

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
8 ³ -3-8 SS Elite	26	A-Z	German	Correction (KGP II)
5 ² -4-6 2nd Line	10	AA-JJ	American	Correction (KGP II)
4 ² -6-8 SS Elite Square	26	A-Z	German	
3-3-8 SS Elite HS	16	A-P	German	Correction (KGP II)
2-4-8 SS Elite Square HS	14	A-N	German	
2-2-8 Infantry crew	8	13-20	German	Correction (KGP II)
2-2-7 Infantry crew	6	15-20	American	Correction (KGP II)
1-2-7 Vehicular 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	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)
<i>CX [Concealment 1/2-inch]</i>			<i>Game-Basic</i>	
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	
<i>WP Grenade +1 [Smoke Grenade +2]</i>			<i>Game-Basic</i>	
<i>Melee [Human Wave (Red on White)]</i>			<i>Game-Basic</i>	
Turn Marker	1		Game-Basic	British, Danish, Dutch, Polish/ German, Italian, Japanese, Russian
No AP [No HEAT]	3		Game-Veh/Ord	
No APCR [No HE]	4		Game-Veh/Ord	
<i>No APDS [No WP]</i>			<i>Game-Veh/Ord</i>	
<i>No Canister [No Smoke]</i>			<i>Game-Veh/Ord</i>	
<i>No HE [No APCR]</i>			<i>Game-Veh/Ord</i>	
<i>No Heat [No AP]</i>			<i>Game-Veh/Ord</i>	
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	
<i>P TCA CE [P TCA BU]</i>			<i>Game-Veh/Ord</i>	
Port MA Disabled [Port MA Malfunction]	3		Game-Veh/Ord	
<i>Port MA Malfunction [Port MA Disabled]</i>			<i>Game-Veh/Ord</i>	
S TCA BU [S TCA CE]	6		Game-Veh/Ord	

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<i>S TCA CE [S TCA BU]</i>			<i>Game-Veh/Ord</i>	
<i>Starboard MA Disabled</i> <i>[Starboard MA Malfunction]</i>			<i>Game-Veh/Ord</i>	
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	
<i>TKO Abandoned [TKO No CE Port MA]</i>			<i>Game-Veh/Ord</i>	
<i>TKO Abandoned [TKO No CE Stbd MA]</i>			<i>Game-Veh/Ord</i>	

Armor

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Counter	No.	ID	Nationality	Notes
TKS	6	A-F	Polish	1.
TKS(L)	6	A-F	Polish	1.
Vickers Edw(b)	4	A-D	Polish	2.
Vickers Ejw(b)	4	A-D	Polish	2.
7TPdw	6	A-F	Polish	3.
7TPjw	6	A-F	Polish	3.
H35(f)	3	A-C	Polish	4.
Peugeot 1918(f) AC	2	A-B	Polish	5.
wz.29 "Ursus" AC	2	A-B	Polish	6.
wz.34-I AC	6	A-F	Polish	7.
wz.34-II AC	6	A-F	Polish	7.
De Dion-Bouton wz.24(f)	2	A-B	Polish	8.
PF 62IL SPAA	2	A-B	Polish	9.
302T	4	A-D	Polish	10.
C2P	4	A-D	Polish	11.
C4P	4	A-D	Polish	12.
Horse-Drawn, "Taczanka"	4	A-D	Polish	13.
VCL Mk VI/c47(b)	2	A-B	Belgian	14.
T-13 Type II(b)	3	A-C	Belgian	15. Errata: Vehicle should be radioless, (DB 2nd)(ABtF)
T-13 Type III(b)	6	A-F	Belgian	16.
T-15(b)	4	A-D	Belgian	17.
ACG1(f)	4	A-D	Belgian	18.
T-32	2	A-B	Yugoslavian	19.
Nimbus 20mm TD Motorcycle	4	A-D	Danish	24.
VCL M1936(b)	3	A-C	Dutch	25.
CTLS-4(a)	4	A-D	Dutch	26.
Pantserwagen M.36	3	A-C	Dutch	27.
Pantserwagen M.38	3	A-C	Dutch	27. Errata: "B" MA should be 37L not 37 (DB 2nd)(ABtF)
Pantserwagen M.39 "Lynx"	3	A-C	Dutch	28.
1/4-Ton Jeep(a)	4	A-B	Dutch	30. Opt: A-B AAMG

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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)
L3/35(i)	3	A-C	Yugoslavian	31. Partisan 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
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
M4 18-Ton hst	6	A-F	American	27. KGPII Errata: Should show *AAMG for MA and ROF "2" (ABtF)

Ordnance

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Counter	No.	ID	Nationality	Notes
M3A1(a) LT	3	A-C	Yugoslavian	20. Partisan
M3A3(a) LT	3	A-C	Yugoslavian	20. Partisan ; Errata: Should show superior turret armor for side/rear not front (DB 2nd)(ABtF)
M3(a) PaK 40	3	A-C	Yugoslavian	21. Partisan
M3(a) FLAK 38	3	A-C	Yugoslavian	22. Partisan
AEC II(b)	3	A-C	Yugoslavian	23. Partisan
Marmon-Herrington III(b) AC	3	A-C	Dutch	29.
L5/30(i)	3	A-C	Yugoslavian	31. Partisan
L6/40(i)	3	A-C	Yugoslavian	31. Partisan
M13/40(i)	3	A-C	Yugoslavian	31. Partisan
M3A1 Scout Car(a)	2	A-B	Allied Minor	34. Common
M3A1 Scout Car(a)	3	A-C	Yugoslavian	34. Partisan
sIG 38(t)M	4	A-D	German	80. Correction (KGP II)
ART 75 75mm wz. 02/26	3	A-C	Polish	3.
ART 100* 100mm wz. 14/19	3	A-C	Polish	4.
AA 75L 75mm wz. 97/25	3	D-F	Polish	5.
MTR 76* M76A	4	A-D	Belgian	7.
INF 76* 7.6cm FRC	3	A-C	Belgian	8.
AT 47 C47 FRC M32	4	A-D	Belgian	9.
ART 75 C75 TR	4	A-D	Belgian	10. Errata: "A-C" should show the Gun caliber overscored (DB 2nd)(ABtF)

ART 75 C75 GP	4	A-D	Belgian	11.
				

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Counter	No.	ID	Nationality	Notes
ART 105 Ob 105 GP	4	A-D	Belgian	12.
ART 120 C120 M31	3	A-C	Belgian	13. Errata: "A" should show the Gun caliber overscored (DB 2nd)(ABtF)
AA 75L M27 FRC	3	D-F	Belgian	14.
ART 85 Vari 85/24 M	3	A-C	Greek	16.
ART 105* OR 105/19	4	A-D	Greek	17.
AA 37L(8) 3.7cm Bofors AA	3	A-C	Greek	18.
AT 20L(6) Machinecannon 20mm M-35	4	A-D	Danish	19.
INF 37* 3.7cm Infantry Gun	4	A-D	Yugoslavian	20.
ART 80* 80mm M28 and M33	4	C-F	Yugoslavian	21.
ART 100* 100mm M14/19	4	C-F	Yugoslavian	22.
MTR 81* Brant Medium Mortar	4	C-F	Allied Minor	23. Common
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 65* 65mm wz.06	3	A-C	Allied Minor	27. Common
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 12.7(12) Mitralleuse 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	

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Scenarios

Maps

Name	ID	ID	Description
An Uncommon Occurrence	ASL 83	9	Mountain; level 4 hills, crags, cliff
Round One	ASL 84	44	Farmland; woods and grainfields
No Way Out	ASL 85	45	City; large stone buildings
Fighting Back	ASL 86	Overlays	
Good Night, Sweet Prince	ASL 87		
Art Nouveau	ASL 88	ID	Description
Rescue Attempt	ASL 89	OW1	Orchard/Woods 10 Hex
Pride and Joy	ASL 90	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