

## 1996 Repl Counter Explanations

There are 7 replacement counters on the countersheet. Three are for **Stalingrad Pocket II**, and the remainder are for **Thunder at the Crossroads II**. Strangely enough, those for **Thunder** escaped notice for four years and they consist of cavalry units which incorrectly sported “COL” on their reverse instead of the much more appropriate “Mtd.”

There are 12 Vanity counters. Of them, Zach Waltz provided rules to go with his Spnz Waltz counter (use them if you dare...):

- 1) The Move Mode side allows it to move as an air unit, but does not need air bases.
- 2) Action Rating Effects—
  - a) Any one enemy stack at or within 1 hex has its Action Rating reduced by 1 for the game turn.
  - b) Any one friendly stack at or within 1 hex has its Action Rating increased by 1 for the game turn.
- 3) This unit cannot be attacked or destroyed in any way in either mode.
- 4) It is always in supply.
- 5) Parasite Movement—
  - a) In lieu of regular movement, the unit may move with any enemy unit in or adjacent to its hex for up to 6 MPs.

The Hitler’s Brain counter is for use in the scenario by Dave Powell in OPS #23.

The rest of the sheet is devoted to new style TCS barrage markers for the older games (with the firepower values printed on them). I was able to fit most of the games, but new counters for the Germans in **Hunters** and those for **Black Wednesday** and **Leros** will have to wait for next year. Also waiting for next year’s sheet is a slew of **Hube’s Pocket** Soviet AT units Fred wants to add...see you there!

Enjoy and Merry Christmas!