

Morale

Place two counters to represent each side's current morale (for full & reduced)

Initiative

Place a blank counter to represent each side's current initiative (see reducing below)

Wanzer Grenadier



Maximum Sighting Range

Day
12 hexes
 Dusk or Dawn
 Per Scenario
1 hex
 Night

Add 6 hexes for every level (20 meters) above the unit being spotted

GERMAN

MORALE
 9 / 9
 8 / 8
 7 / 7
 6 / 6
 5 / 5
 4 / 4
Full / Reduced

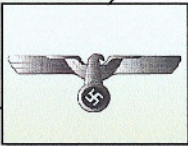
Initiative
 5
4
3
2
1
0
Place lost units here

SOVIET

Initiative
 5
4
3
2
1
0
Place lost units here

MORALE
 9 / 9
 8 / 8
 7 / 7
 6 / 6
 5 / 5
 4 / 4
Full / Reduced

Road to Berlin



TURN RECORD



Initiative is reduced by one for every # of combat steps lost

1 2 3 4 5 6 7 8

tanks count double; wagons and trucks don't count

Initiative is reduced by one for every # of combat steps lost

10 9 8 7 6 5 4 3

tanks count double; wagons and trucks don't count