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| --- | --- | --- |
| **1. M24 Light Tank**    **†**  This AFV had a very fast and accurate turret traverse, and also better than normal ROF for MA of its caliber**.** Therefore, this AFV is allowed the possibility of Multiple Hits (C3.8) even though is MA is > 40mm**.** Moreover, in a Gun Duel (C2.2401) its total Firer-based TH DRM are halved (FRD) prior to adding acquisition DRM**.** (the Final total of all DRM may not be , 0, and applies for Gun Duel calculation only**.** Signified by white ROF background.  **O.** Used by one or more OUNC contingents in KW scenarios.  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases. | **2. M4A3E8 Medium Tank**    **B.** APCR fired by this vehicle is not subject to C8.9 Depletion.  **P.** Used by the Korean Marine Corps in KW scenarios. | **3. M4A3E8 (105) Medium Tank**    **C.** 105mm Canister has 24 FP**.** See C.8.4.  **M.** Used by USMC in KW scenarios. |
| **4. M4A3E8 Dozer & M4A3E8 (105) Dozer**    **C.** 75mm Canister has 20 FP**.** 105mm Canister has 24 FP.  **M.** Used by USMC in KW scenarios.  **TT.** Due to the extra protection afforded by the dozer blade, a special +2 To Hit DRM applies to the calculation of a Direct Fire *front-hull* his vs. a dozer unless the firer is at least one full level higher than the target**.** This is signified by the "+2 HH" on the counter**. See G15.13 for tank dozer usage**. | **5. POA-CWS-H5 Flame Tank "Flame Dragon"**    **†**  The TCA may not traverse into or through the tank's "rear" VCA  **†**  Because the tank commander served as both principal FT operator and gunner, this AFV cannot fire both its MA and SA in the same Player Turn and cannot fire either while CE.  **†**  Beginning in 1952, the B# for the POA-CWS-H5 becomes "10"  **C.** 105mm Canister has 24 FP**.** See C.8.4.  **M.** Used by USMC in KW scenarios. | **6. M32A1B3 Tank Recovery Vehicle (TRV)**    **†**  The M32A1B3's front turret AF is 4 as signified by double ringed circle incasing front AF.  **†**  The inherent crew of the M32A1B3 has the option of (un)loading more quickly per D6.4-*5 [EXC: the cost to unload is 1/2 of the vehicles MP allotment and 2 MF for the crew]* but may not destroy the vehicle (D5.411) if it does so--as signified by "(un)load: 2MF on the counter. |
| **5. M32A1B3 Tank Recovery Vehicle (TRV)**  **†**  The M32A1B3 may assist (D8.3) another vehicles Bog Removal attempt regardless of vehicles weight and from an ADJACENT Location; if assisting from same Location, it provides an additional -1 drm to colored die.  **†**  The M32A1B3 pays 2 extra MP per hex entered when towing a vehicle/wreck, and the D2.14 penalties for entering a hex containing a vehicle/wreck (B6.43; B13.41) are doubled, but the towed vehicle/wreck itself does not invoke this penalt**y.** There is an additional +2 Bog DRM when towing a vehicle/wreck, but the towed vehicle never Bogs.  **† See page H193 for further information.**  **K.** Used by ROK Army forces in KW scenarios.  **M.** Used by USMC in KW scenarios.  **P.** Used by the Korean Marine Corps in KW scenarios *[EXC: use the US colored counter to represent this vehicle when used by ROKA, KMC, or Canadian units].* | **7. M26A1 Medium Tank "Pershing"**    **B.** APCR fired by this vehicle is not subject to C8.9 Depletion.  **J.** WP6 becomes available in March 1951.  **M.** Used by USMC in KW scenarios. | **8. M45 Medium Tank** |
| **9. M46 Medium Tank "Patton"**    **B.** APCR fired by this vehicle is not subject to C8.9 Depletion.  **J.** WP6 becomes available in March 1951.  **M.** Used by USMC in KW scenarios.  **FF.** Beginning in 4/52, this vehicle may be equipped with a turret mounted Searchlight (W10.13)--but only by SSR. | **10. M36B2 GMC(a)**    **B.** APCR fired by this vehicle is not subject to C8.9 Depletion.  **K**. Used by ROK Army forces in KW scenarios  **UU.** When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. | **11. M38A1C Jeep**    **†**  The MA of the M38A1C is a Recoilless Rifle, and all C12. rules apply as if it were a German RCL *[EXC: it can only be fired by its inherent crew].*  **†**  The MA uses **red** TH numbers.  **†**  May not use BFF (D3.3) or Motion Fire.  **†**  The MA may not fire at a target that lies within the "rear" VCA.  **†**  HEAT Fired by this vehicle is not subject to C8.9 Depletion.  **ERRATA: 105mm HEAT of the *M38A1C Jeep* (only) has Basic TK# of 25.** |
| **12. M3 Halftrack**    **†**  MA is MMG for To Kill and removal purposes.  **K.** Used by ROK Army forces in KW scenarios.  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases. | **13. M3(MMG) & M3(HMG) Halftracks**    **†**  This halftrack starts each scenario with an inherent crew & with a US 6-6-6 or ROKA 5-5-7 (or otherwise specified by SSR) squad, or 2 HS at owners option.  **† See page H195 for additional information.** | **13. M3(MMG) & M3(HMG) Halftracks** |
| **14. M19A1 MGMC**    **†**  This vehicle is assumed to be towing an armored (0/0 AF) ammo trailer that, at owners option, can be unhooked and the start of its MPh if it is not in Motion and is CE. Unhooking is accomplished by flipping the counter over to site showing no trailer**.** Its MP allotment is increased to 18 (unhooking costs 1/4 of new MP allotment) while its WGT becomes 14 and the B10 becomes "10". The trailer is always assumed hooked up at scenario start**.** An unhooked trailer cannot be hooked up agai**n.** A hooked-up trailer is treated per C10.4.41. | **14. M19A1 MGMC**  **†**  The MA may not fire at a target that lies within the VCA and is at a lower level than the firer.  **†**  To indicate a M19A1 MGMC wreck, use a M24 LT wreck counter (UN vehicle note 1) and mark it with a scrounged counter.  **AA.** MA and CMG (if so equipped) have AA capability. | **15. M15A1 MGMC Halftrack**    **†**  Normal Range of the CMG is 16 hexes  **O.** Used by one or more OUNC contingents in KW scenarios  **V.** Even though IFE *(or CMG for the M15A1 MGMC)* FP comprises more than one MG, it is treated as a single weapon for malfunction / repair purposes**.** Neither the MA nor CMG may be Scrounged or Removed.  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases.  **AA.** MA and CMG (if so equipped) have AA capability. |
| **15. M15A1 MGMC Halftrack**  **DD.** Neither MA nor CMG may fire at a target that lies within the **VCA** and is also at the same or lower elevation than the firer *[EXC: CC].* | **16. M15 Special Halftrack**    **†**  Due to the height of the gun mount, the crew's CE DRM (D5.31) is only +1  **AA.** MA and CMG (if so equipped) have AA capability.  **DD.** Neither MA nor CMG may fire at a target that lies within the **VCA** and is also at the same or lower elevation than the firer *[EXC: CC].* | **17. M16 MGMC Halftrack**    **†**  Due to the height of the gun mount, the crew's CE DRM (D5.31) is only +1 when being fired upon through the turret's side/rear Target Facing.  **F.** Make 4 TK DR using 12.7 column of the AP TK table. Maximum range is 16 hexes for To Hit purposes (A9.61).  **V.** Even though IFE FP comprises more than one MG, it is treated as a single weapon for malfunction / repair purposes**.** Neither the MA nor CMG may be Scrounged or Removed. |
| **17. M16 MGMC Halftrack**  **AA.** MA and CMG (if so equipped) have AA capability.  **DD.** Neither MA nor CMG may fire at a target that lies within the **VCA** and is also at the same or lower elevation than the firer *[EXC: CC].* | **18. M16A1 MGMC Halftrack**    **†**  The CE DRM (D5.31) against incoming fire through the *turret's* Front Target facing is +3 instead of the normal +2  **F.** Make 4 TK DR using 12.7 column of the AP TK table. Maximum range is 16 hexes for To Hit purposes (A9.61). | **18. M16A1 MGMC Halftrack**  **V.** Even though IFE FP comprises more than one MG, it is treated as a single weapon for malfunction / repair purpose**s.** Neither the MA nor CMG may be Scrounged or Removed.  **AA.** MA and CMG (if so equipped) have AA capability.  **DD.** Neither MA nor CMG may fire at a target that lies within the **VCA** and is also at the same or lower elevation than the firer *[EXC: CC].* |
| **19. M39 Armored Utility Vehicle & M39 Mortar Carrier**    **†**  The mortar can be Removed dm (D6.631) from the M39 MC (only). While removed, it is represented by the *M1(L) 81mm Mortar* counter (UN Forces Ordinance Note 24), and the AFV retains an Inherent Driver**.** As signified by "Inf Crew" on the counter, this vehicle starts each scenario manned by an Inherent *Infantry* (2-2-7) crew. When such a crew exits its vehicle, its ID should be recorded since it differs from a normal Infantry Crew by have vehicular crew capabilities. | **19. M39 Armored Utility Vehicle & M39 Mortar Carrier**  **G.** MA is 12.7 M39 AUV only).  **M.** Used by USMC in KW scenarios (M39 AUV only). | **20. M7 HMC**    **C.** 105mm Canister has 24 FP**.** See C.8.4.  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases. |
| **21. M37 HMC** | **22. M41 HMC**    **S.** Due to the vehicles configuration most of the crew actually stood outside of and behind it while serving the gun**.** Therefore, one side of the counter shows the AFV "limbered" while the other side shows it "unlimbered". To change modes the counter is flipped over during any friendly PFPh/DFPh, provided its inherent crew is not stunned, shocked, pinned, or broken, and neither the crew nor the MA has fired; both the crew and the AFV then become TI.The MA may not fire while "limbered" **(cont)** | **22. M41 HMC**  **(cont)** While the vehicle is "unlimbered" it may not expend MP, is treated as an RFNM Gun (C10.25) for To Hit purposes, and its crew is always CE as per D6.84 (but with only a +1 CE DRM [0 DRM if attacked through its unarmored Target Facing; D5.311]). |
| **23. M40 GMC & M43 HMC**    **S.** Due to the vehicle configuration most of the crew actually stood outside of and behind it while serving the gun**.** Therefore, one side of the counter shows the AFV "limbered" while the other side shows it "unlimbered". To change modes the counter is flipped over during any friendly PFPh/DFPh, provided its inherent crew is not stunned, shocked, pinned, or broken, and neither the crew nor the MA has fired; both the crew and the AFV then become TI**.** The MA may not fire while "limbered" **(cont)** | **23. M40 GMC & M43 HMC**  **(cont)** While the vehicle is "unlimbered" it may not expend MP, is treated as an RFNM Gun (C10.25) for To Hit purposes, and its crew is always CE as per D6.84 (but with only a +1 CE DRM [0 DRM if attacked through its unarmored Target Facing; D5.311]). | **24. LVT(A)5 & LVT(A)5m**    **H.** Each AAMG malfunctions and is repaired independently of the other**s.** Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain RO**F.** An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  **M.** Used by USMC in KW scenarios.  **T.** The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to this vehicle.  **X.** The BMG can fire while HD across VCA. |
| **24. LVT(A)5 & LVT(A)5m** | **25. LVT3 & LVT3C**    **†**  The AAMG of the LVT3 (only) consists of 1 or 2 AAMG: 1 .50cal HMG (MA; 6FP) and one optional secondary .30cal MMG (4FP). All AAMG may fire only at targets in VCA *[EXC: CC].*  **†**  The CE DRM (D5.31) of the LVT3 (only) against incoming fire through the front Target Facing is +3 instead of normal +2.  **†**  The MA of the LVT3C (only) may not fire at a target that lies within "rear" VCA and is at a lower level than the firer.  **†**  PASSANGERS: The ramp on the LVT3 & LVT3C enabled it to carry a vehicle/gun as well as Personnel, making special rules necessary for their transport**.** Such a Passenger-Gun/vehicle (including latter's PRC) may not attack in any way**.** An LVT3 (only) must be CE to (un)load any type of Passenger(s). In addition, if an LVT3 / LVT3C has (un)loaded Passenger(s) during the current MPh, its rear Target Facing is treated as unarmored vs. all *DFPh* attacks through that Target Facing. | **25. LVT3 & LVT3C**  **See page H197 for Capacity and other characteristics.**  **D.** This vehicles high hull made exit and entry difficult for Personnel who had to climb over the side**s.** Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel *[EXC: normal costs apply to the LVT4]*. In addition, all attacks made by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631).  **H.** (LVT3C only) Each AAMG malfunctions and is repaired independently of the others**.** Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain RO**F.** An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  **M.** Used by USMC in KW scenarios  **T.** The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to this vehicle.  X. The BMG can fire while HD across VCA  BB. Passengers are always BU and thus may not fire, Spot, Observe for Indirect Fire, or attack in CC, or even provide Personnel Escort DRM for vehicles being attacked in CC (A11.51). |
| **26. M75 Armored Personnel Carrier**    **G.** MA is a 12.7mm MG  **BB.** Passengers are always BU and thus may not fire, Spot, Observe for Indirect Fire, or attack in CC, or even provide Personnel Escort DRM for vehicles being attacked in CC (A11.51). | **27. M29 Weasel**    **B.** This vehicle is exempt from Bog checks (D8.21) caused by Mud (D8.23), Deep Snow (D8.23), Drift (E3.752), Sand (F7.31), or Rice Paddy (G8.12).  **M.** Used by USMC in KW scenarios.  **T.** The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to this vehicle. | **28. M29C Weasel**    **†**  The M29C Weasel is exempt from Bog checks (D8.21) caused by being adjacent / accessible to Marsh/Mudflat/Swamp (B16.43; G7.31).  **B.** This vehicle is exempt from Bog checks (D8.21) caused by Mud (D8.23), Deep Snow (D8.23), Drift (E3.752), Sand (F7.31), or Rice Paddy (G8.12).  **M.** Used by USMC in KW scenarios.  **T.** The Bog DRM for ground specified as "soft, mud, or snow-covered" (D8.21) does not apply to this vehicle. |
| **29. M4 18-Ton High Speed Tractor**    **G.** MA is a 12.7mm MG  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases. | **30. DUKW**    **D.** This vehicles high hull made exit and entry difficult for Personnel who had to climb over the side**s.** Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel *[EXC: normal costs apply to the LVT4]*. In addition, all attacks made by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631). | **30. DUKW**  **M.** Used by USMC in KW scenarios  **Q.** The AAMG is a .50-cal HMG if 4 or 6FP, or a MMG if 2FP--and may be removed (D6.631) as suc**h.** If the MG is optional, its RF is 1.3 if 4FP or 1.1 if 2FP**.** If armed, this vehicle has an Inherent Crew and thus a CS# instead of a cs# (D5.6)  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases. |
| **31. TACP Jeep**    **†**  Although TACP Jeep has no armament, it does have an Inherent Crew in the form of a 1-2-8 USMC TACP (W9.11), which has the option to (un)load more quickly per D6.4-5 but may not destroy (D5.411) the vehicle if it does s**o.** No other type of Personnel counter may become Inherent Crew or driver of a TACP Jeep.  **†**  The UN Player may use an unarmed Jeep (UN Forces Note 57) to represent a TACP Jeep, but it cannot tow a gun or carry any Passenger**s.** The Jeep is exchange for a TACP Jeep counter if the Inherent Crew abandons the vehicle or operates the Radio, while in LOS of a Good Order enemy ground unit within 16 hexes. | **31. TACP Jeep**  **†**  All rules for USMC TACP (W9.11-114) apply to TACP Jeep except as stated otherwise. A TACP Jeep has an Inherent Radio with a contact value of "10" (G.7 can apply) that cannot be removed / scrounge**d.** The radio breaks down on original "12"; mark the vehicle with MA Malfunction counte**r.** If can be repaired normally per A9.72; a dr < 2 repairs the radi**o.** A dr of 6 disables the radio permanently (but the vehicle is not Recalled). The Inherent crew may operate its Inherent radio (W9.111), but only if the vehicle's is malfunctioned/disable**d.** The Inherent crew may not operate a TACP radio if the TACP is in in-Motion / non-stoppe**d.** The CVP value of the radio is "2".  **M.** Used by USMC in KW scenarios  **L.** Vehicle has Low Ground Pressure (D1.41)--signified by its identity letter being inside a square. Moreover, when this vehicle is bogged, only (only) CX squad (even a Prisoner--but not a Guard) on foot expending 4 MF in the vehicles location (and declared to be assisting unbogging) thereby allows the owning player to subtract 2 (1 per crew/HS) from the colored dr of its immediately subsequent unbogging DR | **32. 7 1/2-Ton Truck**    **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases. |
| **33. Searchlight Truck**    **†**  Although a Searchlight Truck has no armament, it does have an Inherent Crew.  **† See W10 for truck-mounted searchlight usage.** | **34. M4A3E8(a) & M4A3E8 Dozer (a)**    **B.** APCR fired by this vehicle is not subject to C8.9 Depletion.  **FF.** Beginning in 9/52, this vehicle may be equipped with a turret mounted Searchlight (W10.13)--but only by SSR  TT. (Dozer only) Due to the extra protection afforded by the dozer blade, a special +2 To Hit DRM applies to the calculation of a Direct Fire *front-hull* his vs. a dozer unless the firer is at least one full level higher than the targe**t.** This is signified by the "+2 HH" on the counte**r.**  **See G15.13 for tank dozer usage**. | **34. M4A3E8(a) & M4A3E8 Dozer (a)**  **UU.** When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. |
| **35. Cromwell VII**    **†**  AP & WP ammunition NA for Cromwell's in KW scenarios (despite this being indicated on the counter)  **†**  A Cromwell VII serving as OP Tank (H1.46) retains normal 75mm MA, contrary to H1.4641  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply  **ZZ.** This AFV has both a sD & s**M.** The owning player may make a usage attempt (D13.2) for either (but not both) during a Player Turn, after declaring which one he will attempt to fire. All other Smoke Dispenser rules also apply unchanged. | **36. Centaur Dozer**    **†**  Although a Centaur Dozer has no armament, it does have an Inherent Crew.  **TT.** Due to the extra protection afforded by the dozer blade, a special +2 To Hit DRM applies to the calculation of a Direct Fire *front-hull* his vs. a dozer unless the firer is at least one full level higher than the targe**t.** This is signified by the "+2 HH" on the counte**r.** | **37. Churchill VII**    **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply  **CC.** Pays only 2 MP when ascending each intermediate level of an Abrupt Elevation Change (B10.51). Can cross Double Crest (or Crest-line slop Q3.53 but must check for Bog (D8.21).  **ZZ.** This AFV has both a sD & s**M.** The owning player may make a usage attempt (D13.2) for either (but not both) during a Player Turn, after declaring which one he will attempt to fire. All other Smoke Dispenser rules also apply unchanged. |
| **38. Centurion III & III(L)**    **ERRATA: 83LL AP has basic TK# of "26" and 83LL APDS has basic TK# of "35". The 83LL APDS Basic TH# Modification (C4.3) is -1 for every 18 hexes (or fraction thereof) beyond 18 hex range**  **†**  APDS on the Centurion III [but not the III(L)] is not subject to C8.9 Depletion  **†**  Despite not having letter "G" on its wreck side, the Centurion III & III(L) are at all times equipped with a Gyrostabilizer (D11.1) | **38. Centurion III & III(L)**  **CC.** Pays only 2 MP when ascending each intermediate level of an Abrupt Elevation Change (B10.51). Can cross Double Crest (or Crest-line slop Q3.53 but must check for Bog (D8.21).  **FF.** Beginning in 9/52, Centurion III [not III(L)] may be equipped with a turret mounted Searchlight (W10.13)--but only by SSR  **ZZ.** This AFV has both a sD & s**M.** The owning player may make a usage attempt (D13.2) for either (but not both) during a Player Turn, after declaring which one he will attempt to fire. All other Smoke Dispenser rules also apply unchanged. | **39. Churchill Bridgelayer**    **See pages H199 & H200 for additional usage information.**  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply  **CC.** Pays only 2 MP when ascending each intermediate level of an Abrupt Elevation Change (B10.51). Can cross Double Crest (or Crest-line slop Q3.53 but must check for Bog (D8.21). |
| **40. M4A1 MC(a) Halftrack**    **†**  While inherent armament of the halftrack, the mortar can fire only at a Target that lies within the halftrack's rear VCA.  **†**  The mortar can be Removed dm (D6.631). While removed, its represented by the M1(L) 81mm Mortar counter (UN Forces Note 24), and the AFV retains an inherent driver.  **Q.** The AAMG is a .50-cal HMG if 4 or 6FP, or a MMG if 2FP--and may be removed (D6.631) as suc**h.** If the MG is optional, its RF is 1.3 if 4FP or 1.1 if 2FP.  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply. | **40. M4A1 MC(a) Halftrack**  **UU.** When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. | **41. M9(a) Halftrack**    **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply  **UU.** When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. |
| **42. Daimler Scout Car**    **†**  If AFV becomes Stunned, it may not gain CE status again, may not fire its MA, and is Recalled as per D5.341.  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply. | **43. Carriers A & C**    **†**  The Carrier A's 2FP BMG may be repositioned as a normal MA AAM**G.** This can be done only by placing AA counter on the Carrier at the end of any friendly fire phase (not MPh) in which BMG has not fired and the Inherent MMC is not stunned, shocked, broken, or in Melee. As long as the AA counter remains on the Carrier A, its FP is assumed to be -/-/2 with a Zero RO**F.** The AAMG may be repositioned as the BMG MA by using these same principals to remove the AA counter.  **†**  Carrier C's MA may not be Removed, and may be Scrounged only as a British LMG | **43. Carriers A & C**  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply  **U.** See D6.8-.84 for the basic rules pertaining to Carrier**s.** If this Carrier has sD/Towing capability it is not usable prior to 1944. Movement Point expenditures given in C10.11 & C10.12 for the (un)hooking a Gun apply unchanged if the MMC performing that action is simultaneously (un)loading from/into this Carrier.  **Z.** This vehicle starts scenario with one BA**Z.** This is the BAZ 45 through 7/50 for US, and BAZ 50 thereafter; the BCFK use the BAZ 50; the ROK use the BAZ 50, but only beginning 5/51. The BAZ does apply to the vehicles PP capacity (D6.1) when it takes counter form (thus, it must remain inherent if the vehicle currently has no unused PP capacity). In a single player turn the Inherent crew may fire the vehicle's normal armament or BAZ (as per C13.8-81). Otherwise, the BAZ may only be Removed (D6.631) by the crew or a Passenger (who can claim possession automatically), or Scrounged. |
| **44. Carrier MMG A**    **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply  **U.** See D6.8-.84 for the basic ruler pertaining to Carrier**s.** If this Carrier has sD/Towing capability it is not usable prior to 1944. Movement Point expenditures given in C10.11 & C10.12 for the (un)hooking a Gun apply unchanged if the MMC performing that action is simultaneously (un)loading from/into this Carrier. | **45. Carrier 3-in. Mortar**    **†** This vehicle may carry as a Passenger one (only) SMC and/or 1PP SW. This PP Capacity may not be used to carry ammunition (C10.13)  U. See D6.8-.84 for the basic ruler pertaining to Carrier**s.** If this Carrier has sD/Towing capability it is not usable prior to 1944. Movement Point expenditures given in C10.11 & C10.12 for the (un)hooking a Gun apply unchanged if the MMC performing that action is simultaneously (un)loading from/into this Carrier. | **45. Carrier 3-in. Mortar**  **†**  These counters can be used to WW2 scenario**s.** As discussed in ASL Journal 7, the correct Caliber Size of the 3-in. mortar is 81mm, not 76mm indicated by name "3-in." and originally assigned to them.  M**M.** This Carrier starts each scenario Inherently carrying a dm OML 3-in. Mortar (UN Forces Note 16) and its amm**o.** For Removing and restowing the MTR, see D6.82-.83. To indicate the MTR has been removed, place a "SA disabled: counter on the Carrie**r.** The MTR must be dm to be restowed.  NN. This vehicle starts each scenario with an Infantry Crew (i.e. 2-2-8). When such a crew exits its vehicle, its ID should be recorded since it differs from a normal Infantry Crew by having vehicular-crew capabilities. |
| **46. Oxford Carrier**    **†**  Although the Oxford Carrier has no armament, it does have an Inherent Crew.  **†**  The optional AAMG represents a Bren LMG added via field modification.  **EE.** Although this vehicle is a carrier by name, it is not considered a Carrier (D6.8) in game terms, but is rather a normal fully tracked OT AFV**.** However, it may retain unpossessed SWs aboard (D6.4) and is always CE. | **47. Oxford Carrier MMG & Oxford Carrier HMG**    **G.** MA is a 12.7mm MG (HMG only).  **EE.** Although this vehicle is a carrier by name, it is not considered a Carrier (D6.8) in game terms, but is rather a normal fully tracked OT AF**V.** However, it may retain unpossessed SWs aboard (D6.4) and is always CE. | **48. Oxford Carrier 3-in Mortar**    **EE.** Although this vehicle is a carrier by name, it is not considered a Carrier (D6.8) in game terms, but is rather a normal fully tracked OT AF**V.** However, it may retain unpossessed SWs aboard (D6.4) and is always CE.  **MM.** This Carrier starts each scenario Inherently carrying a dm OML 3-in. Mortar (UN Forces Note 16) and its amm**o.** For Removing and restowing the MTR, see D6.82-.83. To indicate the MTR has been removed, place a "SA disabled: counter on the Carrie**r.** The MTR must be dm to be restowed. |
| **48. Oxford Carrier 3-in Mortar**  NN. This vehicle starts each scenario with an Infantry Crew (i.e. 2-2-8). When such a crew exits its vehicle, its ID should be recorded since it differs from a normal Infantry Crew by having vehicular-crew capabilities. | **49. IP Carrier AOV**    **†**  Of the special rules for Carriers, only D6.82-83 apply to this vehicle and its Inherent HS; for all other purposes, this is a non-Carrier wheeled OT AFV that may retain unpossessed SWs about it (D6.4).  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply.  **W.** Reverse Movement costs 4 times normal hex entry costs. | **50. Wasp**    **†**  When fired, the sD allows the placing of a Smoke counter in both hexes that are adjacent to the Wasp in its VC**B.** Any VCA change pertinent to using the sD is treated as per D13.32  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply |
| **50. Wasp**  **U.** See D6.8-.84 for the basic rules pertaining to Carrier**s.** If this Carrier has sD/Towing capability it is not usable prior to 1944. Movement Point expenditures given in C10.11 & C10.12 for the (un)hooking a Gun apply unchanged if the MMC performing that action is simultaneously (un)loading from/into this Carrier. | **51. Morris C9/B**    **ERRATA: The Morris C9/B (British Vehicle Note 78) may use neither Bounding (First) Fire nor Motion Fire**  **†**  May use neither Bounding (First) Fire nor Motion Fire  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply.  **AA.** MA & CMG (if so equipped) have AA capability | **52. Quad FAT**    **†**  Although the Quad is not an AFV and has a cs# rather than a CS#, any Effects DR vs. it received a -1 DRM for Burning Wreck determination (only).  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply. |
| **53. 15-cwt Truck & 3-Ton Lorry**    **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply. | **54. M3A1 Halftrack**    **†**  The AAMG FP actually consists of 2 MG: one .50-cal HMG (MA; 4FP) and one secondary .30-cal MMG (2FP). Each may be Removed (D6.631) as this given type (i.e. as dm .50-cal or dm MMG respectively). Also see UN Note E.  E. The Inherent crew may fire only the .50-cal MA unless it is malfunctioned or disabled, in which case the crew may fire the secondary AAMG instea**d.** Otherwise, only a Good Order Passenger may use the secondary AAMG (as signified on the counter by the printing such FP in red). If such a Passenger is a lone SMC, it can fire one secondary AAMG; if > 2 SMC or a MMC, all secondary AAMG can be fired. Assuming they are properly manned, the MA AAMG and any/all secondary AAMG may be fired together as a FG or at separate targets (as per D3.5 and within any applicable field of fire restriction**s.** Each red-FP AAMG fired by a Passenger counts as use of a SW for the purpose of also using that Passenger's inherent FP**.** See vehicle Note H | **54. M3A1 Halftrack**  **H.** Each AAMG malfunctions and is repaired independently of the other**s.** Since ROF applies to MA (A9.2), the owner must announce before firing that he is using MA if he wishes to possibly retain RO**F.** An Armor/Passenger Leader may direct the fire of more than 1 vehicular mounted/Passenger fired MG only if those MG are firing as part of a FG.  **K.** Used by ROK Army forces in KW scenarios  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases.  **Z.** This vehicle starts scenario with one BA**Z.** This is the BAZ 45 through 7/50 for US, and BAZ 50 thereafter; the BCFK use the BAZ 50; the ROK use the BAZ 50, but only beginning 5/51. The BAZ does apply to the vehicles PP capacity (D6.1) when it takes counter form (thus, it must remain inherent if the vehicle currently has no unused PP capacity). In a single player turn the Inherent crew may fire the vehicle's normal armament or BAZ (as per C13.8-81). Otherwise, the BAZ may only be Removed (D6.631) by the crew or a Passenger (who can claim possession automatically), or Scrounged.  UU. When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. |
| **55. M20 Scout Car**    **D.** This vehicles high hull made exit and entry difficult for Personnel who had to climb over the side**s.** Therefore, the cost to (un)load (D6.2-.5) are double to 1/2 of the vehicles MP allotment and 2 MF for the Personnel *[EXC: normal costs apply to the LVT4]*. In addition, all attacks made by the Passengers are halved (or receive +2 To Hit DRM) as Mounted Fire (D6.1). This vehicle can retain unpossessed SW aboard it (D6.4) and its crew may Remove it MG (D6.631).  **K.** Used by ROK Army forces in KW scenarios.  **W.** Reverse Movement costs 4 times normal hex entry costs.  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases. | **55. M20 Scout Car**  **Q.** The AAMG is a .50-cal HMG if 4 or 6FP, or a MMG if 2FP--and may be removed (D6.631) as suc**h.** If the MG is optional, its RF is 1.3 if 4FP or 1.1 if 2FP**.** If armed, this vehicle has an Inherent Crew and thus a CS# instead of a cs# (D5.6)  **Z.** This vehicle starts scenario with one BA**Z.** This is the BAZ 45 through 7/50 for US, and BAZ 50 thereafter; the BCFK use the BAZ 50; the ROK use the BAZ 50, but only beginning 5/51. The BAZ does apply to the vehicles PP capacity (D6.1) when it takes counter form (thus, it must remain inherent if the vehicle currently has no unused PP capacity). In a single player turn the Inherent crew may fire the vehicle's normal armament or BAZ (as per C13.8-81). Otherwise, the BAZ may only be Removed (D6.631) by the crew or a Passenger (who can claim possession automatically), or Scrounged.  **UU.** When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. | **56. M8 Scout Car**      **C.** 37mm Canister has 12 FP.See C.8.4  **K.** Used by ROK Army forces in KW scenarios  **W.** Reverse Movement costs 4 times normal hex entry costs. |
| **56. M8 Scout Car**  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases.  **UU.** When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. | **57. Jeep**    **K.** Used by ROK Army forces in KW scenarios.  **L.** Vehicle has Low Ground Pressure (D1.41)--signified by its identity letter being inside a square. Moreover, when this vehicle is bogged, only (only) CX squad (even a Prisoner--but not a Guard) on foot expending 4 MF in the vehicles location (and declared to be assisting unbogging) thereby allows the owning player to subtract 2 (1 per crew/HS) from the colored dr of its immediately subsequent unbogging DR | **57. Jeep**  **L.** Vehicle has Low Ground Pressure (D1.41)--signified by its identity letter being inside a square. Moreover, when this vehicle is bogged, only (only) CX squad (even a Prisoner--but not a Guard) on foot expending 4 MF in the vehicles location (and declared to be assisting unbogging) thereby allows the owning player to subtract 2 (1 per crew/HS) from the colored dr of its immediately subsequent unbogging DR  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply.  **O.** Used by one or more OUNC contingents in KW scenarios.  **Q.** The AAMG is a .50-cal HMG if 4 or 6FP, or a MMG if 2FP--and may be removed (D6.631) as suc**h.** If the MG is optional, its RF is 1.3 if 4FP or 1.1 if 2FP**.** If armed, this vehicle has an Inherent Crew and thus a CS# instead of a cs# (D5.6)  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases.  **UU.** When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. |
| **57. 3/4-Ton Truck** | **57. 3/4-Ton Truck**  **K.** Used by ROK Army forces in KW scenarios  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply.  **O.** Used by one or more OUNC contingents in KW scenarios  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases.  UU. When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. | **57. 2.5 Ton Truck "Deuce and a half", "Jimmy", "Eager Beaver"** |
| **57. 2.5 Ton Truck "Deuce and a half", "Jimmy", "Eager Beaver"**  **K.** Used by ROK Army forces in KW scenarios  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply.  **O.** Used by one or more OUNC contingents in KW scenarios  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases.  UU. When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. | **2. M2 4.2-in Mortar**    **†**  This mortar fired an exceptionally potent round for its caliber; therefore its Area Target Type FP is "12" (rather than "8"). This is signified by "12 Area FP" on the counter.  **K.** Used by ROK in KW scenarios.  **M.** Used by USMC in KW scenarios.  **O.** Used by OUNC in KW scenarios.  **P.** Used by KMC in KW scenarios.  **Y.** US colored counter is provided in Yanks, but the Ordnance Listing and Notes herein apply. | **3. M3A1 37mm AT Gun**    **C.** 37mm Canister has 12 FP**.** See C.8.4.  **K.** Used by ROK in KW scenarios.  **P.** Used by KMC in KW scenarios. |
| **4. M1 57mm AT Gun**    **K.** Used by ROK in KW scenarios. | **6. M2A1 105mm Howitzer**    **C.** 105mm Canister has 24 FP**.** See C.8.4.  **K.** Used by ROK in KW scenarios.  **M.** Used by USMC in KW scenarios.  **O.** Used by OUNC in KW scenarios.  **P.** Used by KMC in KW scenarios.  **Y.** US colored counter is provided in Yanks, but the Ordnance Listing and Notes herein apply. | **7. M3 105mm Howitzer**    **C.** 105mm Canister has 24 FP. See C.8.4.  **K.** Used by ROK in KW scenarios. |
| **8. M1 155mm Howitzer**    **K.** Used by ROK in KW scenarios.  **M.** Used by USMC in KW scenarios.  **P.** Used by KMC in KW scenarios.  **Y.** US colored counter is provided in Yanks, but the Ordnance Listing and Notes herein apply. | **9. M1A1 155mm Gun**    **Y.** US colored counter is provided in Yanks, but the Ordnance Listing and Notes herein apply. | **10. M1 8-in. Howitzer**    **Y.** US colored counter is provided in Yanks, but the Ordnance Listing and Notes herein apply. |
| **11. M51 Multiple .50-cal MG Carriage**    **†**  Make 4 To Kill DR when using the 12.7 column of the AP To Kill Table; only one DR (firer's choice) is used.  **†**  Maximum range for To Hit purposes (A9.61) is 16 hexes.  **Y.** US colored counter is provided in Yanks, but the Ordnance Listing and Notes herein apply. | **12. M1 40mm AA Gun**    **B.** When using Limbered Fire, the Barrel Length modification (C4.1) on the counter's LF side is used for To Hit purposes; the Basic To Kill number, however, is still determined using the Caliber Size and Length printed on the unlimbered side.  **Y.** US colored counter is provided in Yanks, but the Ordnance Listing and Notes herein apply. | **13. M2 90mm AA Gun**    **B.** When using Limbered Fire, the Barrel Length modification (C4.1) on the counter's LF side is used for To Hit purposes; the Basic To Kill number, however, is still determined using the Caliber Size and Length printed on the unlimbered side.  **M.** Used by USMC in KW scenarios  **Y.** US colored counter is provided in Yanks, but the Ordnance Listing and Notes herein apply. |
| **16. OML 3-in. Mortar**    **†**  These counters can be used to WW2 scenario**s.** As discussed in ASL Journal 7, the correct Caliber Size of the 3-in. mortar is 81mm, not 76mm indicated by name "3-in." and originally assigned to them.  **B.** This weapon may be Animal Packed (G10) | **17. OSB 4.2-in. Mortar**    **†**  The 4.2-in. is towed by a vehicle--not carried in it like other 107mm Mortars (C10.1 & footnote C26).  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply. | **18. OQF 17-Pounder**    **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply. |
| **19. OQF 25-Pounder**    **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply. | **20. OQF 40mm AA**    **B.** When using Limbered Fire, the Barrel Length modification (C4.1) on the counter's LF side is used for To Hit purposes; the Basic To Kill number, however, is still determined using the Caliber Size and Length printed on the unlimbered side.  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply. | **24. M1(L) 81mm Mortar** |
| **24. M1(L) 81mm Mortar**  **B.** This weapon may be Animal Packed (G10).  **K.** Used by ROK in KW scenarios.  **M.** Used by USMC in KW scenarios.  **O.** Used by OUNC in KW scenarios.  **P.** Used by KMC in KW scenarios.  **R.** Used by Royal Marine Commando forces in KW scenarios. |  |  |
|  |  |  |
| **57. Jeep**    **K.** Used by ROK Army forces in KW scenarios.  **L.** Vehicle has Low Ground Pressure (D1.41)--signified by its identity letter being inside a square. Moreover, when this vehicle is bogged, only (only) CX squad (even a Prisoner--but not a Guard) on foot expending 4 MF in the vehicles location (and declared to be assisting unbogging) thereby allows the owning player to subtract 2 (1 per crew/HS) from the colored dr of its immediately subsequent unbogging DR | **57. Jeep**  **L.** Vehicle has Low Ground Pressure (D1.41)--signified by its identity letter being inside a square. Moreover, when this vehicle is bogged, only (only) CX squad (even a Prisoner--but not a Guard) on foot expending 4 MF in the vehicles location (and declared to be assisting unbogging) thereby allows the owning player to subtract 2 (1 per crew/HS) from the colored dr of its immediately subsequent unbogging DR  **N.** The British-colored counter is provided in FK&C, but the Vehicle Listing and Notes herein apply.  **O.** Used by one or more OUNC contingents in KW scenarios.  **Q.** The AAMG is a .50-cal HMG if 4 or 6FP, or a MMG if 2FP--and may be removed (D6.631) as suc**h.** If the MG is optional, its RF is 1.3 if 4FP or 1.1 if 2FP**.** If armed, this vehicle has an Inherent Crew and thus a CS# instead of a cs# (D5.6)  **Y.** The US colored vehicle provided in Yanks, but the Vehicle Listing & Notes herein apply in all cases.  **UU.** When present, the "(a)" on the counter stands for "American" for ESB (D2.5), Scrounging / Removal (A25.35), Hammada Immobilization (F3.31), and Sand Bog (F7.31) purposes. |  |