

CHITS & MARKINGS ON COMPANY TRAYS

Each company tray usually holds 2-4 platoon stands & their orders. A single platoon, with or without a tray, may be sent ahead or left behind.

Shape	Location	Contents	Color	Purpose	Example
Brown Mark, Edge	9-grid L-R	none	Brown	Location on grid denotes Morale # *	(1)
Brown Mark, middle	6-grid L-R	none	Brown	Location on grid denotes Quality *	(2)
Round, painted on tray	3 across Center	none	White	<i>Not used in 1st game; to show suppression</i>	(3)
Pair of Brown Marks	Rear	none	Brown	Select specific order by moving order indicator to partially/fully un/cover spots	(4)
Thick Round chit	Near/Over Pair of Brown Marks	one side with arrow, other side blank	Felt	Move Order Selector disk to partially/fully cover one/both/neither; Arrow side is direction for move orders, Blank side is non-move orders	(5)
Larger, Thin Chit	Over Order Selector	Cmdr's ID, other side PINNED	Felt	Place over Order Selector (above) to hide it. Flip to PINNED side if Cmdr is Pinned (unusable until unpinned).	(6)

Unit ID Various Shapes	Location	Contents	Color	Purpose is to show ID # or letter & subordination:	Example
Round chit	Front left	Brigade #	Felt	British Brigade or Axis Regiment	7
Square chit	Front right	Brigade #/Bn. #	Felt	Battalion... Example 7th Brigade's 6th Battalion	7/6
Rectangular chit	Rear right	Bde #/Bn#/Company #	Felt	Company... Example 7th Brigade's 6th Battalion's Company A	7/6/A
ID on chit <u>UNDERLINED</u>			Felt	Self-Ordered Recon Stand	<u>RH1</u>

* Place only on stands that are NOT the norm. The norm is shown only on the player's senior HQ tray starts on baseline. HQ tray may only be advanced element of senior HQ, rest of which may show up as reinforcements.

Examples:

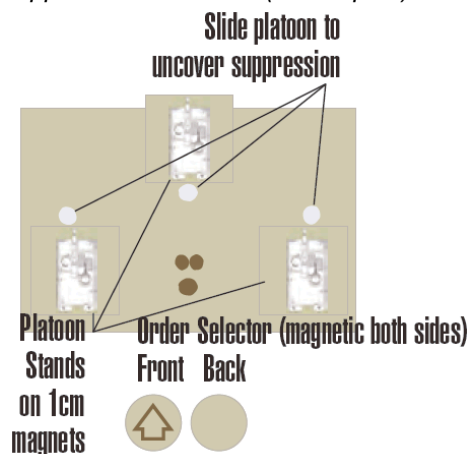
(1) Morale # by location of □:

3	4	5
6	7	8
9	10	11

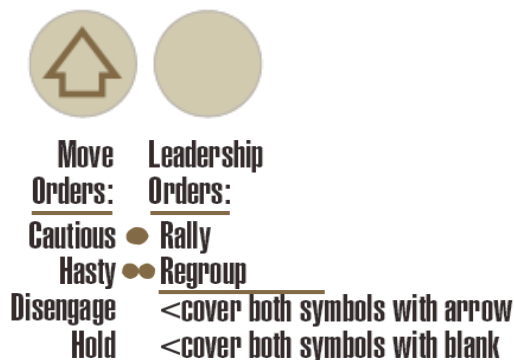
(2) Quality by location of ○:

Green	Trained	Regular
Experienced	Veteran	Elite

(3) Suppression indicators (white spots)



(5) Order Selector disk (front/back):



(4) Order (2 brown spots)

(6) Cmdr Disk

Cmdr ID on one side
Pinned on the other side

