11. Doomed Battalions 1st Edition

1/2-inch Counters **8243027/28**

Counter	No.	ID	Nationality	Notes
10-2	1		Allied Minor	Cpt Issacs
9-2	1		Allied Minor	Lt Valerian
9-1	2		Allied Minor	Lt Boe, Lt Manlig
8-1	2		Allied Minor	Sgt Fago, Sgt Tichy
8-0	2		Allied Minor	Sgt Appel, Sgt Chabot
7-0	4		Allied Minor	Cpl Lyman, Cpl Mangus, Cpl Meyler, Cpl Probst
$\underline{8}^{3}$-$\underline{3}$-$\underline{8}$ SS	26	A-Z	German	Correction (KGP II)
$\underline{5}^{2}$-4-6	10	AA-JJ	American	Correction (KGP II)
4^{2}-$\underline{6}$-$\underline{8}$ SS	26	A-Z	German	
3-3-$\underline{8}$ SS	16	A-P	German	Correction (KGP II)
2-4-$\underline{8}$ SS	14	A-N	German	
2-2-8 crew	8	13-20	German	Correction (KGP II)
2-2-7 crew	6	15-20	American	Correction (KGP II)
1-2-7 crew	4	17-20	German	
HMG MG42	2	A-B	German	Correction (KGP II)
MMG MG34 or MG42	6	A-F	German	Correction (KGP II)
LMG MG34 or MG42	8	A-H	German	Correction (KGP II)
FT M1A1	2	A-B	Allied Minor	
PSK RP54/1	4	O-R	German	Correction (KGP II)
Acquisition 1/2-inch	6	A-F	Game-Veh/Ord	(Minor Allied Green)
Concealment 1/2-inch [CX]	26	a-z	German	Correction (KGP II)
CX [Concealment 1/2-inch]			*Game-Basic*	
Human Wave (Red on White) [Melee]	16		Game-Basic	
Human Wave (White on Red)	16		Game-Basic	
HW Direction	4		Game-Basic	
Smoke Grenade +2 [WP Grenade +1]	8		Game-Basic	
WP Grenade +1 [Smoke Grenade +2]			*Game-Basic*	
Melee [Human Wave (Red on White)]			*Game-Basic*	
Turn Marker	1		Game-Basic	Danish, Dutch, Polish, Belgian; *German, Italian, Russian, Japanese*
No AP [No HEAT]	3		Game-Veh/Ord	
No APCR [No HE]	4		Game-Veh/Ord	
No APDS [No WP]			*Game-Veh/Ord*	
No Canister [No Smoke]			*Game-Veh/Ord*	
No HE [No APCR]			*Game-Veh/Ord*	
No Heat [No AP]			*Game-Veh/Ord*	
No Smoke [No Canister]	5		Game-Veh/Ord	
No WP [No APDS]	5		Game-Veh/Ord	
P TCA BU [P TCA CE]	6		Game-Veh/Ord	
P TCA CE [P TCA BU]			*Game-Veh/Ord*	
Port MA Disabled [Port MA Malfunction]	3		Game-Veh/Ord	
Port MA Malfunction [Port MA Disabled]			*Game-Veh/Ord*	
S TCA BU [S TCA CE]	6		Game-Veh/Ord	

Counter	No.	ID	Nationality	Notes
S TCA CE [S TCA BU]			*Game-Veh/Ord*	
Starboard MA Disabled [Starboard MA Malfunction]			*Game-Veh/Ord*	
Starboard MA Malfunction [Starboard MA Disabled]	3		Game-Veh/Ord	
TKO No CE Port MA [TKO Abandoned]	2		Game-Veh/Ord	
TKO No CE Stbd MA [TKO Abandoned]	2		Game-Veh/Ord	
TKO Abandoned [TKO No CE Port MA]			*Game-Veh/Ord*	
TKO Abandoned [TKO No CE Stbd MA]			*Game-Veh/Ord*	

Armor **8243031/32**

Counter	No.	ID	Nationality	Notes
TKS	6	A-F	Allied Minor	1. Polish
TKS(L)	6	A-F	Allied Minor	1. Polish
Vickers Edw(b)	4	A-D	Allied Minor	2. Polish
Vickers Ejw(b)	4	A-D	Allied Minor	2. Polish
7TPdw	6	A-F	Allied Minor	3. Polish
7TPjw	6	A-F	Allied Minor	3. Polish
H35(f)	3	A-C	Allied Minor	4. Polish
VCL Mk VI/c47(b)	2	A-B	Allied Minor	14. Belgian
T-13 Type II(b)	3	A-C	Allied Minor	15. Belgian; **Errata:** Vehicle should be radioless, (DB 2nd)(ABtF)
T-13 Type III(b)	6	A-F	Allied Minor	16. Belgian
T-15(b)	4	A-D	Allied Minor	17. Belgian
ACG1(f)	4	A-D	Allied Minor	18. Belgian
T-32	2	A-B	Allied Minor	19 Yugoslav
VCL M1936(b)	3	A-C	Allied Minor	25. Dutch
CTLS-4(a)	4	A-D	Allied Minor	26. Dutch
L5/30(i)	3	A-C	Allied Minor	31. Common
L3/35(i)	3	A-C	Allied Minor	31. Common **Errata:** "BMG HD FP OK" note is not needed (DB 2nd)(ABtF)
L6/40(i)	3	A-C	Allied Minor	31. Common
M13/40(i)	3	A-C	Allied Minor	31. Common
FT-17M(f)	4	A-D	Allied Minor	32. Common
FT-17C(f)	4	A-D	Allied Minor	32. Common; **Errata:** Should show "No IF" (DB 2nd)(ABtF)
R-35(f)	3	A-C	Allied Minor	33. Common
Peugeot 1918(f) AC	2	A-B	Allied Minor	5. Polish
wz.29 "Ursus" AC	2	A-B	Allied Minor	6. Polish
wz.34-I AC	6	A-F	Allied Minor	7. Polish
wz.34-II AC	6	A-F	Allied Minor	7. Polish
De Dion-Bouton wz.24(f)	2	A-B	Allied Minor	8. Polish
PF 62IL SPAA	2	A-B	Allied Minor	9. Polish
302T	4	A-D	Allied Minor	10. Polish

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Counter	No.	ID	Nationality	Notes
Horse-Drawn, "Taczanka"	4	A-D	Allied Minor	13. Polish
Nimbus 20mm TD Motorcycle	4	A-D	Allied Minor	24. Danish
Pantserwagen M.36	3	A-C	Allied Minor	27. Dutch
Pantserwagen M.38	3	A-C	Allied Minor	27. Dutch; **Errata:** "B" MA should be 37L not 37 (DB 2nd)(ABtF)
Pantserwagen M.39 "Lynx"	3	A-C	Allied Minor	28. Dutch
M4 18-Ton hst	6	A-F	American	27. KGPII **Errata:** Should show ROF "2" (ABtF)
C2P	4	A-D	Allied Minor	11. Polish
C4P	4	A-D	Allied Minor	12. Polish
1/4-Ton Jeep(a)	4	A-B	Allied Minor	30. Dutch Opt: AAMG A-B
L3/35(i)	3	A-C	Partisan	31. Yugoslavian **Errata:** "BMG HD FP OK" note is not needed (DB 2nd)(ABtF)
CK P17(f)	3	A-C	Allied Minor	35. Common
CK P19(f)	3	A-C	Allied Minor	35. Common
VCL Utility(b)	4	A-D	Allied Minor	36. Common; **Errata:** Should show vehicle is fully tracked not wheeled (DB 2nd)(ABtF)
Light Truck	6	A-F	Allied Minor	37. Common
Medium Truck	6	A-F	Allied Minor	37. Common
Heavy Truck	6	A-F	Allied Minor	37. Common

Ordnance

8243036/37

Counter	No.	ID	Nationality	Notes
M3A1(a) LT	3	A-C	Partisan	20. Yugoslavian
M3A3(a) LT	3	A-C	Partisan	20. Yugoslavian ; **Errata:** Should show superior turret armor for side/rear not front (DB 2nd)(ABtF)
M3(a) PaK 40	3	A-C	Partisan	21. Yugoslavian
M3(a) FLaK 38	3	A-C	Partisan	22. Yugoslavian
AEC II(b)	3	A-C	Partisan	23. Yugoslavian
Marmon-Herrington III(b) AC	3	A-C	Allied Minor	29. Dutch
L5/30(i)	3	A-C	Partisan	31. Yugoslavian
L6/40(i)	3	A-C	Partisan	31. Yugoslavian
M13/40(i)	3	A-C	Partisan	31. Yugoslavian
M3A1 Scout Car(a)	2	A-B	Allied Minor	34. Common
M3A1 Scout Car(a)	3	A-C	Partisan	34. Yugoslavian
sIG 38(t)M	4	A-D	German	80. Correction (KGP II)
MTR 76* M76A	4	A-D	Allied Minor	6. Belgian
MTR 81* Brant Medium Mortar	4	C-F	Allied Minor	23. Common
AT 47 C47 FRC M32	4	A-D	Allied Minor	9. Belgian
AT 20L(6) Machinecannon 20mm M-35	4	A-D	Allied Minor	19. Danish
AT 37L 37mm Bofors AT	4	A-D	Allied Minor	24. Common
AT 37L 3.7cm PanzerabwehrKanone 35/36	4	C-F	Allied Minor	25. Common
AT 47 Bohler M35 47mm	3	A-C	Allied Minor	26. Common
INF 76* 7.6cm FRC	3	A-C	Allied Minor	8. Belgian
INF 37* 3.7cm Infantry Gun	4	A-D	Allied Minor	20. Yugoslavian

Counter	No.	ID	Nationality	Notes
INF 65* 65mm wz.06	3	A-C	Allied Minor	27. Common
ART 75 75mm wz. 02/26	3	A-C	Allied Minor	3. Polish
ART 100* 100mm wz. 14/19	3	A-C	Allied Minor	4. Polish
ART 75 C75 TR	4	A-D	Allied Minor	10. Belgium; **Errata:** "A-C" should show the Gun caliber overscored (DB 2nd)(ABtF)
ART 75 C75 GP	4	A-D	Allied Minor	11. Belgium
ART 105 Ob 105 GP	4	A-D	Allied Minor	12. Belgium
ART 120 C120 M31	3	A-C	Allied Minor	13. Belgium; **Errata:** "A" should show the Gun caliber overscored (DB 2nd)(ABtF)
ART 85 Vari 85/24 M	3	A-C	Allied Minor	16. Greek
ART 105* OR 105/19	4	A-D	Allied Minor	17. Greek
ART 80* 80mm M28 and M33	4	C-F	Allied Minor	21. Yugoslavian
ART 100* 100mm M14/19	4	C-F	Allied Minor	22. Yugoslavian
ART 75 75mm wz.97	4	A-D	Allied Minor	28. Common
ART 75* Bofors M34	4	C-F	Allied Minor	29. Common
ART 75* 75M 19S	3	A-C	Allied Minor	30. Common; **Errata:** Should NOT show Gun caliber overscored (DB 2nd)(ABtF)
ART 105 C105 L 13S	3	D-F	Allied Minor	31. Common; **Errata:** "F" should show M5 (DB 2nd)
ART 120* 120mm wz.09/13	3	A-C	Allied Minor	32. Common
ART 155* 155mm Model 17S	3	A-C	Allied Minor	33. Common; **Errata:** "A" should show the Gun caliber overscored (DB 2nd)(ABtF)
AA 75L 75mm wz. 97/25	3	D-F	Allied Minor	5. Polish
AA 75L M27 FRC	3	D-F	Allied Minor	14. Belgian
AA 37L(8) 3.7cm Bofors AA	3	A-C	Allied Minor	18. Greek
AA 12.7(12) Mitrailleuse de 13.2 cal mle 30	3	D-F	Allied Minor	34. Common
AA 20L(4) 20mm Oerlikon	4	A-D	Allied Minor	35. Common; **Errata:** Should show "B11" not "B10" on limbered side (DB 2nd)(ABtF)
AA 40L(8) Bofors AA	4	A-D	Allied Minor	36. Common
Acquisition 5/8-inch	6	A-F	Game-Veh/Ord	(Allied Minor Green)
Concealment 5/8-inch [Cavalry 1]	1	A	Allied Minor	
Concealment 5/8-inch [Cavalry 2]	3	B-D	Allied Minor	
Concealment 5/8-inch [Cavalry 3]	8	E-L	Allied Minor	
Cavalry 1 [Concealment 5/8-inch}		*kk*	*Game-Trans*	
Cavalry 2 [Concealment 5/8-inch}		*hh-jj*	*Game-Trans*	
Cavalry 3 [Concealment 5/8-inch]		*aa-gg; ff*	*Game-Trans*	
Motorcycle 2 [Sidecar 3]	4	ee-hh	Game-Trans	
Sidecar 3 [Motorcycle 2]		*aa-dd*	*Game-Trans*	
Sidecar 2 [Motorcycle 3]	4	ee-hh	Game-Trans	
Sidecar 3 [Motorcycle 2]		*aa-dd*	*Game-Trans*	

11. Doomed Battalions 1st Edition

Scenarios

Name	ID.
An Uncommon Occurrence	ASL 83
Round One	ASL 84
No Way Out	ASL 85
Fighting Back	ASL 86
Good Night, Sweet Prince	ASL 87
Art Nouveau	ASL 88
Rescue Attempt	ASL 89
Pride and Joy	ASL 90

Maps

ID	Description
9	Mountain; level 4 hills, crags, cliff
44	Farmland; woods and grainfields
45	City; large stone buildings

Overlays

ID	Description
OW1	Orchard/Woods 10 Hex
RR1	Railroad 11 Hexes
RR2	Railroad 11 Hexes
RR3	Railroad 6 Hexes
RR4	Railroad 6 Hexes
RR5	Railroad curve 3 Hexes
RR6	Railroad curve 3 Hexes
RR7	Railroad raised 11 Hexes
RR8	Railroad raised 11 Hexes
RR9	Railroad curve raised 3 Hexes
RR10	Railroad curve raised 3 Hexes
RR11	Railroad raised 6 Hexes
RR12	Railroad raised 6 Hexes
RR13	Railroad level 1 hill
RR14	Railroad siding
X19	Building, Church w/Cemetery
X20	Building, Rowhouse 6 Hexes
X21	Building, Rowhouse 5 Hexes
X22	Building, Church 1 Hex
X23	Building, 5 Hexes
X24	Building, Church 3 Hexes