



SK HM1 Decision at Elst

Revised 06/16

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Counter	No.	ID	Nationality	Notes
10-2	1		Commonwealth	Maj Souper
9-2	3		Commonwealth	Maj Watson, Cpt Meradith, Cpt Townsend
9-1	5		Commonwealth	Maj Durie, Lt Doran, Lt Fellows, Lt Jary, Lt Woodadge
8-1	5		Commonwealth	Sgt Acock, Sgt Edwards, Sgt Gardner, Sgt Isaacs, Sgt Kevin
8-0	6		Commonwealth	Sgt Charles, Sgt Douglas, Sgt Miller, Sgt Perry, Sgt Phillips, Sgt Warren
7-0	5		Commonwealth	Cpl Baker, Cpl Jerald, Cpl Kings, Cpl Setter, Cpl Stokes
6+1	4		Commonwealth	Col Cocke, Col Osborne, Col Took, Col Smithee
4 <sup>2</sup> -5-7 1st Line	56	A-Z; AA-BB a-z; aa-bb	Commonwealth	
4-4-7 Second Line	36	A-R; a-r	Commonwealth	
4-3-6 Green	20	A-J; a-j	Commonwealth	
2-4-7 1st Line HS	24	A-L; a-l	Commonwealth	
2-3-7 2nd Line HS	20	A-J; a-j	Commonwealth	
2-2-6 Green HS	10	A-E; a-e	Commonwealth	
2-2-8 Infantry crew	12	1-12	Commonwealth	
MMG Vickers Mk I	10	A-J	Commonwealth	
LMG Bren Mk IV	20	A-T	Commonwealth	
PIAT Projector, Infantry, Anti-Tank	9	A-I	Commonwealth	
MTR 51* OML 2-in. Mortar	8	A-F; a-b	Commonwealth	
Radio BC 611 Type 38	2	A-B	Game-Basic	
Prep Fire [DM]	4		Game-Basic	
First Fire [Final Fire]	20		Game-Basic	

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Counter	No.	ID	Nationality	Notes
10-2	2		German	Maj Knaust, Maj Zander
9-2	3		German	Lt Gehart, Lt Mielke, Lt Rinker
9-1	5		German	Lt Birnbaum, Lt Foren, Lt Prein, Lt Schmacher, Lt Ziebrecht
8-1	5		German	Sgt Jensen, Sgt Kniewel, Sgt Lachen, Sgt Robbe, Sgt Vof
8-0	7		German	Sgt Asch, Sgt Bäke, Sgt Ginsburg, Sgt Härtel, Sgt Kirst, Sgt Lope, Sgt Mayer
7-0	5		German	Cpl Beckmann, Cpl Groening, Cpl Heschel, Cpl Kracht, Cpl Mann
6+1	3		German	Col Hartz, Col Heine, Col Hesse
6 <sup>2</sup> - <del>5</del> - <del>8</del> (SS) Elite	8	A-H	German	
4- <del>4</del> - <del>7</del> (SS) 2nd Line	15	A-O	German	
4- <del>4</del> -7 2nd Line	26	A-Z	German	
4- <del>3</del> -6 Conscript	18	A-R	German	
3-4- <del>8</del> (SS) Elite HS	8	a-h	German	
2-3- <del>7</del> (SS) 2nd Line HS	12	a-l	German	



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2-3-7 2nd Line HS	16	a-p	German	
2-3-6 Conscript HS	10	a-j	German	
2-2-8 Infantry crew	4	1-4	German	
HMG MG42	5	A-E	German	
MMG MG34 or MG42	5	A-E	German	
LMG MG34	14	A-N	German	
PSK RP54	4	A-D	German	
Radio Feld Fu.B	2	A-B	German	
PIN	3		Game-Basic	
PzKpfw IIIN	2	A-B	German	16.
PzKpfw VG	6	A-F	German	27.
PzKpfw VIE	4	A-D	German	30.
StuG IIIG(L)	6	A-F	German	35.
AT 75L 7.5cm PaK 40	2	D-E	German	10.
AT 88LL 8.8cm PaK 43/41	1	F	German	13.
Sherman III(a)	8	A-F; a-b	Commonwealth	13.
Sherman V(a)	9	A-F; a-c	Commonwealth	14.
Sherman IIC(a)	2	A-B	Commonwealth	16.
Sherman VC(a)	3	C-E	Commonwealth	16.
AT 57L OQF 6-Pounder	2	E-F	Commonwealth	6.
Smoke +3				
[Dispersed Smoke +2 (White)]	16		Game-Terr	
Steeple Level 2 [Steeple Level 3]	1		Game-Terr	
Initiative Attack [Initiative Idle]	1		Commonwealth	
Initiative Attack [Initiative Idle]	1		German	

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Counter	No.	ID	Nationality	Notes
Prep Fire [DM]	4		Game-Basic	
Prep Fire [Smoke Grenade +2]	6		Game-Basic	
Prep Fire [Bouncing Fire]	6		Game-Basic	
Prep Fire [CX]	6		Game-Basic	
DM [Smoke Grenade +2]	8		Game-Basic	
BU [CE]	6		Game-Veh/Ord	
Residual Fire 1 [Residual Fire 2]	10		Game-Basic	
Residual Fire 4 [Residual Fire 6]	8		Game-Basic	
Residual Fire 8 [Residual Fire 12]	4		Game-Basic	
SHOCK BU [UK BU]	5		Game-Veh/Ord	
PIN	10		Game-Basic	
STUN [RECALL +1]	3		Game-Veh/Ord	
stun	6		Game-Veh/Ord	
Wound [Intensive Fire]	6		Game-Basic	
Melee [CC]	12		Game-Basic	
Bog [Mired]	10		Game-Veh/Ord	



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TCA BU [TCA CE]	15		Game-Veh/Ord	
Motion [Immobilized]	12		Game-Veh/Ord	
Motion [Low Ammo]	3		Game-Veh/Ord	
CX [DM]	8		Game-Basic	
MA Malfunction [MA Disabled]	5		Game-Veh/Ord	
AAMG Malfunction [AAMG Disabled]	5		Game-Veh/Ord	
Gun Malfunction [Gun Disabled]	1		Game-Veh/Ord	
CMG Malfunction [CMG Disabled]	6		Game-Veh/Ord	
BMG Malfunction [BMG Disabled]	6		Game-Veh/Ord	
Commonwealth Control [German Control]	24		Game-Camp.	
Turn Marker	1		Game-Basic	Commonwealth/ <i>German</i>
Target Acquisition	6	A-F	Game-Veh/Ord	(Green)
Target Acquisition	6	A-F	Game-Veh/Ord	(Orange)
Target Acquisition	6	A-F	Game-Veh/Ord	(Purple)
Target Acquisition	6	A-F	Game-Veh/Ord	(Red)
Area Acquisition	6	A-F	Game-Veh/Ord	(Yellow)
Area Acquisition	6	A-F	Game-Veh/Ord	(Blue)
WP +2 [Dispersed WP +1]	8		Game-Terr.	
Spotting Round [FFE:1]	4	A-D	Game-Veh/Ord	(Red)
FFE:2 [FFE:C]	4	A-D	Game-Veh/Ord	(Red)
Artillery Request [Dispersed Smoke +3]	1	A	Game-Veh/Ord	
Artillery Request [Smoke +3]	1	B	Game-Veh/Ord	
Artillery Request [Dispersed WP +1]	1	C	Game-Veh/Ord	
Artillery Request [WP +2]	1	D	Game-Veh/Ord	

Scenarios

Mapboards

Name	ID	ID	Description
Ambush at De Hoop	DaE01	DaE	Elst
The Bend in the Road	DaE02		
Knaust's 'Fausts	DaE03		
Leave...or Elst	DaE04		
The Island	DaE CGI		