



VEHICLE IDENTIFIER

A - Identifier, low ground pressure

= Normal ground pressure^{D1.42}

= Low ground pressure^{D1.41}

= High ground pressure^{D1.43}



AFV CHEAT SHEET

ASL-Players.net

v1.3 - Neal Ulen

VEHICLE MOVEMENT INFO

13 - Fully Tracked 13 - Truck

13 - Half-Track

13 - Armored Car

13 - Air sledge

= Vehicle Movement Points (MP)^{D1.1}

= Mechanical Breakdown^{D2.5}

#^s = s: amphibious MP^{D1.61}

VEHICLE ARMOR FACTOR INFO

8 - Front AF, large target

4 - Side/Rear AF, superior turret AF

= Armor Factor^{D1.6} (AF)

= -1 TH DRM, per occurrence^{D1.7}

= +1 TH DRM, per occurrence^{D1.7}

= Inferior turret, next ↓ AF^{D1.64}

= Superior turret, next ↑ AF^{D1.63}

★ = Unarmored^{D1.21}

AF Ratings: 0, 1, 2, 3, 4, 6, 8, 11, 14, 18, 26

MAIN ARMAMENT BREAKDOWN

B11 - MA mechanical breakdown on 11+

If not displayed, B12 DR

B# = MA breakdown number^{D3.7}

B# = Low ammo penalty^{D3.71}

MAIN ARMAMENT RATE OF FIRE (ROF)

1 - MA ROF of 1

= MA ROF^{C2.24}

= MA capable of Multiple Hits^{C3.8}

*The player should reference the back of the counter and/or the vehicle notes.

VEHICLE MAIN ARMAMENT (MA) INFO

75(20) - 75mm main gun with 20 IFE

= MA size in mm^{D1.3}

- Check back of counter for special ammo & depletion #s!

= HE ammo only^{C2.21}

= AP ammo only^{C2.21}

##* = Low muzzle velocity^{C4.11}

##L = High muzzle velocity^{C4.12}

##LL = Very high muzzle velocity^{C4.13}

(##) = Infantry firepower equiv^{C2.29}

TURRET TRAVERSE

No Symbol Non-Turreted
D1.33

T Fast Traverse (T)
D1.31

ST Slow Traverse (ST)
D1.32

RST Restr. Slow Trav. (ST)
D1.321 Cannot fire MA or CMG while CE.

1MT One-Man Turret (ST)
D1.322 Can fire neither MA or CMG while CE.
Stun=recall.

VEHICLE MACHINE GUN (MG) INFO

2/-/4 - 2FP BMG & 4FP AAMG, no CMG

##/##/## = BMG/CMG/AAMG^{D1.8}

- No ROF unless MG is MA.

- B12 DR, R1/X6 dr.

- AAMG only if CE.

- #/# represents no AAMG.

#^R = Rear facing MG^{D1.81}

= FP factor, that position

- = MG not present, that position

= Fixed-mount BMG^{D1.81}

(R)BMG - (rear) bow MG [8 hex range]

(R)CMG - (rear) coaxial MG [12 hex range]

AAMG - anti-aircraft MG [8 hex range]