

CH 'BERLIN STYLE' VARIANT COUNTERS

INTRODUCTION: CH uses a VARIANT counter presentation, debuted in GENESIS 48 and continued in DIEN BIEN PHU and BERLIN—FALL OF THE 3RD REICH. In all cases, it is suggested the appropriate Chapter H notes are referred to in the event of any needed clarification. Note: The tiny dot on the back our counters simply identifies them as CH variant counters.

VAR1.1 INFANTRY/SW: The presentation of infantry/SW counters will be familiar to past CH module customers with a few updates.

VAR1.11 FIREPOWER/RANGE/MORALE: The front of the MMC counter presents two (HS/crew) or three (squad) soldiers. Below them, Firepower-Range-Morale are provided.

VAR 1.12 ASSAULT/SPRAY FIRE: The availability of Assault Fire + Spray Fire is denoted by a SMG icon on MMC counters. If there is a SMG icon, that squad has both Assault and Spray Fire capability. A SMG icon over a white circle indicates only Spray Fire is available and over an orange circle is Assault Fire only. On MG counters, if an MG is depicted (EX: LMG), the SW is capable of Spraying Fire.

VAR1.13 SPECIAL MORALE CAPABILITIES: An asterisk after the morale factor of a MMC counter indicates UNDERLINED MORALE. On the back, an asterisk indicate Self Rally ability.

VAR1.14 RANGE: On SW, Firepower and maximum Range are separate by the 'pipes' symbol ('|'). Minimum-Maximum Ranges for mortars are listed.

VAR1.15 RATE OF FIRE/FIREPOWER: ROF and FP are indicated on SW in a white square. Ordnance uses a TOP to BOTTOM (Gun Class; A-D over ROF, if any). Vehicle MG that have a ROF have it printed BEFORE the MG (EX: a 1-3 vehicle MG is a '3' Firepower with a ROF of '1').

VAR1.16 CLASS: MMC Class is indicated in the upper right-hand corner of the front of the counter in a small type.

VAR1.17 UNRELIABLE WEAPONRY: Any Unreliability (B#) number is found on the front of the counter in red letters on in a white circle.

VAR1.18 PORTAGE: The Portage number is found on the front of the counter in a the following format: [Portage Number]P.

VAR1.19 TYPE: The Type of weapon is indicated by standard abbreviations such as ATR for Anti-Tank Rifle, MTR for Mortar, etc.

VAR2.1 AFV/VEHICLES: The presentation of Vehicles/AFV is new to the CH VARIANT system.

VAR2.11 GUN CALIBER CLASS: Four classes of Gun Caliber are presented, rated from A-D (best to worst). An 'A' rated gun is the equivalent of an "LL" gun; a 'B' to an 'L', and so on. The gun size in millimeters is found on the counter in a large type. The Gun Caliber Class can be found to the right of the gun size, as superscript.

VAR2.12 RATE OF FIRE: The Rate of Fire can be found to the right of the gun size, as subscript.

VAR2.13 TURRET TYPE: Turret Types range from 'fast' to small, one-man turrets. A thin black circle around the gun size denotes the most effective type, a fast turret; a thin white circle a slow turret, with a thick white circle and dashed

thick white circle denoting restricted and one-man slow turrets.

VAR2.14 RELATIVE TARGET SIZE: On targets that are rated 'smaller' or 'larger' than average, a circular aiming sight is found on the counter. If the aiming sight has a small white center with a '-' sign in its left-bottom quadrant, the target is 'small'; a large white circle and two '-' signs (in the bottom two quadrants) is small x 2. The same goes for large targets, substituting a red center in the aiming sight.

VAR2.15 MACHINE GUNS: Machine guns on a vehicle are denoted by the use of a 'T' in the lower right of the counter. The 'top' of the 'T' is any Coaxial machine-guns; bottom left is any Bow machine-guns and bottom right is any antiaircraft machine guns. If any of these MG are a Main Armament, they will be printed in white inside a Green circle. Any Rate of Fire for such MG is denoted in the same fashion as on a SW counter (i.e., [ROF] - [FP]).

VAR2.16 ARMOR FACTORS: Armor Factors are presented on the top and bottom of a horizontal line as follows: [FRONT AF] / [SIDE-REAR AF]. Any vehicle that is un-armored is indicated with "UA" on the counter. Increased or decreased armor protection for a particular facing is denoted by the use of an ▲ icon for superior/increased armor and ▼ for inferior/decreased armor.

VAR2.17 MOVEMENT POINTS: Movement points for a vehicle are found inside a large oval on the front of the counter. A red '*' (asterisk) inside the oval indicates an unreliable (red) MP vehicle.

VAR2.18 OPEN/CLOSED TOP AFV: A gray movement icon = Close Topped; a white movement icon = Open Topped. A yellow movement icon indicates the vehicle uses TRUCK type MP.

VAR2.19 PORTAGE AND TOWING: The ratings for these capabilities are found on the front or back of the vehicle counter in a large Blue type, presented in the following manner: [Portage] - [Tow].

VAR2.2 HE/AP ONLY: An 'HE' or 'AP' above the gun size is the equivalent of an OVERSCORE (HE only) or UNDERSCORE (AP only).

VAR2.21 INHERENT FIRE VALUE: These are provided above the gun size in a large Red type.

VAR2.22 UNRELIABILITY OF GUN: Denoted in the same manner as a SW. A Blue number indicated Low Ammunition. A lower case 'x' after the number indicates it is an elimination number instead.

VAR2.23 NATIONALITY OF MANUFACTURE: A small '(a)', '(b)', '(f)', '(r)', and so on, indicates the country of manufacture.

VAR3.1 GUNS: The presentation of GUNS is new to the CH VARIANT system.

VAR3.2 PREVIOUS RULES APPLY: The above-listed rules (VAR1.-3.1) apply to GUNS with the following additions.

VAR3.3 MANHANDLE: This factor is found on the back of the GUN in the following format: [Manhandle Number]M.

VAR3.3 SPECIAL AMMUNITION: On the back of counters APCR, H (for HEAT), Canis (for Canister), and son on, are listed for Special Ammunition types. A limit on HE is listed as 'HE#'.

Spraying Fire (white dot behind SMG icon denotes no Assault Fire)

Unit ID #

Smoke Exponent

Firepower

MMC Unit Class

Morale Level (asterisk signifies underlined)

Range

Leadership DRM

Weapon Type

Unit ID

Firepower

Portage #

Maximum Range

X #

Portage #

HE only (same as overscore)

Gun Size

ROF

Minimum Range

Maximum Range

Gun Class = D

Portage Points

Firepower

ROF

Gun Type = ART

Maximum Range

Large Target

Gun Size

Circled B# = 11

Gun Class = B (and absence of ROF means no additional ROF available)

Slow Turreted MA

Small Target (white dot and '+' in reticle)

Gun Size = 76

Small Target (white dot and '+' in reticle; double small = large white circle and 2 x '+')

* = Self Rally

CH variant identifying dot

Circled B# = 11

Gun Rating = B

NT MA

ST MA

ROF

MG MA

CT AFV (gray icon)

Front AF with 'v' denoting Inferior Turret/Upper Superstructure

CoAxial MG = 4 with Rear CMG = 2

OT Vehicle (white icon)

ROF = 2

OT Vehicle (white icon)

Red '*' = Red MP

UA = Unarmored Target

Towing # = 6

May Carry 9Portage Points

Truck Target Vehicle (yellow icon)

UA = Un-armored Target

Towing #

Front AF with 'v' denoting Inferior Turret/Upper Superstructure

Side/Rear AF

Large Target (red dot and '+' in reticle)

Black '*' = Stall MP

CMG

AAMG

BMG

OT HT vehicle (white with small circle in front of oval)

Firepower '3' with ROF '1' MA BMG (MA MG always in colored circle, otherwise normal B|C|AAMG)

Turret Type

FAST

SLOW

RESTRICTED SLOW

ONE MAN

Sniper Counter

GUN SIZE EQUIVALENT TABLE

GUN SIZE:	A	B	C	D
EQUIVALENT:	LL	L	-	*

EX: A 90B gun = 90L in ASLRB terms

CH VARIANT PLAY AID CARD