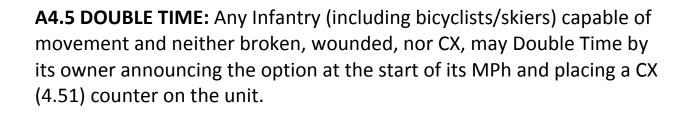


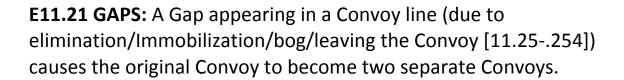
**C13.8 BACKBLAST:** Due to the attendant backblast of these weapons, a PF/PFk, BAZ, PSK, or RCL may not be fired from inside a vehicle, rubble, pillbox, cave, sewer, or building.

**A3.8 CLOSE COMBAT PHASE (CCPh):** Units of both sides occupying the same Location resolve their CC attacks; any survivors which have not withdrawn are considered in Melee.



**A19.1 EXPERIENCE LEVEL RATING (ELR):** All OB forces in each scenario will specify a given number of Elite, 1st Line, 2nd Line, or Green/Conscript squads/HS with which each Player starts the game.

**A1.21 FIREPOWER (FP):** The leftmost number of the Strength Factor represents the FP it can attack with in combat prior to any modification.



**C8.3 HEAT (H):** HEAT is available to the Germans starting in May 1942, and to the U.S., Britain, and Russia starting in 1943. SCW also fire HEAT, but without use of a Depletion Number (availability of rounds has been factored into their X#). SCW HEAT has the same effects as other HEAT rounds.

**D1.4 IDENTITY & GROUND PRESSURE:** Each vehicle is identified by name (sometimes in shortened form) beside its overhead depiction, and individually by letter in the upper left-hand corner of the counter.