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| **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **1. Pz II APC** | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **2. Pz IIIJ OP**    † H1.46 applies with the addition that a Prep Fire marker is not placed when the Observer uses the Inherent vehicular radio (the vehicle may not move during that turn), and the MA may be used while the Observer if directing a Fire Mission.  S. This AFV can have Schuerzen (D11.2). | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **3. Pz IIIL OP**    † H1.46 applies with the addition that a Prep Fire marker is not placed when the Observer uses the Inherent vehicular radio (the vehicle may not move during that turn), and the MA may be used while the Observer if directing a Fire Mission.  S. This AFV can have Schuerzen (D11.2). |
| **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **4. Pz T34/M41(r)**    A. The MA & all MGs have B11 signified by a **red B11** on the counter.  B. Although a captured piece of equipment, the captured use penalties of A21.22-.12 do not apply. They also do not apply if recaptured during a scenario by the Russians.  C. The (r) indicated Russian for ESB & Scrounging purposes.  D. This vehicle uses **Red TH#**  H. This AFV uses Russian 76L AP & APCR TK # | **4. Pz T34/M41(r)**  F. Use Russian Vehicle Note M [EXC: a Stall occurs on a DR of 10 or 11).  M. Each time a Mechanical Reliability DR (D2.51) is made, a 10 or 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **5. Pz T34/M41(L)(r)**    A. The MA & all MGs have B11 signified by a **red B11** on the counter.  B. Although a captured piece of equipment, the captured use penalties of A21.22-.12 do not apply. They also do not apply if recaptured during a scenario by the Russians.  C. The (r) indicated Russian for ESB & Scrounging purposes.  E. This vehicle uses Black TH#  K. This AFV uses Russian 76L AP & APCR TK #s in scenarios set after 2/43. |
| **5. Pz T34/M41(L)(r)**  F. Use Russian Vehicle Note M [EXC: a Stall occurs on a DR of 10 or 11).  M. Each time a Mechanical Reliability DR (D2.51) is made, a 10 or 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **6. Pz T34/M43(r)**    A. The MA & all MGs have B11 signified by a **red B11** on the counter.  B. Although a captured piece of equipment, the captured use penalties of A21.22-.12 do not apply. They also do not apply if recaptured during a scenario by the Russians.  C. The (r) indicated Russian for ESB & Scrounging purposes.  D. This vehicle uses **Red TH#**  H. This AFV uses Russian 76L AP & APCR TK # | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **7. Pz T34/M43(L)(r)**    A. The MA & all MGs have B11 signified by a **red B11** on the counter.  B. Although a captured piece of equipment, the captured use penalties of A21.22-.12 do not apply. They also do not apply if recaptured during a scenario by the Russians.  C. The (r) indicated Russian for ESB & Scrounging purposes.  E. This vehicle uses Black TH#  G. This AFV uses German 76L AP & APCR TK #  S. This AFV can have Schuerzen (D11.2). |
| **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **8. Pz T34/M41(F1)(r)**    A. The MA & all MGs have B11 signified by a **red B11** on the counter.  B. Although a captured piece of equipment, the captured use penalties of A21.22-.12 do not apply. They also do not apply if recaptured during a scenario by the Russians.  C. The (r) indicated Russian for ESB & Scrounging purposes.  D. This vehicle uses **Red TH#**  H. This AFV uses Russian 76L AP & APCR TK # | **8. Pz T34/M41(F1)(r)**  F. Use Russian Vehicle Note M [EXC: a Stall occurs on a DR of 10 or 11).  M. Each time a Mechanical Reliability DR (D2.51) is made, a 10 or 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **9. Pz KV1/M41(r)**    B. Although a captured piece of equipment, the captured use penalties of A21.22-.12 do not apply. They also do not apply if recaptured during a scenario by the Russians.  C. The (r) indicated Russian for ESB & Scrounging purposes.  E. This vehicle uses Black TH#  J. This AFV uses German 75L AP & APCR TK#  M. This vehicle's MA has a B12 while all of its MGs have B11. |
| **9. Pz KV1/M41(r)**  F. Use Russian Vehicle Note M [EXC: a Stall occurs on a DR of 10 or 11).  M. Each time a Mechanical Reliability DR (D2.51) is made, a 10 or 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **10. Pz KV1/M42(r)**    B. Although a captured piece of equipment, the captured use penalties of A21.22-.12 do not apply. They also do not apply if recaptured during a scenario by the Russians.  C. The (r) indicated Russian for ESB & Scrounging purposes.  E. This vehicle uses Black TH#  J. This AFV uses German 75L AP & APCR TK#  M. This vehicle's MA has a B12 while all of its MGs have B11. | **10. Pz KV1/M42(r)**  F. Use Russian Vehicle Note M [EXC: a Stall occurs on a DR of 10 or 11).  M. Each time a Mechanical Reliability DR (D2.51) is made, a 10 or 11 indicates the AFV has stalled. Owner must make immediately make another DR, which equals the # of Delay MP (including one MP to stop, but excluding the MP to start) that the AFV has used in the unsuccessful attempt to move. I can again attempt to move, but must expend another MP to start--& must undergo another Reliability DR. An AFV that stalls is subject to DFF but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay. |
| **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **11. SPW 250/11**    A. Due to the design of its armor piercing projectile, this gun uses the APCR TK Table and Range modifiers for its TK DR vs. AFV, unless using HE. In addition, it always uses the Basic TH# Modification (C4.3) for its TH DR--even if it fires HE--and is not subject to APCR Depletion numbers.  † AAMG may not fire within the VCA *[EXC: 360 degrees if Gun is removed].*  † This vehicle starts each scenario with an inherent crew, and a 2-2-8 as a passenger. PP capacity is not affected by the AAGM/28LL, but it is affected normally (D6.1) by the passenger. | **11. SPW 250/11**  † Provided that the vehicle has not expended any MPs in the current MPh, the 2-2-8 crew may Abandon/re-enter per D5.4-.43 in an attempt to (un)load the Gun. The manning crew is considered to be using Hazardous Movement. If the crew survives all attacks per D5.43, the Gun in successfully (un)loaded. The crew and vehicle are both marked TI. When the Gun is unloaded, replace the SPW250/11 with a 250/1 and place a 2.3cm sPzB 41 (German Ordnance Note 5) Gun in the hex with the crew; any CA facing may be freely chosen at that time. Make a note of which 250/1 the Gun was unloaded from, as this is the only vehicle it may be loaded back into. When the Gun is reloaded, replace the 250/1 with a 250/11. | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **12. SPW 251/FlaK 38**    † AAMG may not fire within the VCA *[EXC: 360 degrees if Gun is removed].*  A. MA & CMG (if so equipped) have AA capability--signified by "MA:AA" being printed on the counter |
| **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **13. SdKfz 10/4(L)**    † Unarmored on Side/Rear, CE DRM to Indirect Fire is always +1.  A. MA & CMG (if so equipped) have AA capability--signified by "MA:AA" being printed on the counter | **13. SdKfz 10/4(L)**  D. This vehicle is assumed to be towing an ammo trailer which, by its owner's announcement, can be unhooked at the start if its MPh if it is not in Motion and its crew is CE. Unhooking is accomplished by flipping the counter over to the side showing no trailer. Its MP allotment is thus increased (although the act of unhooking the trailer cost 1/4 of its new allotment), and its B# becomes 11 [EXC: *10 for SdKfz 10/4*]. The trailer is always assumed to be hooked up at the start of a scenario, and an unhooked trailer cannot be hooked up again. A hooked up trailer is treated as per C10.4-.41. | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **14. SdKfz 10/5**    A. MA & CMG (if so equipped) have AA capability--signified by "MA:AA" being printed on the counter |
| **14. SdKfz 10/5**  D. This vehicle is assumed to be towing an ammo trailer which, by its owner's announcement, can be unhooked at the start if its MPh if it is not in Motion and its crew is CE. Unhooking is accomplished by flipping the counter over to the side showing no trailer. Its MP allotment is thus increased (although the act of unhooking the trailer cost 1/4 of its new allotment), and its B# becomes 11 [EXC: *10 for SdKfz 10/4*]. The trailer is always assumed to be hooked up at the start of a scenario, and an unhooked trailer cannot be hooked up again. A hooked up trailer is treated as per C10.4-.41. | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **15. SdKfz 10/5(L)**    † Unarmored on Side/Rear, CE DRM to Indirect Fire is always +1.  A. MA & CMG (if so equipped) have AA capability--signified by "MA:AA" being printed on the counter | **15. SdKfz 10/5(L)**  D. This vehicle is assumed to be towing an ammo trailer which, by its owner's announcement, can be unhooked at the start if its MPh if it is not in Motion and its crew is CE. Unhooking is accomplished by flipping the counter over to the side showing no trailer. Its MP allotment is thus increased (although the act of unhooking the trailer cost 1/4 of its new allotment), and its B# becomes 11 [EXC: *10 for SdKfz 10/4*]. The trailer is always assumed to be hooked up at the start of a scenario, and an unhooked trailer cannot be hooked up again. A hooked up trailer is treated as per C10.4-.41. |
| **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **16. SdKfz 7/1(L)**    † Make 4 TK DR when using the 20L column of the AP TK Table; only one DR (firer's choice) is used.  † Unarmored on Side/Rear, CE DRM to Indirect Fire is always +1.  A. MA & CMG (if so equipped) have AA capability--signified by "MA:AA" being printed on the counter | **16. SdKfz 7/1(L)**  D. This vehicle is assumed to be towing an ammo trailer which, by its owner's announcement, can be unhooked at the start if its MPh if it is not in Motion and its crew is CE. Unhooking is accomplished by flipping the counter over to the side showing no trailer. Its MP allotment is thus increased (although the act of unhooking the trailer cost 1/4 of its new allotment), and its B# becomes 11 [EXC: *10 for SdKfz 10/4*]. The trailer is always assumed to be hooked up at the start of a scenario, and an unhooked trailer cannot be hooked up again. A hooked up trailer is treated as per C10.4-.41. | **Crucible of Steel: C:\Documents and Settings\Mike Stuart\My Documents\My Pictures\Geman Infantry Decal.jpg German Vehicle Notes**  **17. SdKfz 7/2(L)**    † Unarmored on Side/Rear, CE DRM to Indirect Fire is always +1. |
| **Crucible of Steel: ussr Russian Vehicle Notes**  **1. M3 Lee(a)**    † B11 applies individually to both 37LL MA and 75 SA. The 37LL is a T Gun, while the 75 SA is a NT Gun. Either the MA or SA can claim possibility of ROF, but only the one that fires *first* in the phase treating DFF & DF as one phase) can actually use it. Either the MA or the SA both have Gyrostabilizer or neither does.  † AAMG was mounted in a turreted cupola. For game purposes it can be used as a normal AAMG (i.e. while BU, it cannot be used vs. an Aerial target but can be used in CC) | **1. M3 Lee(a)**  A. This vehicle uses Black TH #  B. Due to two of the MG that constitute the BMG FP being in fixed mounts and fired remotely, the BMG receives an extra +1 DRM to all fire at a moving/Motion target.  G. May be equipped with a Gyrostabilizer as per D11. | **Crucible of Steel: ussr Russian Vehicle Notes**  **2. Matilda II (b)**    † If an Immobilization result from an attack occurs make a subsequent dr *[EXC: direct fire against front/rear facing & Mines*]. A result of < 3 results in Immobilization; a dr of > 4 results in no effect.  A. This vehicle uses Black TH #  B. The (a) & (b) on the counter represents "American" or "British" for ESB & Scrounging purposes. Use a British LMG for any Scrounged MGs. The captured use penalties of A21.11.12 do not apply. |
| **Crucible of Steel: ussr Russian Vehicle Notes**  **3. Valentine II (b)**    A. This vehicle uses Black TH #  B. The (a) & (b) on the counter represents "American" or "British" for ESB & Scrounging purposes. Use a British LMG for any Scrounged MGs. The captured use penalties of A21.11.12 do not apply. | **Crucible of Steel: ussr Russian Vehicle Notes**  **4. Valentine V (b)**    A. This vehicle uses Black TH #  B. The (a) & (b) on the counter represents "American" or "British" for ESB & Scrounging purposes. Use a British LMG for any Scrounged MGs. The captured use penalties of A21.11.12 do not apply. | **Crucible of Steel: ussr Russian Vehicle Notes**  **5. Valentine IX (b)**    A. This vehicle uses Black TH #  B. The (a) & (b) on the counter represents "American" or "British" for ESB & Scrounging purposes. Use a British LMG for any Scrounged MGs. The captured use penalties of A21.11.12 do not apply. |
| **Crucible of Steel: ussr Russian Vehicle Notes**  **6. Churchill III (b)**    A. This vehicle uses Black TH #  B. The (a) & (b) on the counter represents "American" or "British" for ESB & Scrounging purposes. Use a British LMG for any Scrounged MGs. The captured use penalties of A21.11.12 do not 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).  **See page H58 for additional information.** | **Crucible of Steel: ussr Russian Vehicle Notes**  **7. Carrier A (b)**    † MGs are Scrounged as Russian LMGs.  † The 2 FP BMG may be repositioned as a normal MA AAMG. This can be done only by placing an AA counter on the Carrier at the end of any friendly fire phase (not MPh) in which the BMG has not fired and the Inherent crew is not stunned, shocked, or broken, or in Melee. As long as the AA counter remains on the Carrier, it FP is assumed to be -/-/2 with a zero Multiple ROF. The AAMG may be repositioned as a BMG MA by using the same principles to remove the AA counter | **7. Carrier A (b)**  U. See D6.8-.84 for the basic ruler pertaining to Carriers. 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. |
| **Crucible of Steel: ussr Russian Vehicle Notes**  **7. Carrier B (b)**    † Use Russian ATR TK #  † MGs are Scrounged as Russian LMGs. | **7. Carrier B (b)**  U. See D6.8-.84 for the basic ruler pertaining to Carriers. 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. |  |