.8cm PaK 43/41	2	E-F	German	13.
AT 128L 12.8cm K81/1	2	E-F	German	14.
INF 75* 7.5cm leIG 18	4	A-D	German	15.
INF 150* 15cm sIG 33	2	E-F	German	16.
RCL 75* 7.5cm LG 40	2	A-B	German	17.
RCL 105* 10.5cm LG 42	2	C-D	German	18.
ART 75 7.5cm leFK 16nA	2	E-F	German	19.
ART 105 10.5cm leFH 18	3	D-F	German	20.
ART 105L s 10cm K 18	2	C-D	German	21.
ART 150 15cm sFH 18	2	A-B	German	22.
ART *150L 15cm K 18	2	E-F	German	23.
ART *170L 17cm K 18	2	A-B	German	24.
AA 20L 2cm FlaK 30	4	C-F	German	25.
AA 20L 2cm FlaK 38	4	A-D	German	26.
AA 20L 2cm FlaKvierling 38	2	E-F	German	27.
AA 37L 3.7cm FlaK36 o. 37	4	A-D	German	28.
AA 37L 3.7cm FlaK 43	2	E-F	German	29.
AA 88L 8.8cm FlaK 18 o. 36	4	A-B; E-F	German	30. Correction (BV2) Errata: Should have 360° icon on limbered side (AoO A-D)
MTR 82* 82mm BM obr. 37	4	A-D	Russian	2. Correction (BV2)
MTR 107* 107mm GVPM obr. 38	2	E-F	Russian	3.
MTR 120* 120mm PM obr. 38	4	A-D	Russian	4. Correction (BV2)
MTR 160* 160mm PM obr. 43	2	E-F	Russian	5.
AT 37L 37mm PTP obr. 30	4	A-D	Russian	6.
AT 45L 45mm PTP obr. 32	4	A-D	Russian	7.
AT 45LL 45mm PTP obr. 42	4	A-B; E-F	Russian	8.
AT 57LL 57mm PTP obr. 43	4	C-D; E-F	Russian	9.
AT 100L 100mm PTP obr. 44	2	E-F	Russian	10.
INF 37* 37mm PP obr. 15R	4	A-D	Russian	11.

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Counter	No.	ID	Nationality	Notes
INF 76* 76.2mm PP obr. 27	4	A-B; E-F	Russian	12.
ART 76* 76.2mm 00/02P	2	C-D	Russian	13.
ART 76* 76.2mm obr. 02/30	4	A-D	Russian	14.
ART 76L 76.2mm obr. 39	4	C-F	Russian	15.
ART 76LL 76.2mm obr. 36	4	A-D	Russian	16.
ART 85L 85mm obr. 44	4	A-B; E-F	Russian	17.
ART 107 107mm obr. 10/30	2	E-F	Russian	18.
ART 122* 122mm G obr. 10/30	3	D-F	Russian	19.
ART 122 122mm G obr. 38	3	A-C	Russian	20.
ART 122L 122mm obr. 31	2	A-B	Russian	21.
ART 152* 152mm G obr. 38	2	C-D	Russian	22.
ART 152 152mm GP obr. 37	2	E-F	Russian	23.
AA 25LL 25mm ZP obr. 40	2	E-F	Russian	24.
AA 37L 27mm ZP obr. 39	4	C-F	Russian	25.
AA 76LL 76.2mm ZP obr. 38	2	A-B	Russian	26.
AA 85L 85mm ZP obr. 39	2	C-D	Russian	27. Correction (BV2)
Concealment 5/8-inch [HD 1]	3	K-M	Russian	
HD 1 [Concealment 5/8-inch]			Game-Veh/Ord	
Concealment 5/8-inch [HD 2]	2	I-J	Russian	
HD 2 [Concealment 5/8-inch]			Game-Veh/Ord	
Concealment 5/8-inch [HD 3]	3	N-P	Russian	
HD 3 [Concealment 5/8-inch]			Game-Veh/Ord	

Beyond Valor German Tanks

Beyond Valor Sheet 8

Counter	No.	ID	Nationality	Notes
PzKpfw IB	6	A-F	German	1.
PzKpfw IIA	6	A-F	German	2.
PzKpfw IIF	6	A-F	German	3.
PzKpfw II(Fl)	3	A-C	German	4.
PzKpfw IIIL	4	A-D	German	5.
PzKpfw 35t	6	A-F	German	6. Correction (BV1, BV2)
PzKpfw 38(t)A	6	A-F	German	7.
PzKpfw 38(t)E	6	A-F	German	8.
Aufklaerer 38(t)	3	B-D	German	9.
PzKpfw IIID	4	C-F	German	10.
PzKpfw IIIF	6	A-F	German	11.
PzKpfw IIIG	6	A-F	German	12.
PzKpfw IIH	6	A-F	German	13.
PzKpfw IIJ	6	A-F	German	14.
PzKpfw IIIL	6	A-F	German	15. Opt: E-F AAMG
PzKpfw IIIN	6	A-F	German	16. Opt: E-F AAMG
PzKpfw III(Fl)	3	A-C	German	17.
PzKpfw IVA	3	D-F	German	18.
PzKpfw IVC	4	A-D	German	19.
PzKpfw IVD	6	A-F	German	20.

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Counter	No.	ID	Nationality	Notes
PzKpfw IVE	6	A-F	German	21.
PzKpfw IVF1	6	A-F	German	22.
PzKpfw IVF2	6	A-F	German	23. Errata: Should NOT have APCR in 1944
PzKpfw IVH	6	A-F	German	24. Opt: E-F AAMG
PzKpfw IVJ	6	A-F	German	25.
PzKpfw VD	6	A-F	German	26.
PzKpfw VG	6	A-F	German	27.
PzKpfw M15/42(i)	3	D-F	German	28.
PzKpfw P26/40(i)	3	A-C	German	29.
PzKpfw VIE	6	A-F	German	30.
PzKpfw VIE(L)	4	A-D	German	31.
Pz 35R 731(f)	4	a-d	German	44.1
StuIG 33B	4	A-D	German	53.
Concealment 5/8-inch [HD 1]	3	K-M	German	
<i>HD 1 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
Concealment 5/8-inch [HD 2]	2	I-J	German	
<i>HD 2 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	
Concealment 5/8-inch [HD 3]	3	N-P	German	
<i>HD 3 [Concealment 5/8-inch]</i>			<i>Game-Veh/Ord</i>	

Beyond Valor Russian Tanks

Beyond Valor Sheet 9

Counter	No.	ID	Nationality	Notes
T-37	6	A-F	Russian	1.
T-40	6	A-F	Russian	2.
T-50	4	A-D	Russian	3.
T-60 M40	6	A-F	Russian	4.
T-60 M42	4	C-F	Russian	4.
T-70	6	A-F	Russian	5.
T-26 M33	6	A-F	Russian	6. Opt: C CMG & R2; D CMG & R2 & AAMG; E CMG; F CMG & AAMG
T-26S M37	6	A-F	Russian	6. Opt: C R2; D AAMG; E-F R2 & AAMG
OT-133	3	A-C	Russian	7.
BT-5 M34	6	A-F	Russian	8.
BT-7 M37	6	A-F	Russian	9. Opt: D AAMG; E R2 & AAMG; F R2
BT-7A	3	D-F	Russian	10.
T-28 M34	6	A-F	Russian	11.
T-28E M40	6	A-F	Russian	12.
T-34 M40	6	A-F	Russian	13.
T-34 M41	6	A-F	Russian	14.
OT-34	3	A-C	Russian	15.
KV-8	3	D-F	Russian	15. Opt: F AAMG
T-34 M43	6	A-F	Russian	16.
T-43	6	A-F	Russian	17.
T-34/85	6	A-F	Russian	18.
M4/76(a)	6	A-F	Russian	19.

1. Beyond Valor 3rd Edition

Counter	No.	ID	Nationality	Notes
T-44	3	A-C	Russian	20.
T-35	3	D-F	Russian	21.
KV-1 M39/40	6	A-F	Russian	22.
KV-1 M41	6	A-F	Russian	23. Opt: E-F AAMG
KV-1 M42	6	A-F	Russian	23. Opt: E-F AAMG
KV-1E	6	A-F	Russian	23. Opt: E-F AAMG
KV-2	6	A-F	Russian	24.
KV-1S	6	A-F	Russian	25.
KV-85	5	A-E	Russian	26.
IS-2	6	A-F	Russian	27.
IS-2m	6	A-F	Russian	28. Opt: D-F AAMG Correction "F" (BV1)
IS-3	1	D	Russian	29.

Beyond Valor Russian/German Vehicles

Beyond Valor Sheet 10

Counter	No.	ID	Nationality	Notes
IS-3	2	E-F	Russian	29.
SU-76M	6	A-F	Russian	30.
SU-76i(g)	4	A-D	Russian	31.
SU-122	6	A-F	Russian	32.
SU-152	6	A-F	Russian	33.
ISU-122	6	A-F	Russian	34. Opt: D-F AAMG
ISU-152	6	A-F	Russian	34. Opt: D-F AAMG
SU-85	6	A-F	Russian	35.
SU-100	6	A-F	Russian	36.
SU-57(a)	4	A-B; E-F	Russian	37.
BA-20	5	A-E	Russian	38.
BA-6	5	B-F	Russian	39.
BA-64B	4	A-D	Russian	40. Correction (BV1)
ZSU-37	3	A-C	Russian	41.
SU-12	4	C-F	Russian	42.
GAZ-4M-AA	3	D-F	Russian	43.
ZIS-42-AA	2	A-B	Russian	44.
IAG-10-AA	3	A-C	Russian	45. Correction "C" (BV1)
GAZ-67B	4	A; D-F	Russian	46.
GAZ-MM	6	A-F	Russian	47.
ZIS-5	6	A-F	Russian	47.
IAG-6	6	A-F	Russian	47.
2cm FlaK LKW	2	A-B	German	92.
3.7cm FlaK LKW	4	A-B; E-F	German	92.
Kfz 1	6	A-F	German	94. Opt: D-F AAMG
Kfz 1/20	3	A-B; F	German	95.
Opel 6700 Blitz	6	A-F	German	96.
Buessing-NAG 4500	6	A-F	German	96.
SdKfz 2	4	C-F	German	97.
SdKfz 7	4	A-B; E-F	German	98.

1. Beyond Valor 3rd Edition

Counter	No.	ID	Nationality	Notes
SdKfz 11	4	A-D	German	99.
Sniper	1		Finnish	
Sniper	1		German	Correction (BV1)
Sniper	1		Russian	Correction (BV1)
Concealment 5/8-inch [HD 3]	5	A-E	Finnish	
Concealment 5/8-inch [HD 3]	8	A-H	German	
HD 3 [Concealment 5/8-inch]			Game-Veh/Ord	
Concealment 5/8-inch [HD 1]	8	A-H	Russian	
HD 1 [Concealment 5/8-inch]			Game-Veh/Ord	
Level 1 [Level 2]	8		Game-Terr	
Level 2 [Level 1]			Game-Terr	
MTR 81* 8cm GrW 34	1	A	Finnish	
AT 37L 3.7cm PaK 35/36	1	A	Finnish	

Beyond Valor German AC/SPG/SPAA

Beyond Valor Sheet 11

Counter	No.	ID	Nationality	Notes
PSW 222(L)	3	B-D	German	70.
PSW 231(6R)	4	A-B; E-F	German	71. Opt: F AAMG
PSW 231(8R)	6	A-F	German	72.
PSW 232	4	A-B; E-F	German	72.
PSW 233	3	A-C	German	73.
PSW 234/1	5	B-F	German	74.
PSW 234/2	5	A-D; F	German	75.
PSW 234/3	3	A-C	German	76. Opt: C CMG Errata: "C" should have "MG: VCA only" on reverse side
PSW 234/4	3	D-F	German	77.
sIG 1B	3	D-F	German	78.
sIG II	3	A-C	German	79.
sIG 38(t)M	3	D-F	German	80.
PzA II	3	D-F	German	81. Opt: F AAMG
PzA LrS(f)	3	A-C	German	82.
PzA III/IV	3	D-F	German	83.
FlaKPz 38(t)	4	C-F	German	84.
37 FlaKPz IV	4	A-D	German	85.
FlaKPz IV/20	4	A-B; E-F	German	86.
FlaKPz IV/37	4	A-D	German	87.
SdKfz 10/4	4	A-B; E-F	German	88.
SdKfz 6/2	4	C-F	German	89.
SdKfz 7/1	4	C-F	German	90.
Kfz 4	4	A-D	German	91.
2cm FlaK LKW	2	E-F	German	92.
Concealment 5/8-inch [HD 3]	1	G	American	
Concealment 5/8-inch [HD 1]	2	H-I	American	
Concealment 5/8-inch [HD 2L]	2	J; M	American	
Concealment 5/8-inch [HD 2R]	2	K-L	American	

1. Beyond Valor 3rd Edition

Counter	No.	ID	Nationality	Notes
DB 1939	3	A-C	Axis	Correction (BV2)
DB 1942	3	A-C	Axis	Correction (BV2)
FB 1939	3	A-C	Allied	Correction (BV2)
FB 1939	3	A-C	Axis	Correction (BV2)
FB 1942	3	A-C	Allied	Correction (BV2)
FB 1942	3	A-C	Axis	Correction (BV2)
FB 1944	3	A-C	Allied	Correction (BV2)
FB 1944	3	A-C	Axis	Correction (BV2)
HD 1 [Concealment 5/8-inch]			Game-Veh/Ord	
HD 2L [Concealment 5/8-inch]			Game-Veh/Ord	
HD 2R [Concealment 5/8-inch]			Game-Veh/Ord	
HD 3 [Concealment 5/8-inch]			Game-Veh/Ord	
IR	8		Game-Basic	
No Move [Parachute 5/8-inch]	32		Game-Basic	
Parachute 5/8-inch [No Move]			Game-Trans	Correction (BV2)
Shellholes [Wire]	8		Game-Terr	
Stone Rubble [Wood Rubble]			Game-Terr	
Wire [Shellholes]			Game-Terr	
Wood Rubble [Stone Rubble]	8		Game-Terr	

Beyond Valor German TD/AG/HT

Beyond Valor Sheet 12

Counter	No.	ID	Nationality	Notes
PzKpfw VIE(L)	2	E-F	German	31.
PzKpfw VIB	6	A-F	German	32.
StuG IIIB	6	A-F	German	33.
StuG IIIG	6	A-F	German	34.
StuG IIIG(L)	2	E-F	German	35.
StuH 42(L)	2	D-E	German	35.
StuH 42	3	A-C	German	36.
StuPz IV	4	C-F	German	37. Opt: F BMG & AAMG
PzJg Tiger	4	A-D	German	38.
StuG 75/18(i)	4	A-B; E-F	German	39.
StuG 75/34(i)	3	A-C	German	40.
StuG 105/25(i)	3	B-D	German	41.
StuG 75/46(i)	2	E-F	German	42.
PzJg I	4	C-F	German	43.
PzJg 35R(f)	3	A-C	German	44.
Marder I(f)	3	D-F	German	45.
Marder II	4	A; D-F	German	46. Opt: F AAMG
Marder III(t)H	4	C-F	German	47.
Marder III(t)M	4	A-D	German	48.
PzJg III/IV	4	A-B; E-F	German	49.
JgdPz 38(t)	5	A-E	German	50.
JgdPz 38(t) (Fl)	2	E-F	German	51.
JgdPz IV	4	A-D	German	52.

1. Beyond Valor 3rd Edition

Counter	No.	ID	Nationality	Notes
JgdPz IV(L)	3	D-F	German	52.
JgdPz IV/70	6	A-F	German	54.
JgdPz V	6	A-F	German	55.
JgdPz VI	5	A-E	German	56. Errata: Should NOT have small target icon
SPW 250/1	10	A-F; AA-DD	German	57.
SPW 250/sMG	3	E-F; AA	German	58.
SPW 251/sMG	3	D-F	German	58.
SPW 250/7	2	C-D	German	59. Correction (BV1)
SPW 251/2	4	A-C; F	German	59.
SPW 250/8	2	A-B	German	60.
SPW 250/9	5	A-D; AA	German	61.
SPW 250/10	4	C-D; AA-BB	German	62
SPW 251/1	12	A-F; AA-FF	German	63
SPW 251/9	4	A-D	German	64.
SPW 251/10	4	C-F	German	65. Correction (BV1)
SPW 251/16	3	A-C	German	66.
SPW 251/22	3	D-F	German	67.
Kfz 13	4	A-B; E-F	German	68.
PSW 221	4	C-F	German	69. Correction (BV2)
PSW 222	4	A-B; E-F	German	70.
PSW 222(L)	1	A	German	70.

Beyond Valor Finnish SW

Beyond Valor Sheet 13

Counter	No.	ID	Nationality	Notes
1-4-9	4		Finnish	Parikka, Peka, Tuuri, Vaalerian
2-2-8 Infantry crew	3	1-3	Finnish	
1-2-8 Vehicular crew	3	1-3	Finnish	
HMG Konekivaari m/09-32	4	A-D	Finnish	
MMG Konekivaari m/09-09	4	A-D	Finnish	
LMG Lahti M1926	8	A-H	Finnish	
dm HMG [dm MMG]	4	A-D	Finnish	
dm MMG [dm HMG]			<i>Finnish</i>	
DC	6	A-F	Finnish	
FT Model 44	2	A-B	Finnish	
PSK RP43	4	A-D	Finnish	
MTR 50* Tempalia model 1938	4	A-D	Finnish	
dm MTR 50mm [dm MTR 81mm]	4		Finnish	
dm MTR 81mm [dm MTR 50mm]			<i>Finnish</i>	
Phone	2	A-B	Finnish	
Radio	2	A-B	Finnish	
AA Mode [Gunflash]			<i>Game-Veh/Ord</i>	
Barrage A [Barrage D]	2		Game-Veh/Ord	

Counter	No.	ID	Nationality	Notes
<i>Barrage D [Barrage A]</i>			<i>Game-Veh/Ord</i>	
Barrage B [Barrage C]	2		Game-Veh/Ord	
<i>Barrage C [Barrage B]</i>			<i>Game-Veh/Ord</i>	
Blaze [Flame]	6		Game-Terr	
Concealment 1/2-inch [CX]	26	A-Z	Finnish	
<i>CX [Concealment 1/2-inch]</i>			<i>Game-Basic</i>	
<i>Flame [Blaze]</i>			<i>Game-Terr</i>	
Gun Flash [AA Mode]	16		Game-Basic	
HW Direction	4		Game-Basic	Note: Should have HW Direction on back.
Human Wave	6		Game-Basic	Note: Should NOT have HW Direction on back (4)
NVR	1		Game-Basic	
PF Remaining	1		Game-Basic	
Skis [SW Parachute 1/2-inch]	10		Game-Trans	
Starshell	12		Game-Basic	
<i>SW Parachute 1/2-inch [Skis]</i>			<i>Game-Trans</i>	

Miscellaneous Counters

Beyond Valor Sheet 14

Counter	No.	ID	Nationality	Notes
ATR PzB 39	3	D-F	German	
Goliath	4	A-D	German	93. Correction (BV1)
Area Acquisition	6	A-F	Game-Veh/Ord	(Red)
Area Acquisition	6	A-F	Game-Veh/Ord	(Blue)
Area Acquisition	6	A-F	Game-Veh/Ord	(Green)
Ammo	4		Game-Basic	
AP Mine 12 [AT Mine 1]	3		Game-Terr	
<i>AT Mine 1 [AP Mine 12]</i>			<i>Game-Terr</i>	
AP Mine 6 [AP Mine 8]	3		Game-Terr	
<i>AP Mine 8 [AP Mine 6]</i>			<i>Game-Terr</i>	
AT Mine 2 [AT Mine 3]	3		Game-Terr	
<i>AT Mine 3 [AT Mine 2]</i>			<i>Game-Terr</i>	
AT Mine 4 [AT Mine 5]	3		Game-Terr	
<i>AT Mine 5 [AT Mine 4]</i>			<i>Game-Terr</i>	
Battery No Contact [Battery Contact]	2	A-D	Game-Veh/Ord	(Red)
<i>Battery Contact [Battery No Contact]</i>		<i>A-D</i>	<i>Game-Veh/Ord</i>	<i>(Red)</i>
Battery No Contact [Battery Contact]	2	A-D	Game-Veh/Ord	(Blue)
<i>Battery Contact [Battery No Contact]</i>		<i>A-D</i>	<i>Game-Veh/Ord</i>	<i>(Blue)</i>
Black Chit [DM]	11		Game-Veh/Ord	
Blaze [Flame]	10		Game-Terr	
Bog [Mired]	3		Game-Veh/Ord	
<i>Bounding Fire [Prep Fire]</i>				
Breach Building [Breach Wall]	6		Game-Terr	
<i>Breach Wall [Breach Building]</i>			<i>Game-Terr</i>	
BU [CE]	10		Game-Veh/Ord	
<i>CA Gun [CA MG]</i>		<i>A-F</i>	<i>Game-Terr</i>	
CA MG [CA Gun]	6	A-F	Game-Veh/Ord	

1. Beyond Valor 3rd Edition

Counter	No.	ID	Nationality	Notes
<i>CC [Melee]</i>			<i>Game-Basic</i>	
<i>CE [BU]</i>			<i>Game-Veh/Ord</i>	
Climb -1 [Climb 0]	4		Game-Basic	
<i>Climb 0 [Climb -1]</i>			<i>Game Basic</i>	
Climb 3 [Climb 4]	4		Game-Basic	
<i>Climb 4 [Climb 3]</i>			<i>Game-Basic</i>	
Concealment 1/2-inch [CX]	6	U-Z	German	
<i>CX [Concealment 1/2-inch]</i>			<i>Game-Basic</i>	
<i>Disrupted [TI]</i>			<i>Game-Basic</i>	
<i>DM [Black Chit]</i>			<i>Game-Basic</i>	
<i>DM [Red Chit]</i>			<i>Game-Basic</i>	
Fanatic	6		Game-Basic	
<i>Flame [Blaze]</i>			<i>Game-Terr</i>	
FFE: 2 [FFE: C]	4	A-D	Game-Veh/Ord	(Red)
<i>FFE: C [FFE: 2]</i>		<i>A-D</i>	<i>Game-Veh/Ord</i>	<i>(Red)</i>
FFE: 2 [FFE: C]	4	A-D	Game-Veh/Ord	(Blue)
<i>FFE: C [FFE: 2]</i>		<i>A-D</i>	<i>Game-Veh/Ord</i>	<i>(Blue)</i>
First Fire [Final Fire]	5		Game-Basic	
<i>Final Fire [First Fire]</i>			<i>Game-Basic</i>	
Foxhole 1S [Foxhole 2S]	2		Game-Terr	
<i>Foxhole 2S [Foxhole 1S]</i>			<i>Game-Terr</i>	
Foxhole 3S [Trench]	2		Game-Terr	
<i>Trench [Foxhole 3S]</i>			<i>Game-Terr</i>	
<i>Immobilized [Motion]</i>			<i>Game-Veh/Ord</i>	
Level 3 [Roof]	4		Game-Terr	
MA Malfunction [MA Disabled]	6		Game-Veh/Ord	
<i>MA Disabled [MA Malfunctioned]</i>			<i>Game-Veh/Ord</i>	
Melee [CC]	16		Game-Basic	
Minefield [Minefield 12]	1		Game-Terr	
<i>Minefield 12 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [Minefield 8]	2		Game-Terr	
<i>Minefield 8 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [Minefield 6]	9		Game-Terr	
<i>Minefield 6 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [AT Mines 5]	1		Game-Terr	
<i>AT Mines 5 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [AT Mines 4]	2		Game-Terr	
<i>AT Mines 4 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [AT Mines 3]	2		Game-Terr	
<i>AT Mines 3 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [AT Mines 2]	1		Game-Terr	
<i>AT Mines 2 [Minefield]</i>			<i>Game-Terr</i>	
Minefield [AT Mines 1]	1		Game-Terr	
<i>AT Mines 1 [Minefield]</i>			<i>Game-Terr</i>	

1. Beyond Valor 3rd Edition

Counter	No.	ID	Nationality	Notes
<i>Mired [Bog]</i>			<i>Game-Veh/Ord</i>	
Current Indicator Moderate [Heavy]	1		Game-Basic	
<i>Current Indicator Heavy [Moderate]</i>			<i>Game-Basic</i>	
Motion [Immobilized]	6		Game-Veh/Ord	
Motion [Reverse Motion]	6		Game-Veh/Ord	
Pin	8		Game-Basic	
Prep Fire [Bounding Fire]	5		Game-Basic	
Red Chit [DM]	4		Game-Basic	
<i>Reverse Motion [Motion]</i>			<i>Game-Veh/Ord</i>	
Roof [Level 2]	3		Game-Terr	
<i>Level 2 [Roof]</i>			<i>Game-Terr</i>	
<i>Roof [Level 3]</i>			<i>Game-Terr</i>	
Sewer Concealment [Lost]	4		Game-Terr	
<i>Lost [Sewer Concealment]</i>			<i>Game-Terr</i>	
Smoke Grenade +2 [WP Grenade +1]	10		Game-Terr	
<i>WP Grenade +1 [Smoke Grenade +2]</i>			<i>Game-Terr</i>	
SR [FFE: 1]	4	A-D	Game-Veh/Ord	(Red)
<i>FFE: 1 [SR]</i>		<i>A-D</i>	<i>Game-Veh/Ord</i>	<i>(Red)</i>
SR [FFE: 1]	4	A-D	Game-Veh/Ord	(Blue)
<i>FFE: 1 [SR]</i>		<i>A-D</i>	<i>Game-Veh/Ord</i>	<i>(Blue)</i>
Stone Rubble [Wooden Rubble]	3		Game-Terr	
<i>Wooden Rubble [Stone Rubble]</i>			<i>Game-Terr</i>	
TCA BU [TCA CE]	6		Game-Veh/Ord	
<i>TCA CE [TCA BU]</i>			<i>Game-Veh/Ord</i>	
TI [Disrupted]	6		Game-Basic	
Turn Marker	1		Game-Basic	German/ <i>Russian</i>

Scenarios

Mapboards SK Style

Name	ID	ID	Description
Fighting Withdrawal	ASL 01	1	City; stone buildings
Mila 18	ASL 02	2	Hills; two level three hills, light woods
The Czerniakow Bridgehead	ASL 03	3	Village; level two hills
The Commissar's House	ASL 04	4	Farmlands; woods and grainfields
In Sight of the Volga	ASL 05	5	Woods; gullies
Red Packets	ASL 06	8	River; cliffs and hills
Dash for the Bridge	ASL 07	20	City; rowhouses and gully
The Fugitives	ASL 08	21	City; rowhouses and graveyard
To the Square	ASL 09	22	City; suburbs and stream
The Citadel	ASL 10	23	City; canal
The Borders are Burning	ASL 123		
On the Borderline	ASL 124		
First Crisis at Army Group North	ASL 125		
Commando Schenke	ASL 126		
Land Leviathans	ASL 127		
The Defense of Luga	ASL 128		
Slamming of the Door	ASL 129		
Debacle at Korosten	ASL 130		
The Penetration of Rostov	ASL 131		
Hill 253.5	ASL 132		
Block Busting in Bokruisk	ASL 133		
Counterattack on the Vistula	ASL 134		
Acts of Defiance	ASL 135		
The Agony of Doom	ASL 136		