

# Vehicle Data Card Key

## Unit Identifier

National symbol, card number and name.  
Also includes special notations.  
Bu=Special Brew Up  
R=no radio

## General Information

M: cross-country speed and mode of traction,  
T=tracked, H=half-track, W= wheel, followed by path  
and road speed.  
B=bog modifier. R=dual-controls. A=amphibious.  
TR: transport – towed-leg  
WT: weight in metric tons

☐ Open-topped tracked vehicle  
**2-2** TR: Under cover transport

## Point Information

## Formation Symbols

## Vehicle Image



## Vehicle Target Size

From: +2 to -2

## Weapon Data

Main Weapon Description  
Tt: Turret turn factor in hexsides  
Sb: Stabilization Rating  
St: Type of gun sight; O=Optical  
ROF: N=Normal, Q= Quick,  
R=Rapid, F=Fast  
A: ammunition limits and special  
ammo depletions; A=AP Special;  
s=Smoke; H=HEAT; D=smoke  
dischargers; and ability to fire  
Smk=Smoke or IL=Illumination

## AP Gunnery Section

Shell type: AP=Armor Piercing,  
APCR=Armor Piercing Composite-  
Rigid, HVAP=Hyper-Velocity Armor  
Piercing, APDS=Armor Piercing  
Discarding Sabot, HEAT=High  
Explosive Anti-Tank  
Underscore indicates limited front  
field-of-fire.  
Overscore indicates limited rear  
field-of-fire.

R=Range, P=Penetration

P=Pointblank, S=Short, M=Medium,  
L=Long, E=Extreme

**AP** Dual Fire Weapon  
AP Damage=d10 results

## GP Gunnery Section

DF=Direct Fire information (default),  
IF=Indirect Fire Information.  
AA=Anti-Aircraft Fire Information  
Underscored indicates limited front field-of-  
fire.  
Overscored indicates limited rear field-of-  
fire.  
Min indicates the unit's minimum range in  
hexes.

R=Range, F=GP factor

P=Pointblank, S=Short, M=Medium,  
L=Long, E=Extreme

**GP** Dual Fire Weapon

GP Effectiveness vs. A-Type and P-Type  
vehicles

☐ Boxed point blank GP factor indicates  
coaxial MG.

★ S-3B: SU-76M M43 <span style="float:right">Bu 43</span>												
M: <b>[ST]</b> 6-10 TR: 0-0 WT: 10.2												
76.2mm L/43 Tt: 0 Sb: 0 St: O RoF: N A: A3												
OFFENSIVE INFORMATION												
AMMO TYPE		GUNNERY RANGE					AP DAMAGE					
		P	S	M	L	E	ND	DM	KO	BU		
AP (76.2mm-KE)	R	3	6	10	14	17	1	2-4	5-8	9-10		
	P	19	16	15	13	12						
HVAP(A) (76.2mm-KE)	R	3	5	9	13	15	1-2	3-5	6-9	10		
	P	23	21	19	15	13						
GP (76.2mm)	R	5	9	16	23	27	GP EFFECTIVENESS					
	F	5	4	3	3	2	GP Defense = 1-3					
DEFENSIVE INFORMATION												
SIZE:	-1	FRONT OR REAR				FRONT/SIDE OR REAR/SIDE				FALL		
GPD:	2P	TF	TR	HF	HR	TF	TS	TR	HF	HS	HR	Dk
KE or CE	LEVEL	8	0	14	4	9	4	0	17	4	5	---
	RISE	8	0	18	4	10	4	0	22	4	5	---
	FALL	7	0	11	4	9	4	0	13	4	5	7
NOTES: Available from early-43. HVAP available from late-43. Armor 11/3. S-3A: IS-2m M44												

## GP Defense

Factor & defense type:  
A=armored  
P=protected  
S=soft  
C=close assault modifier

## Armor Data

Hit locations at Front, Front/Side,  
Rear/Side or Rear angles at Level,  
Rising or Falling elevations.

TF=Turret Front, TS=Turret Side,  
TR=Turret Rear, HF=Hull Front,  
HS=Hull Side, HR=Hull Rear,  
Dk=Deck

## Notes

Includes the period of availability  
and any special ammunition. Also  
includes other notations and the  
vehicle's **Basic Game Armor  
Values: Front/Rear**

## Leg Data Card Key

### Unit Identifier

National symbol, card number and name.

### Formation Symbols

### General Information

M: cross-country speed & mode of traction, L=leg, & quickmarch speed.  
B/C=bicycle, M/C=motorcycle,  
W=wheel, & track and road speed.  
B: bogging modifier.  
TR: passenger- squad / 1/2 squad  
WT: weight in metric tons

### GP Defense Factors

Unit size: S=small, L=large.  
GP Defense Factors based on terrain type or if transported.  
Modified for Normal/Full Cover and Movement.

G-8A: Squads, 1/2 Squads & Sections												
SQUAD OR 1/2 SQUAD: M: 2L 3 TR: 0/2/1 WT: 1.0/1.5												
SECTION: M: 2L 3 OR M: 1L 0 TR: 0/1 WT: 1.0												
B/C: 2W 4-6 B: -15 M/C: 6W 15-20 B: -15 CAVALRY: 4L 6												
OFFENSIVE INFORMATION												
TYPE OF UNIT	RoF	A	ST	AMMO TYPE	GUNNERY RANGE					GP EFFECTIVENESS	PTS	
					P	S	M	L	E			
RIFLE SQUAD	N	UNL	O	GP	R	2	3	6	8	10	Small Arms	27
1/2 SQUAD				F	F	9	7	5	3	1		20
INFANTRY SQUAD	N	UNL	O	GP	R	1	2	4	6	7	Small Arms	22
1/2 SQUAD				F	F	5	4	3	2	1		16
SMG SQUAD	N	UNL	O	GP	R	1	2	4	6	7	Small Arms	20
1/2 SQUAD				F	F	10	3	2	1	1		14
ANY SECTION	N	UNL	O	GP	R	1	2	4	6	7	Small Arms	10
				F	F	2	2	1	1	1		
DEFENSIVE INFORMATION												
SIZE:	S/L	LIGHT COVER	4S	HEAVY COVER	8S	MOVING				-2		
GPDF:	2S	MEDIUM COVER	6S	FULL COVER	+2	TRANSPORTED				1/3S		

NOTES: Available throughout the war. Add 1 point per B/C and 2 points per M/C unit.  
G-8B: Mortars, HMG & Anti-Tank Weapons

### GP Gunnery Section

Values listed for full and half-squad units in the same card sections.

RoF=rate-of-fire, A=ammunition, UNL=unlimited, ST=sight, O=optical

R Range, F=GP Factor  
P=Pointblank, S=Short, M=Medium, L=Long, E=Extreme

GP Effectiveness vs. A-Type and P-Type vehicles

Pts (Points)

### Notes

Includes the period of availability and any special notations.

## Crew-Served Weapons Data Card Key

### Unit Identifier

National symbol, card number and name.

### Formation Symbols

### GP Gunnery Section

Smk=Smoke, IL=Illumination, RoF=rate-of-fire, A=ammunition, ST=sight, O=optical

DF=Direct Fire information (default), IF=Indirect Fire Information.

R Range, F=GP Factor  
P=Pointblank, S=Short, M=Medium, L=Long, E=Extreme

GP Effectiveness vs. A-Type and P-Type vehicles

Pts (Points)

S-8B: Mortars, HMG & Anti-Tank Weapons															
TYPE OF UNIT	RoF	A	ST	AMMO TYPE	GUNNERY RANGE					GP EFFECTIVENESS			PTS		
					P	S	M	L	E	NO	DM	NO		BU	
82MM BM41 Smk, IL	N	8566	O	GP	R	5	10	18	26	31	1-3			30	
MIN-2				DF	F	7	6	5	4	3					
				IF	F	5	5	4	3	2					
50MM RM40	N	8	O	GP	R	1	3	5	7	8	1-2			11	
				F	F	4	4	3	2	2					
HMG	N	UNL	O	GP	R	2	4	7	10	12	Small Arms			14	
				F	F	10	8	6	4	2					
M1 BAROCCA (M1919)	N	8	O	AP	R	1	2	4	6	7	1	2	5	8	13
				P	P	20	20	20	20	20	3	7	10		
PTRD-41 ATR (14.5mm KE)	N	UNL	O	AP	R	2	3	6	8	10	1	4	7		7
				P	P	7	6	5	4	3	6	10			

NOTES: Weapons must be attached to squad, 1/2 squad or section units. PTRD-41 ATR available from late-41. M1 Bazooka available from mid-43. All others available throughout the war.  
M1 Bazooka is a hand-held anti-tank weapon. BM41 and RM40 are mortars and are small arms for fire. PTRD-41 ATR is an anti-tank rifle and is small arms for fire.

S-8A: Squads, Half Squads & Sections

### Notes

Includes the period of availability and any special notations.