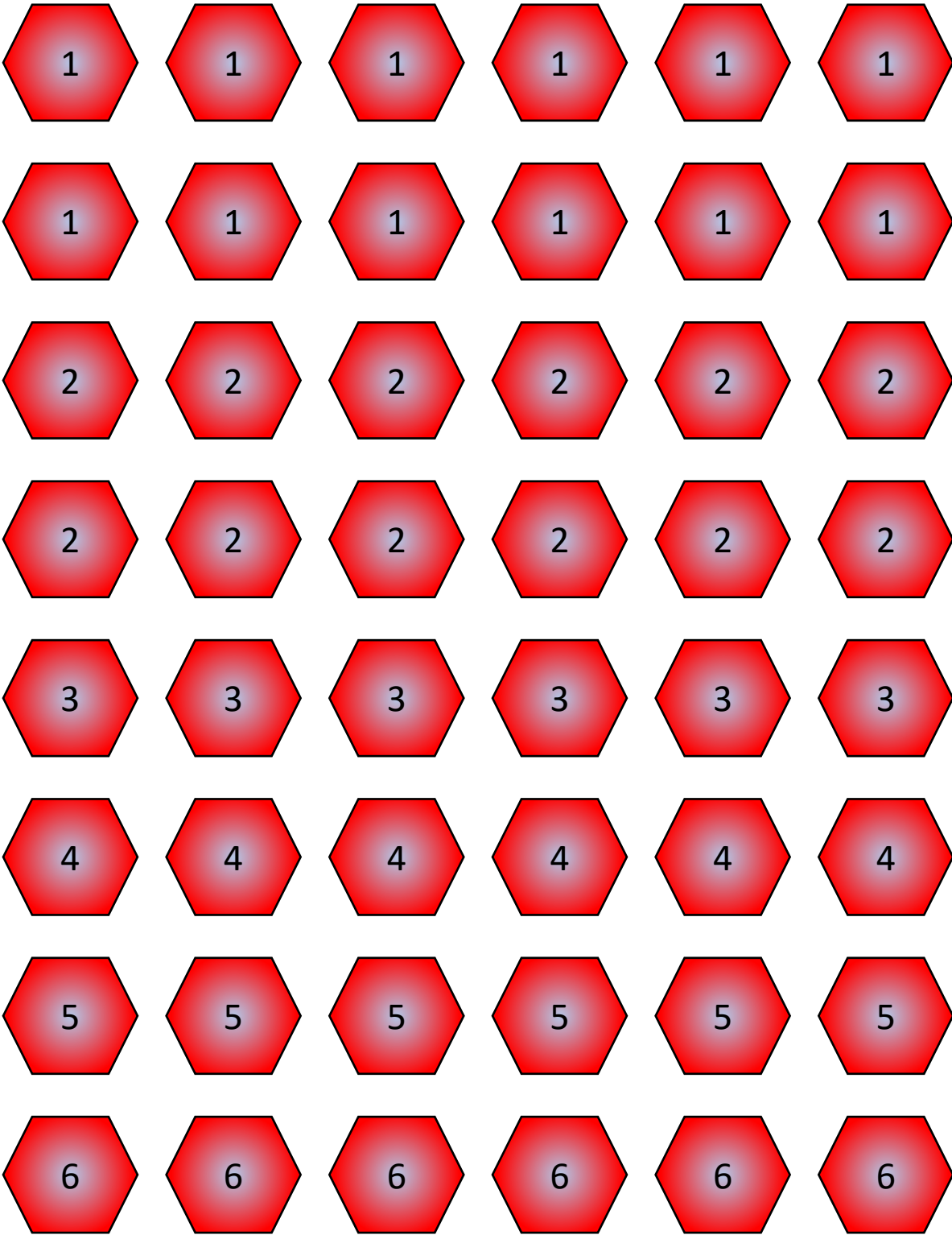


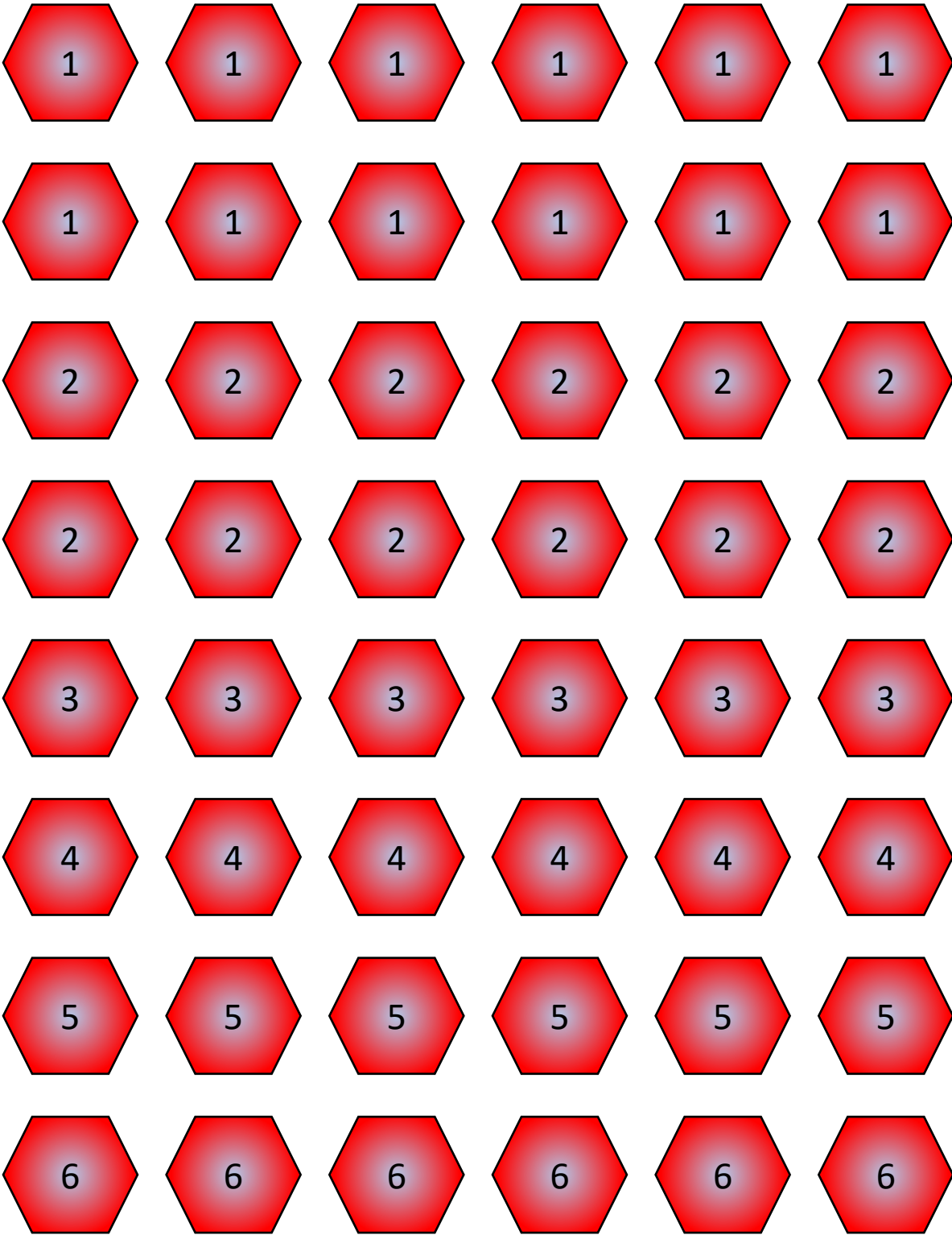
Damage Rating Tokens

Use to keep track of current DR.

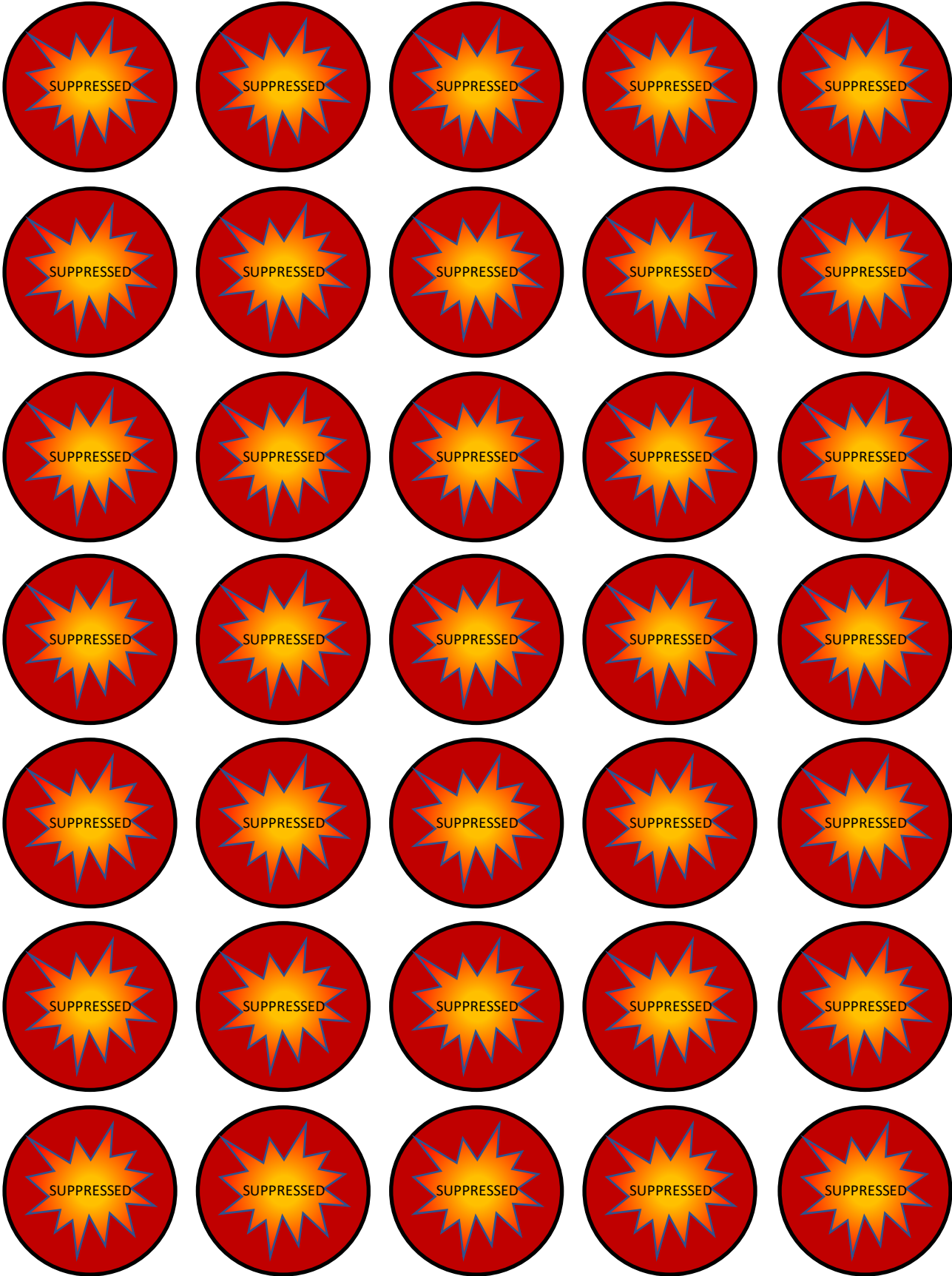


Damage Rating Tokens

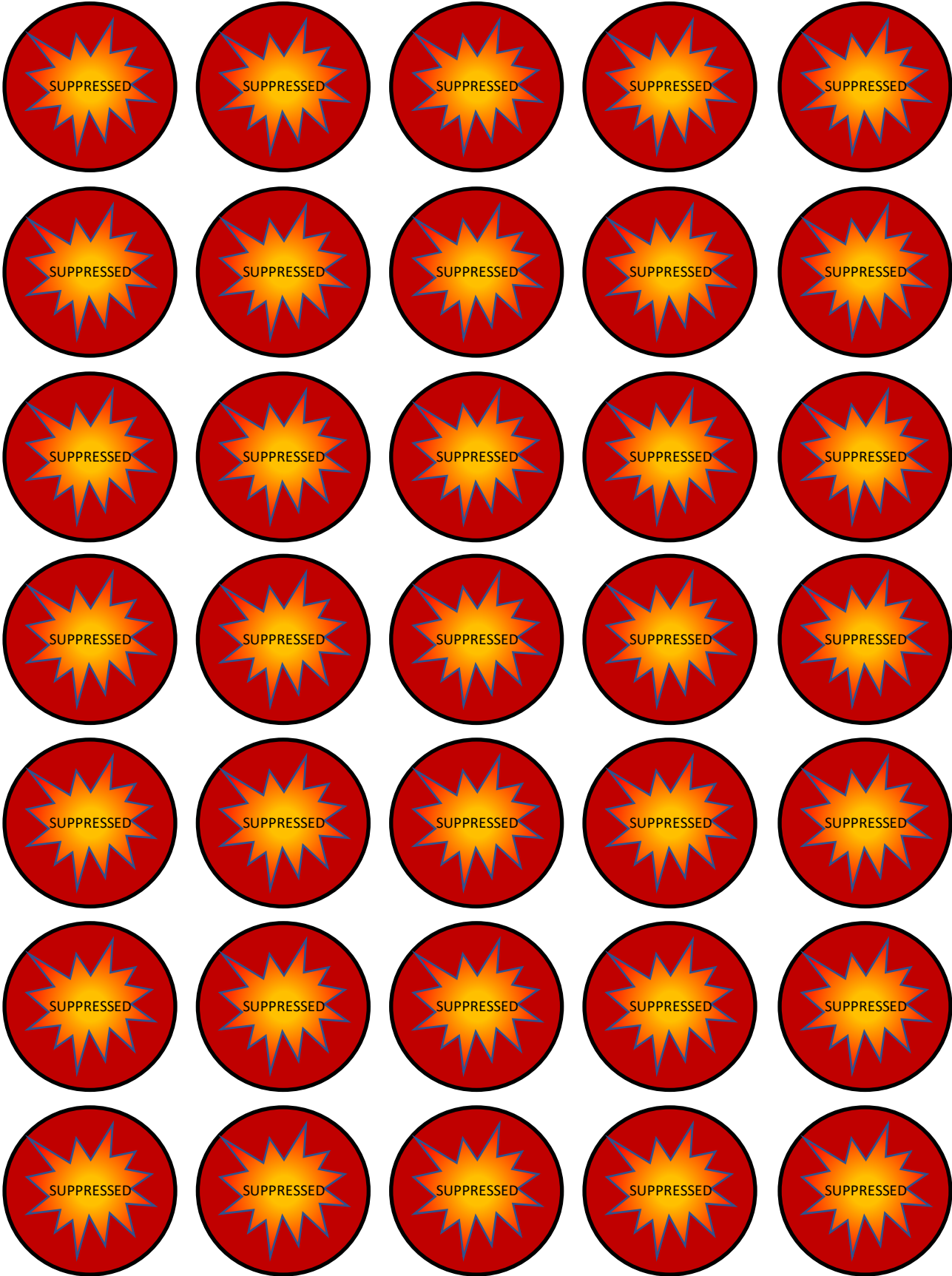
Use to keep track of current DR.



Suppression counters

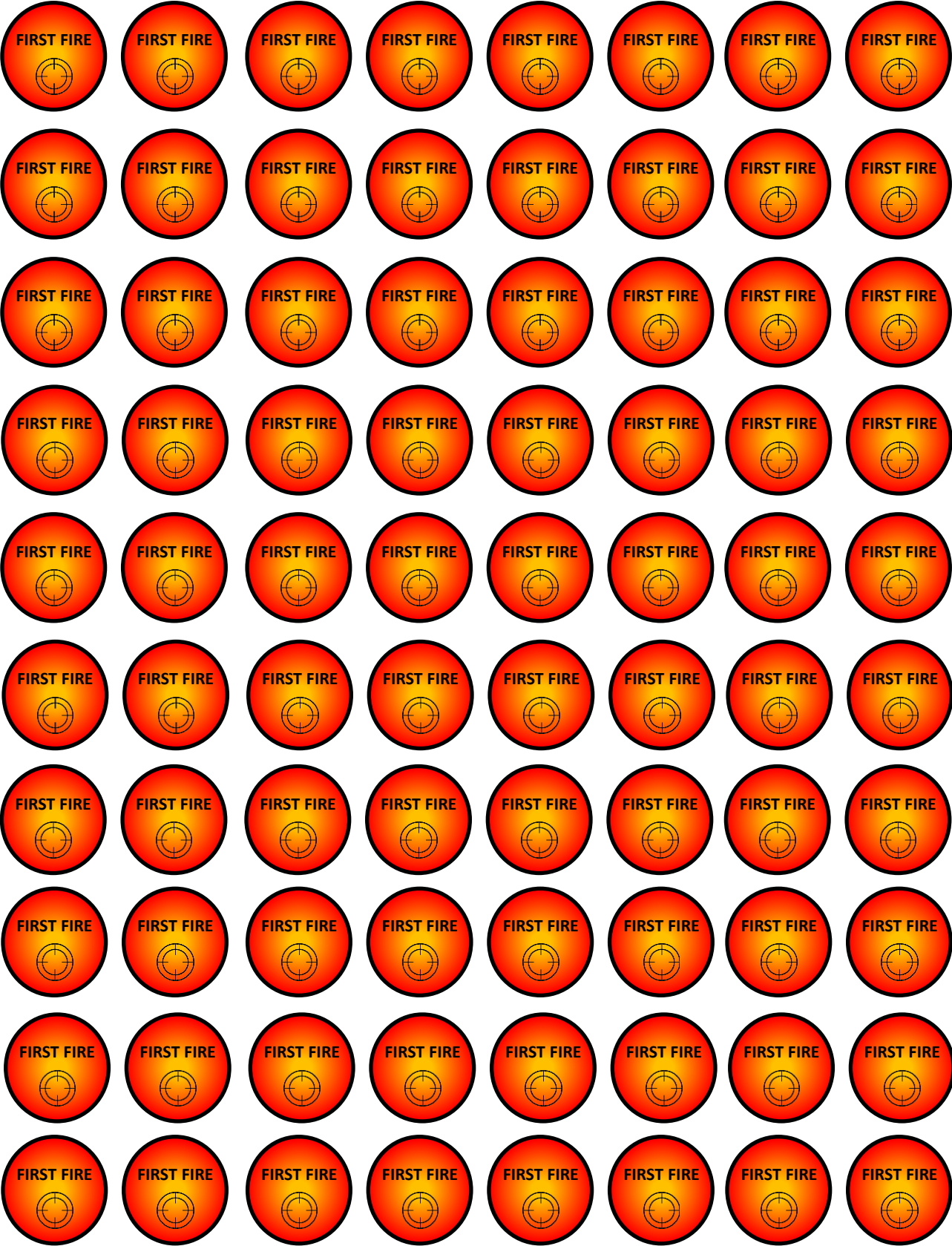


Suppression counters



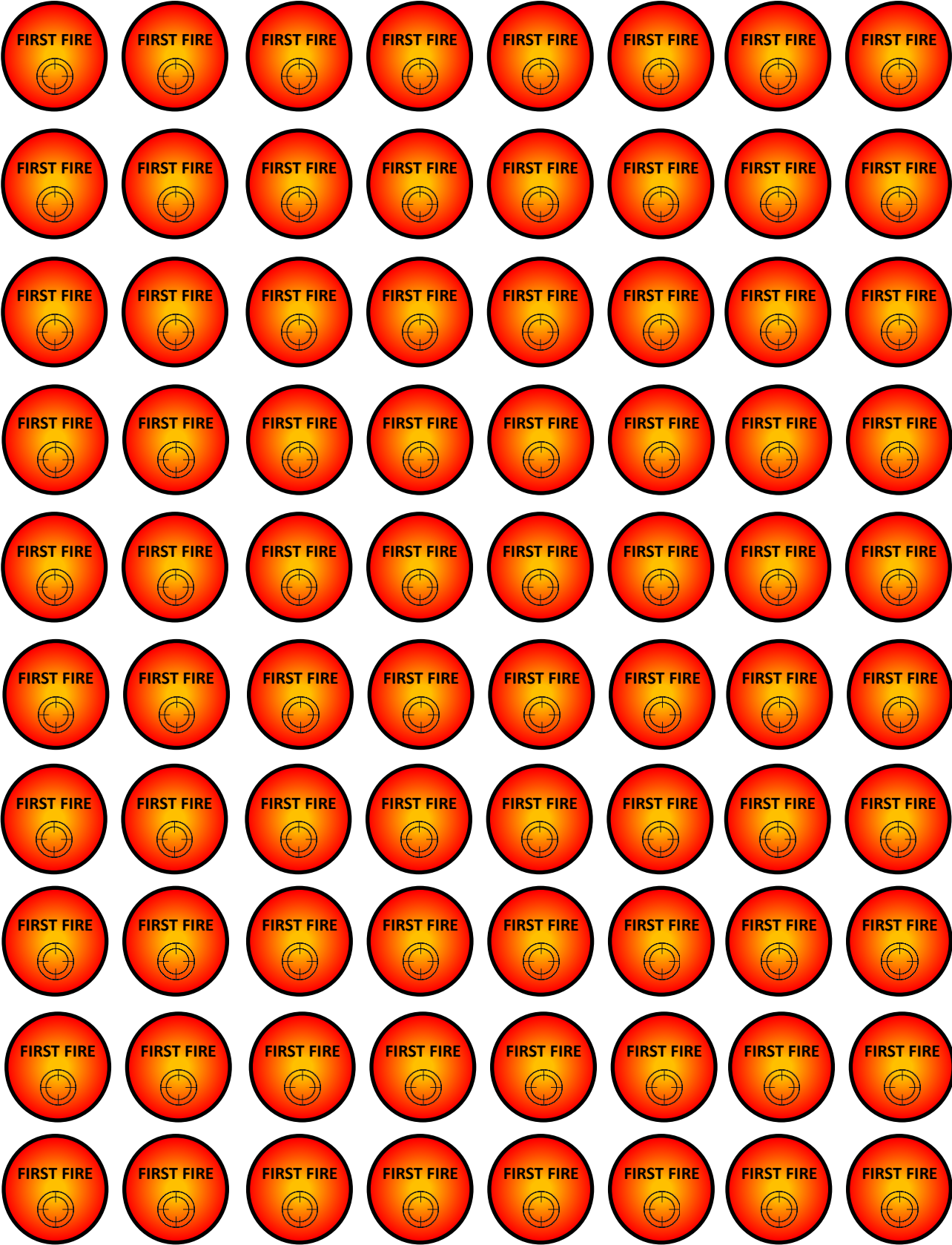
Order Counters

First Fire



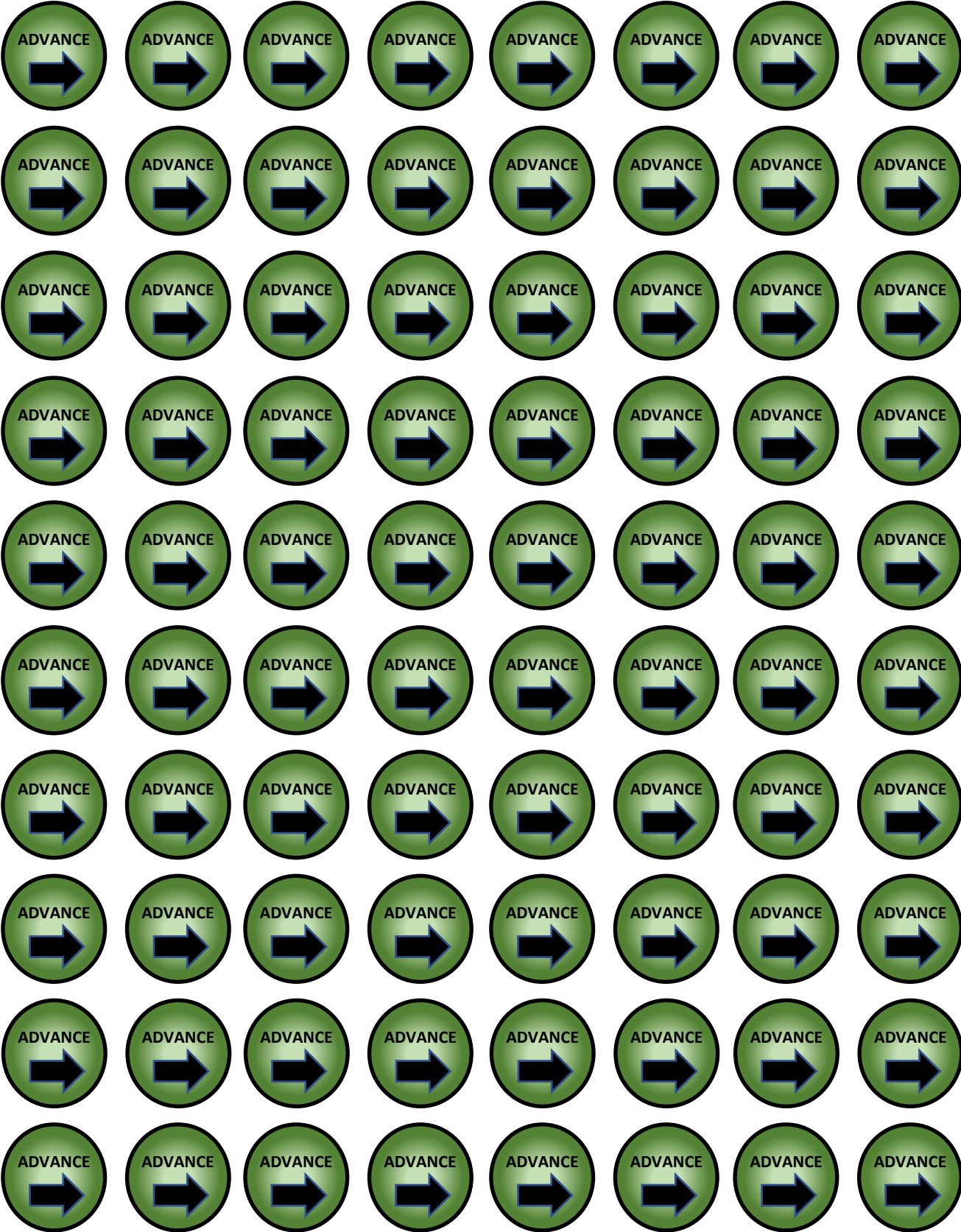
Order Counters

First Fire

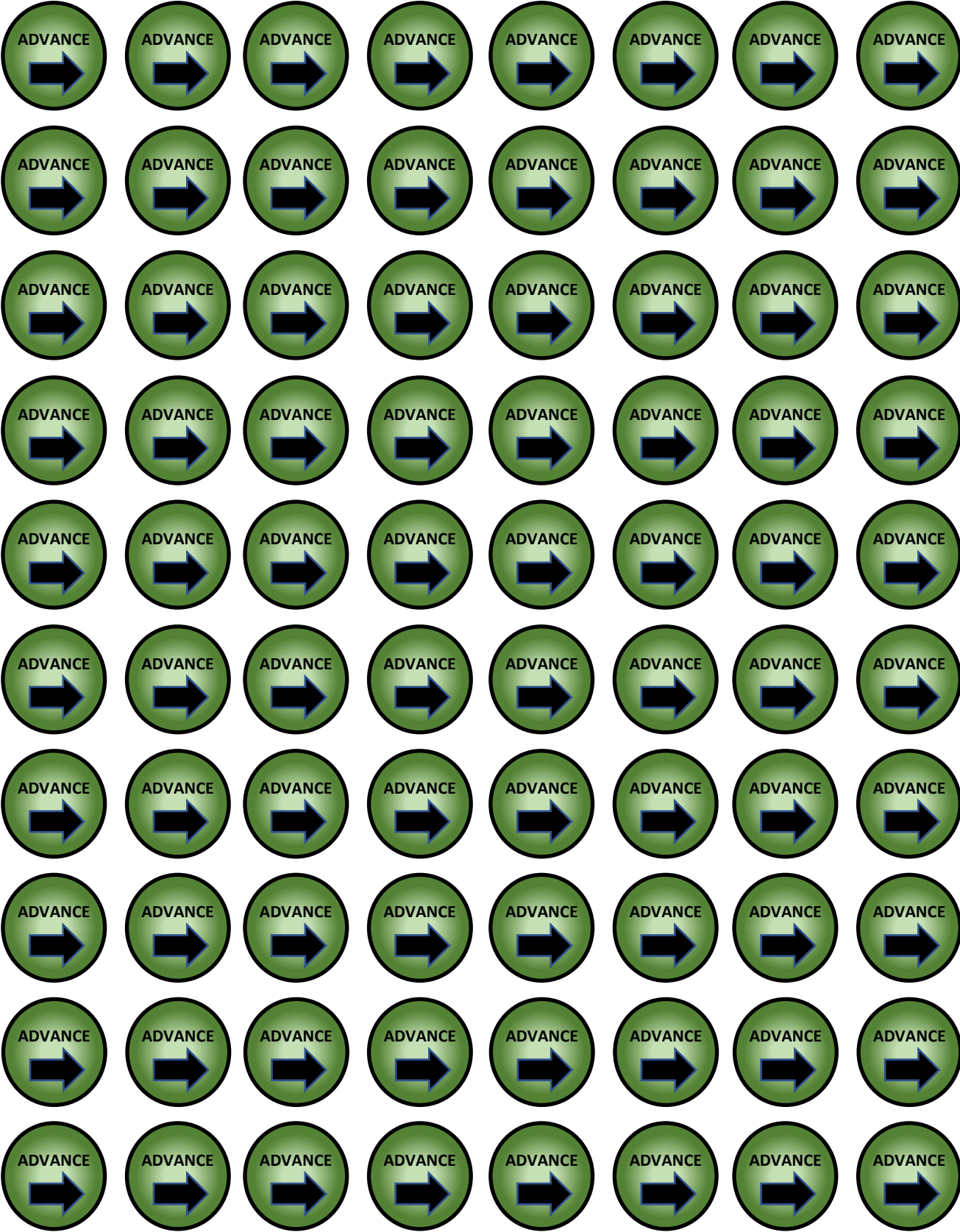




Order Counters  
Advance



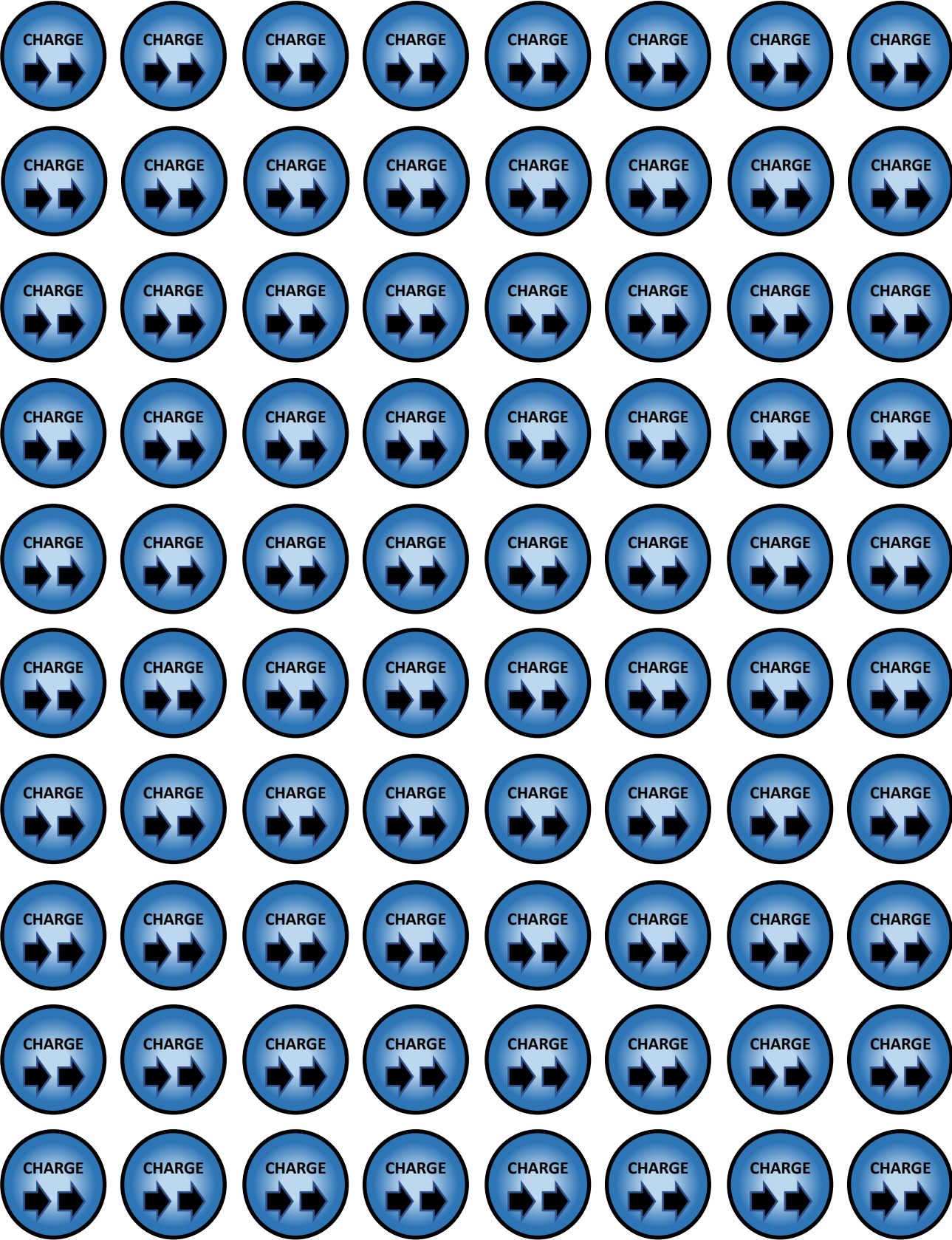
Order Counters  
Advance





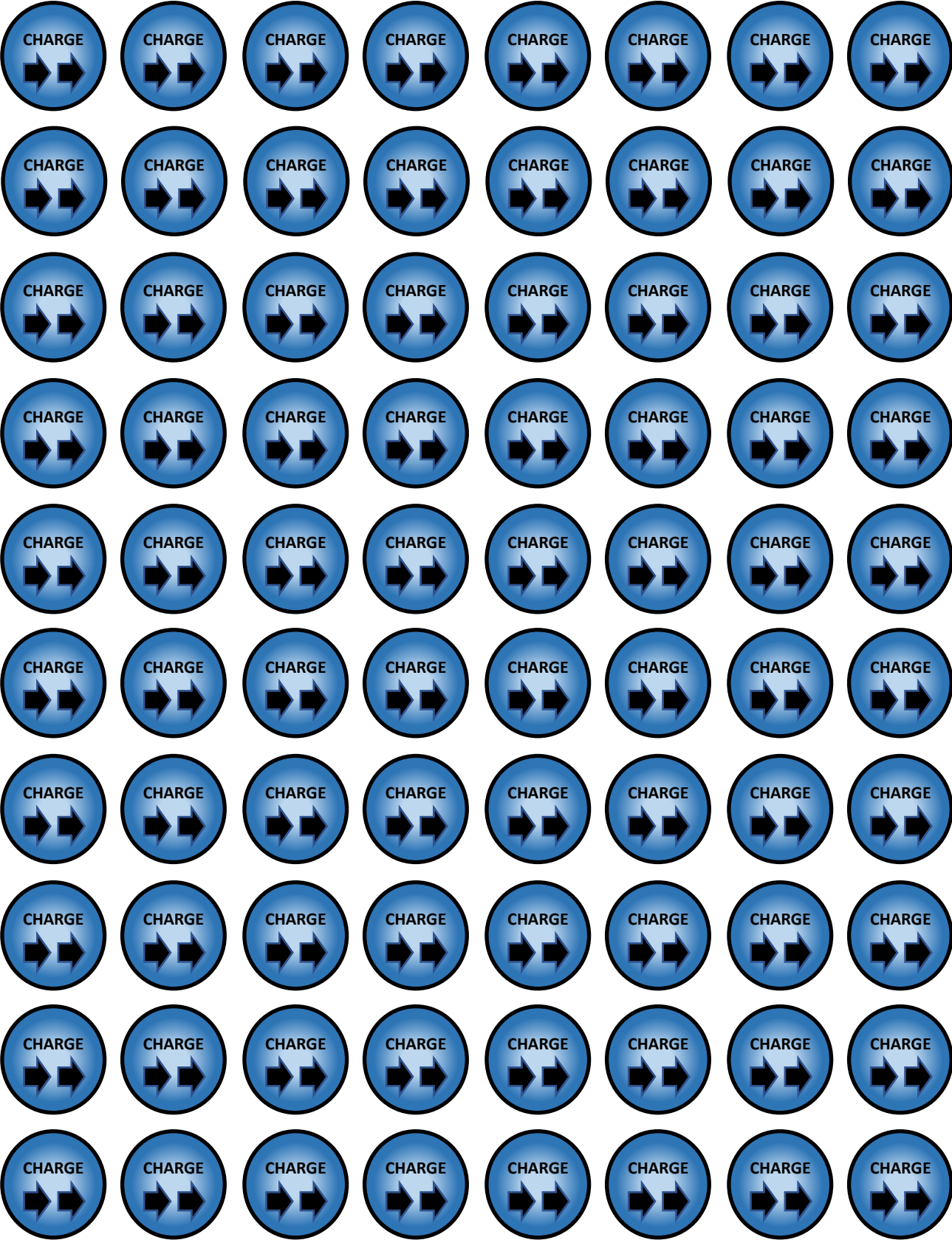
Order Counters

Charge

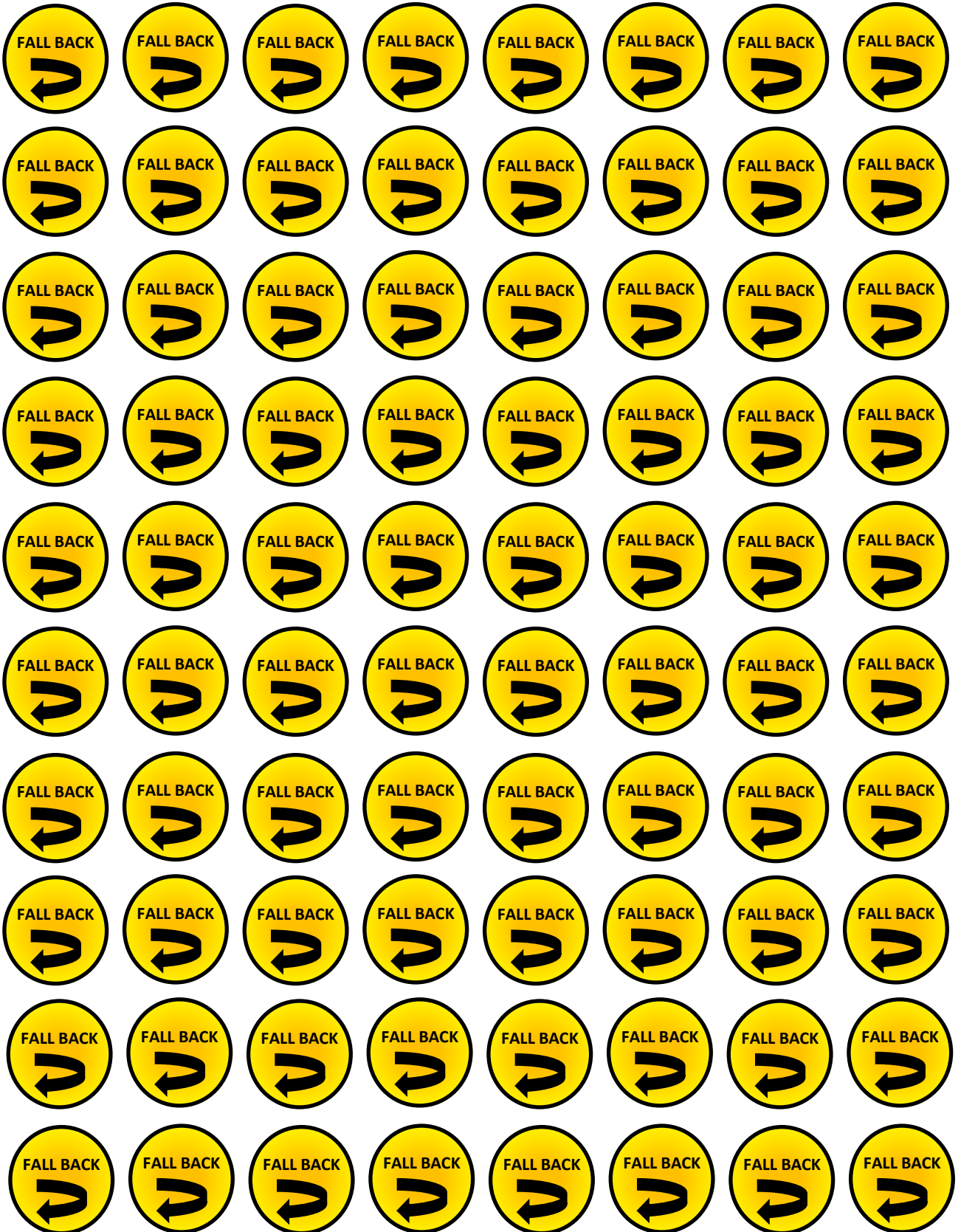


Order Counters

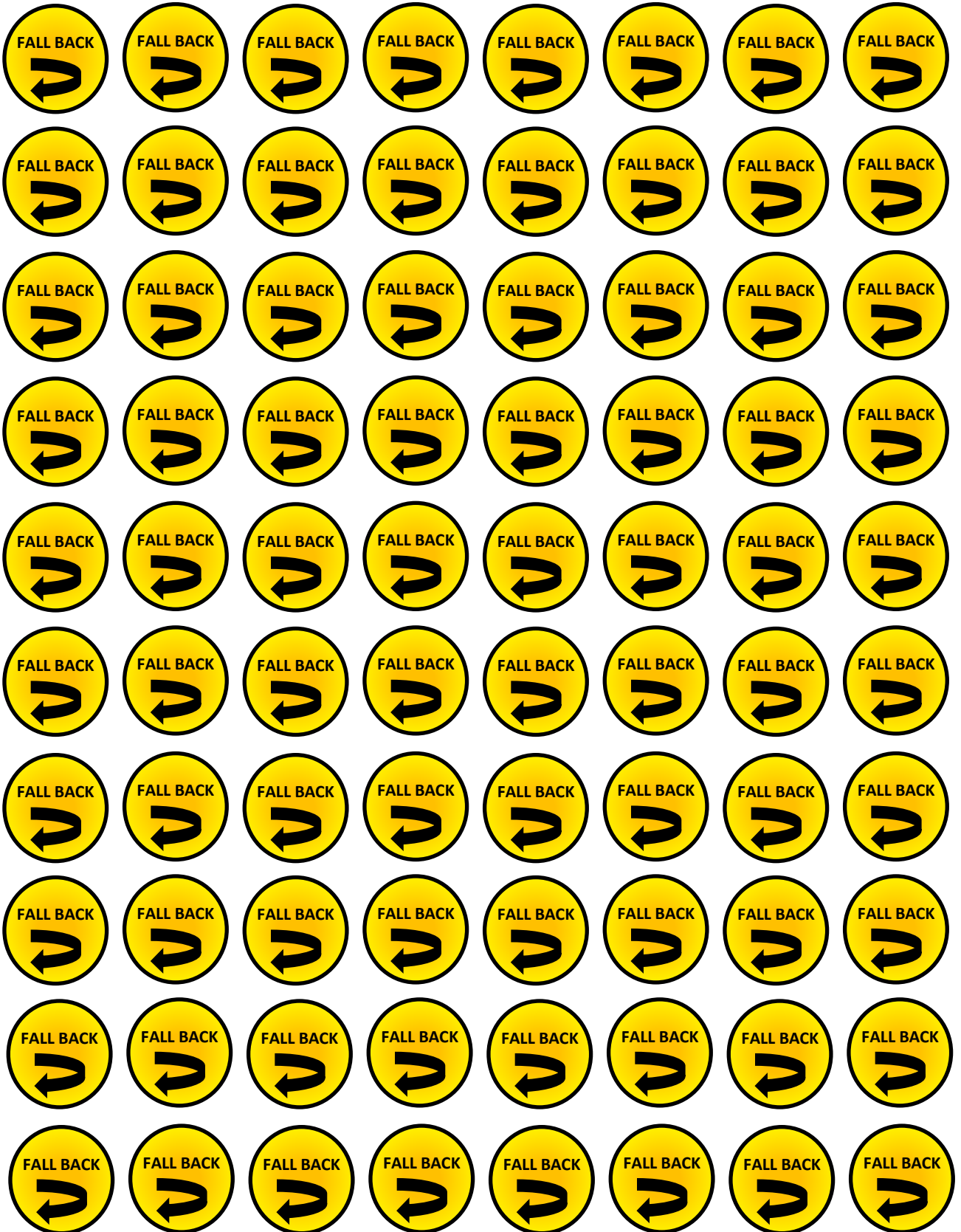
Charge



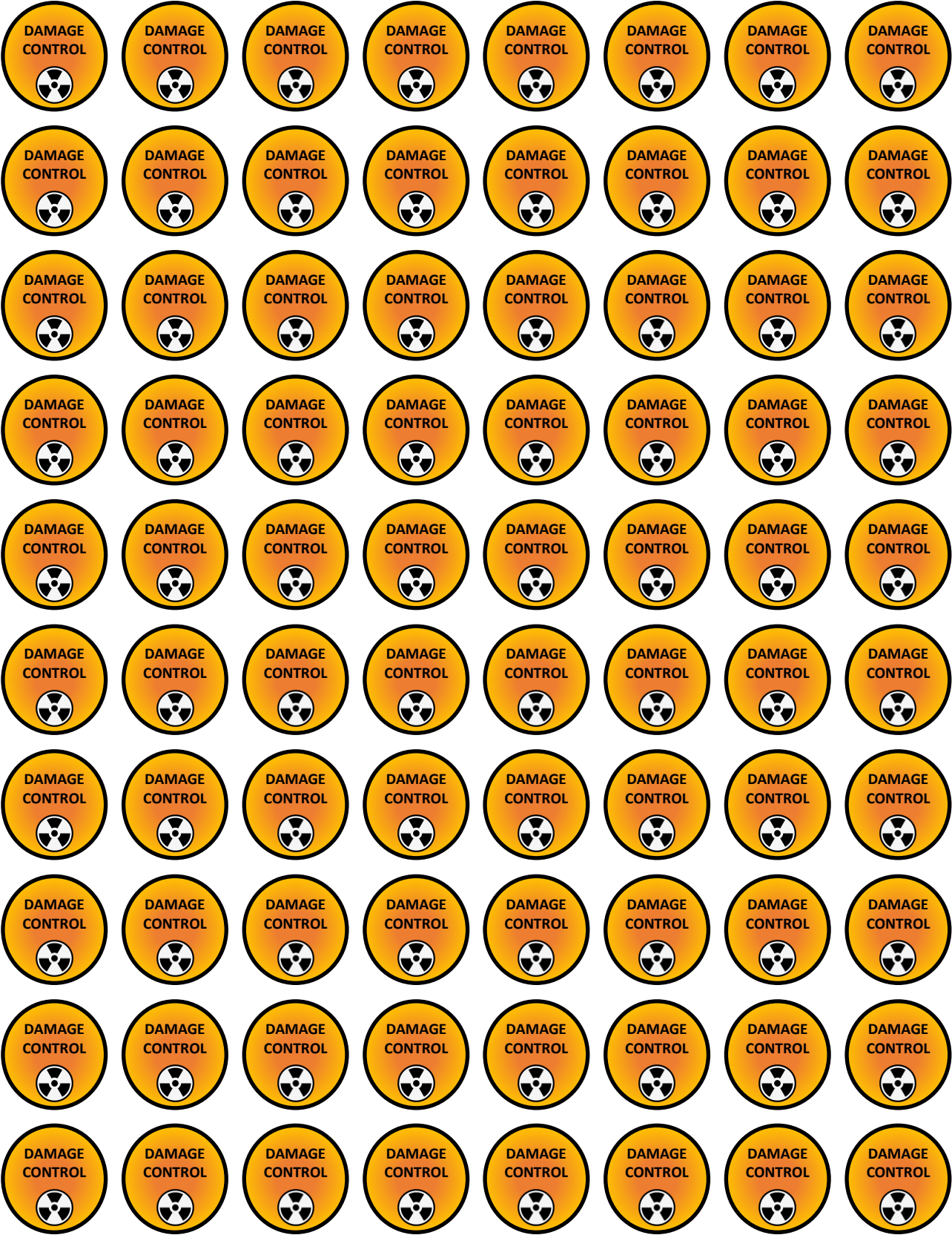
## Fall Back Condition Counters



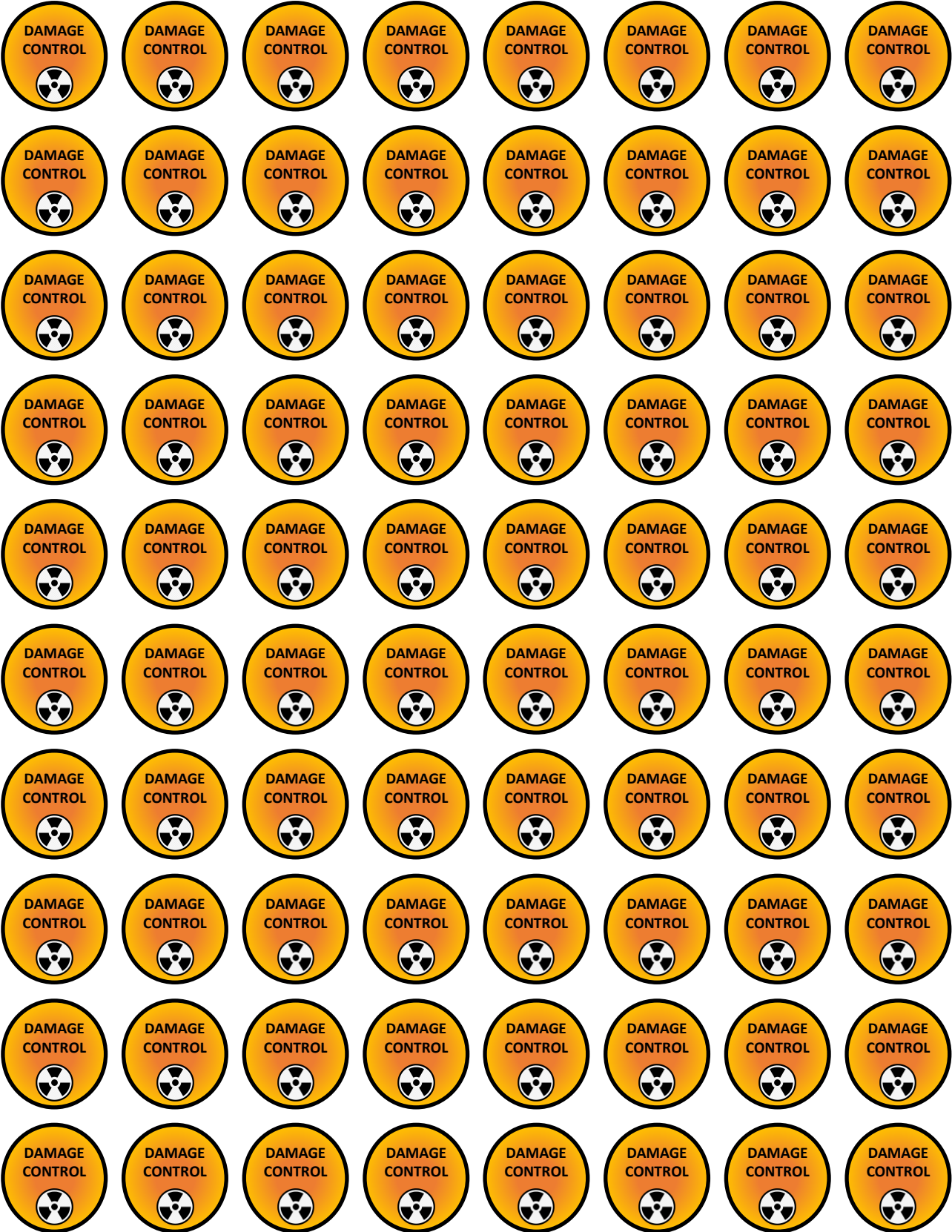
## Fall Back Condition Counters



# Damage Control Order Counters

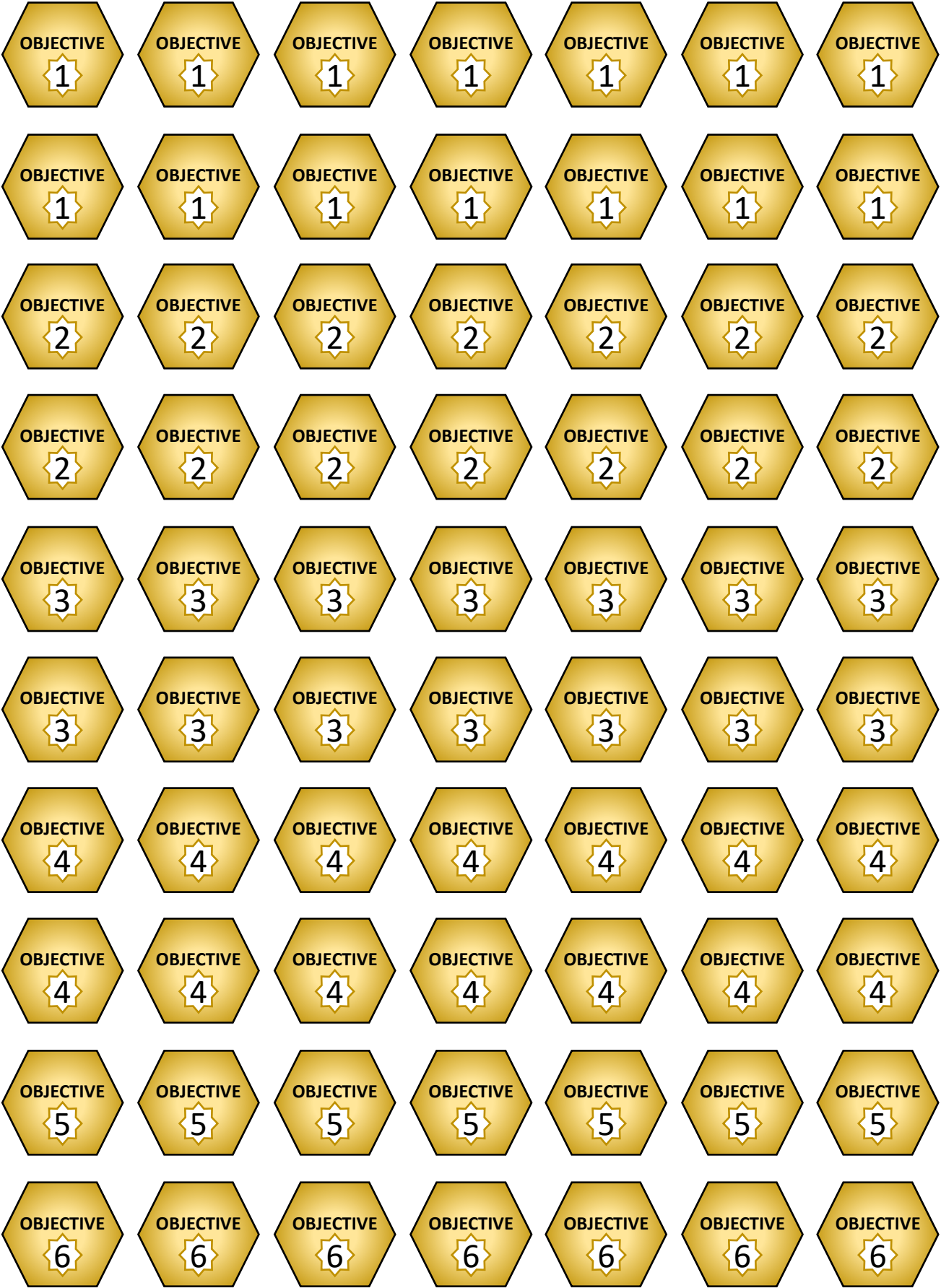


# Damage Control Order Counters

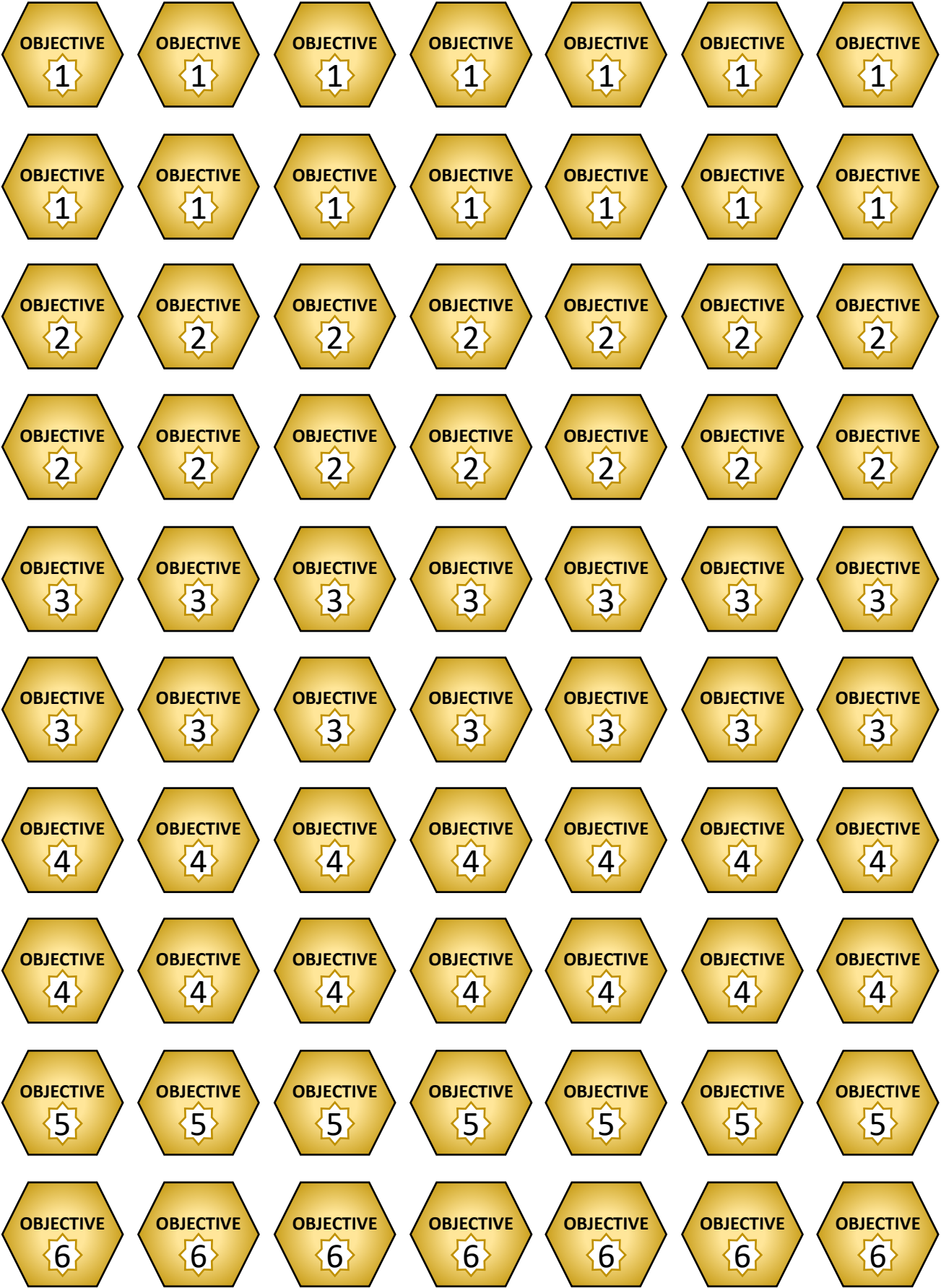




Objective Markers

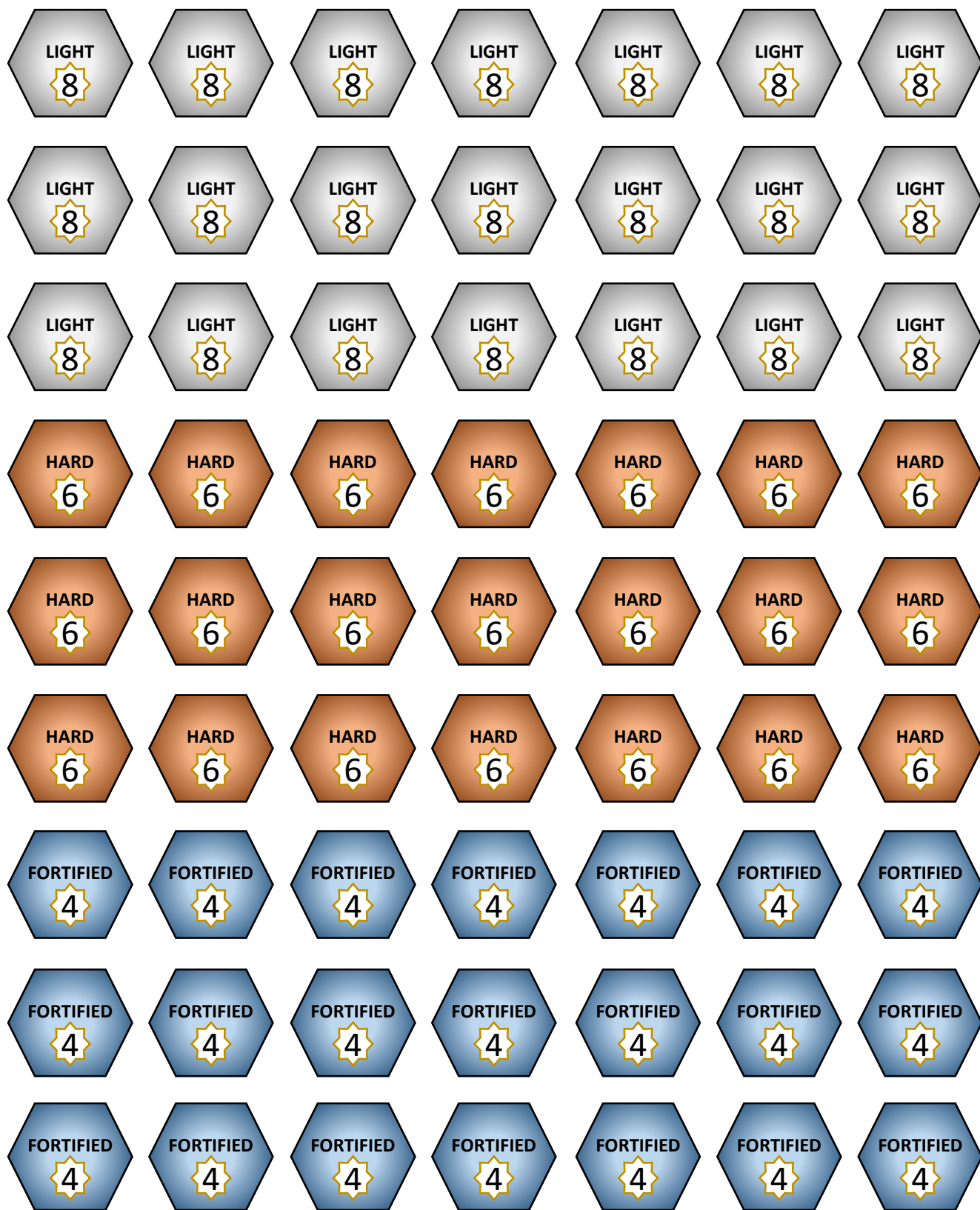


Objective Markers

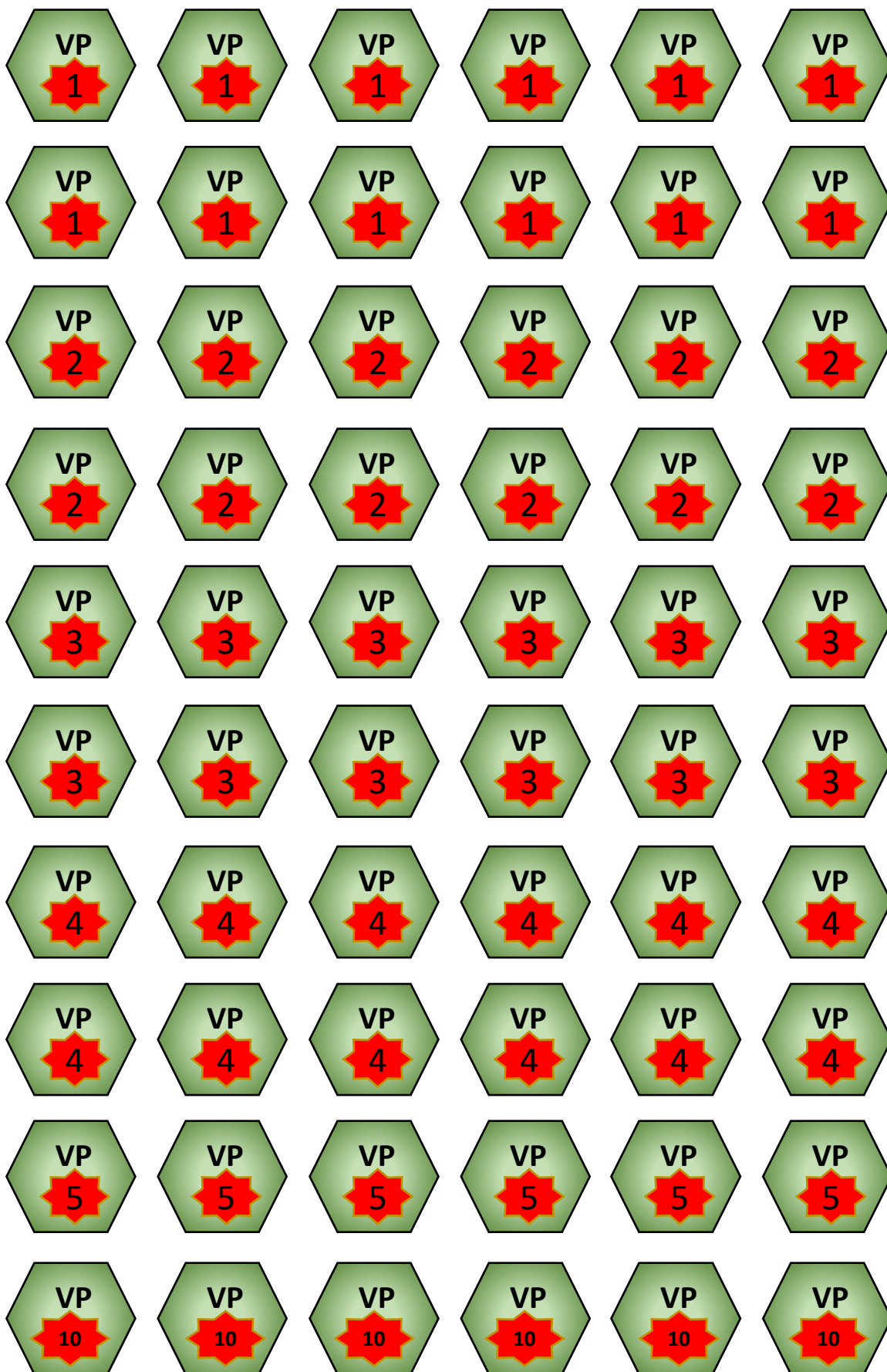


# Cover Markers

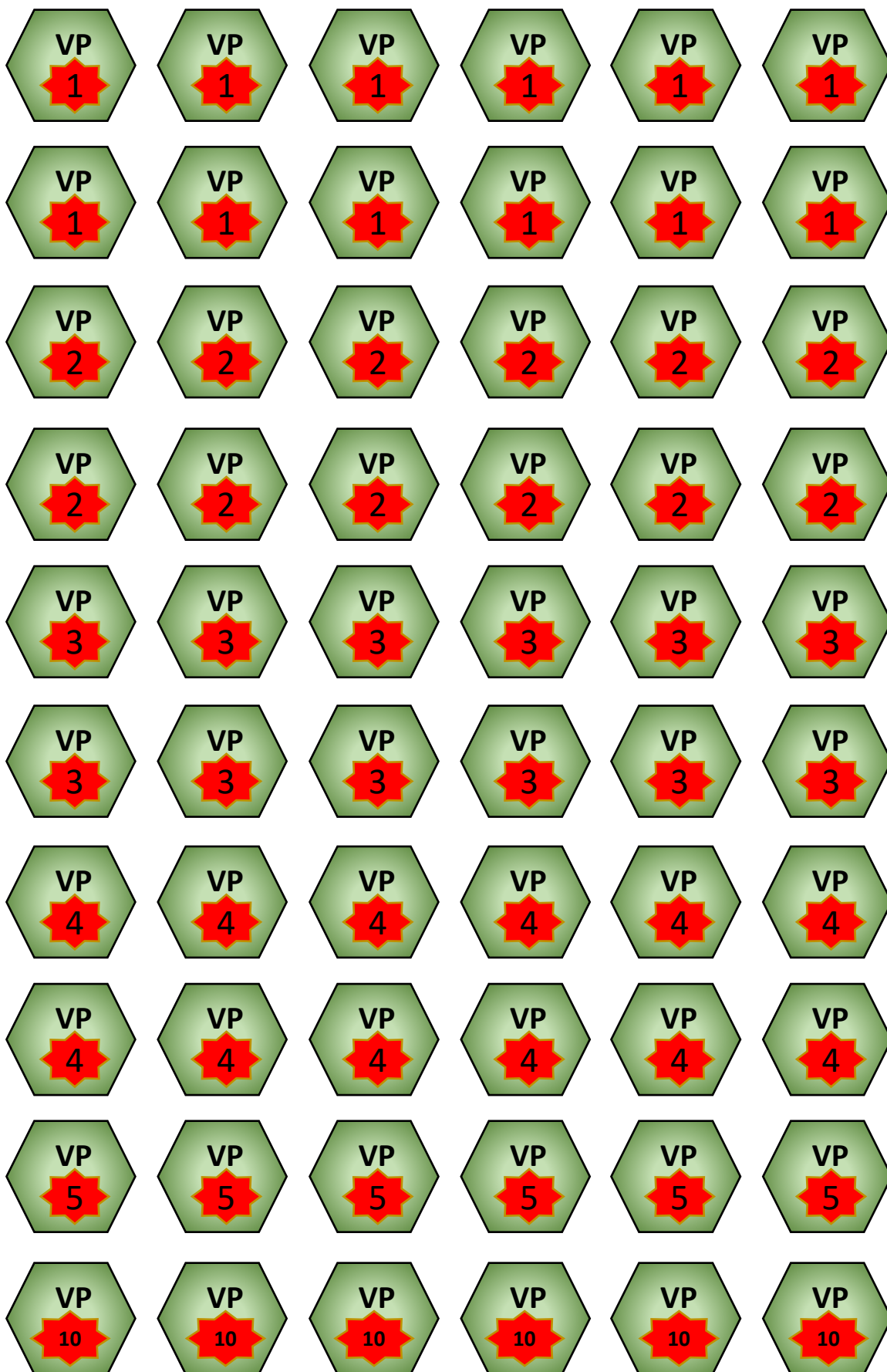
Number indicates invulnerable save



## Victory Point Tracking Counters



## Victory Point Tracking Counters





Miscellaneous Counters

INITIATIVE WINNER THIS GAME  
TURN



INITIATIVE WINNER THIS GAME  
TURN



NIGHTTIME CONDITIONS



ROUGH GROUND

ROUGH GROUND

ROUGH GROUND

ROUGH GROUND

ROUGH GROUND

ROUGH GROUND

DECOY

1

DECOY

2

DECOY

3

DECOY

4

DECOY

5

DECOY

6

DECOY

1

DECOY

2

DECOY

3

DECOY

4


DECOY

5


DECOY

6


FIRE




FIRE




FIRE




FIRE




FIRE




FIRE




FIRE




FIRE




FIRE




FIRE



FIRE



FIRE



RESERVE ENTRY POINT



RESERVE ENTRY POINT



RESERVE ENTRY POINT



RESERVE ENTRY POINT



RESERVE ENTRY POINT



RESERVE ENTRY POINT



RESERVE ENTRY POINT



RESERVE ENTRY POINT



RESERVE ENTRY POINT



RESERVE ENTRY POINT

