

## VEHICLE IDENTIFIER

A - Identifier, low ground pressure

# = Normal ground pressure D1.42

# = Low ground pressure D1.41

(#) = High ground pressure D1.43

## MAIN ARMAMENT BREAKDOWN

B11 - MA mechanical breakdown on 11+

If not displayed, B12 DR

B# = MA breakdown number D3.7

 $\mathbf{B}(\#)$  = Low ammo penalty<sup>D3.71</sup>

#### MAIN ARMAMENT RATE OF FIRE (ROF)

- MA ROF of 1

# = MA ROF<sup>C2.24</sup>

# = 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 qun with 20 IFE

## = MA size in  $mm^{D1.3}$ 

 $\overline{\#\#}$  = HE ammo only<sup>C2.21</sup>

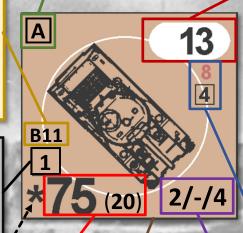
## = AP ammo only<sup>C2.21</sup>

##\* = Low muzzle velocity<sup>C4.11</sup>

##L = High muzzle velocity C4.12

##LL = Very high muzzle velocity C4.13

(##) = Infantry firepower equiv<sup>C2.29</sup>



## TURRET TRAVERSE

No Non-Turreted
Symbol D1.33

Fast Traverse (T)

Check back of counter

Slow Traverse (ST)

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

## One-Man Turret (ST)

D1.322 Can fire neither MA or CMG while CE. Stun=recall.



# AFV CHEAT SHEET

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<sup>D2.5</sup>

#<sup>s</sup> = s: amphibious MP<sup>D1.61</sup>

#### **VEHICLE ARMOR FACTOR INFO**

8 - Front AF, large target

4 - Side/Rear AF, superior turret AF

# = Armor Factor<sup>D1.6</sup> (AF)

# = -1 TH DRM, per occurrence<sup>D1.7</sup>

# = +1 TH DRM, per occurrence D1.7

(#) = Inferior turret, next ↓ AFD1.64 -

# = Superior turret, next AFD1.63

 $\overline{\star}$  = Unarmored<sup>D1.21</sup>

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

#### **VEHICLE MACHINE GUN (MG) INFO**

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

 $\#/\#/\# = BMG/CMG/AAMG^{D1.8}$  $\#^{R\#}$  = Rear facing  $MG^{D1.81}$ 

- B12 DR, R1/X6 dr. - AAMG only if CE. - #/# represents no

# = FP factor, that position

- = MG not present, that position

# = Fixed-mount BMGD1.81

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

(R)CMG - (rear) coaxial MG [12 hex range] AAMG - anti-aircraft MG [8 hex range]