PHOENIX COMMAND

MECHANIZED
PLAYING AIDS

LEADING EDGE
GAMES

These Playing Aid Counters are used to streamline play of the Phoenix Command Mechanized Combat System (called PC Mechanized, for short.) In general, the Counters replace the record keeping that Players would otherwise have to do, including keeping track of Aim Times, Crew Status, and so forth. This Tip Sheet covers the ways the Counters are designed to be used, as well as some ideas about game play and Scenarios. First, an overview of the Counters.

The Counters

There are two sheets of Counters, each printed on two sides. There are five different color combinations on the Counters, and each is used for a different purpose in the game.

White Counters with Black printing are for general use, and include Aim Time, Firing and Reloading, and similar items.
Light Gray Counters with Black printing are for marking a Vehicle's Position, such as Hull Down, Turret Down, and so forth.
Dark Gray Counters with Black printing describe a Vehicle's Physical Status, including Crew Incapacitation and Systems damaged.
Dark Gray Counters with White printing are used for Infantry Squads, and track their Position, Movement, and Morale.
Black Counters with White printing indicate a Vehicle's Movement Speed.

Using the Counters

In general, Players will place the Counters on the Map next to the various Vehicles to note their conditions or activities during the course of the game. Counters are placed and removed as the game goes on, in keeping with changing conditions, and should always be placed as closely as possible to the Vehicle they apply to. The uses of most of the Counters are pretty obvious, but to eliminate any questions each Counter type will be described. Some Counters have the same printing on both sides, but others have different but related printing on the two sides. For example, the Black Counters with **Speed 1** on one side have **Speed 2** on the other.

Aim Time: These are the Counters that only have numbers on them, and although they are specifically for marking Aim Times, they can obviously be used for any other purpose that involves keeping track of Actions or time; some of these purposes are described later. For Aim Time uses in Phase by Phase play, put the Counter with the number of Phases of Aim Time the Vehicle has accumulated next to its marker or miniature. As the Vehicle increases the number of Phases devoted to its Aim, change the Counter accordingly. For convenience, the front and back of each Aim Time Counter are different numbers; 1 on the front and 2 on the back, for example.

Alternatively, in Turn by Turn play the Aim Time Counters can be used to mark the next Phase that the Vehicle can fire in, since Vehicles often fire as fast as their Rate of Fire allows. For example, a Vehicle with a Rate of Fire of 3P (3 Phases) fires on Phase 4 of a Turn; it will fire again on Phase 3 of the next Turn, so a 3 Counter is placed next to it. For weapons with a slow Rate of Fire, just use any Counter higher than 4 to indicate each full Turn that the Vehicle will spend preparing to fire again. For example, for a weapon with a Rate of Fire of 10P, two Counters with 5 or more on them would be used, plus a 2 Counter; each Turn one of the 5+ Counters would be removed, until the Vehicle was ready to fire.

Missiles 1 to 14 and **Missile Targets 1 to 14:** The Missile Counters are used to mark the location of Anti-Tank and other Missiles as they move across the Map, while the Missile Target Counters are used to define which Vehicle is targeted by each Missile.

Smoke Source and **Smoke:** These Counters are used to mark the location where any Smoke Launcher or Smoke Grenade has been used. All further expansion of the Smoke screen will be based off this location, and the Counter stays on the Map until the Smoke dissipates. The Smoke side of the Counter is used to mark any additional Mech Hexes that the Smoke spreads into.

Spotted: This Counter is placed next to any Vehicle that has been Spotted by the opposition, and is most important when just one or a few Vehicles that are part of a larger group have been Spotted.

Firing: This is used to show which Vehicles are Firing their weapons, and are consequently more likely to be Spotted.

Reload: One of these is used to indicate that a Vehicle or Infantry Squad is Reloading a weapon; this will usually be a Missile weapon, such as a Dragon Anti-Tank Missile. An Aim Time Counter for the number of Phases it takes to Reload the weapon should be placed next to this Counter, and should be reduced Phase by Phase until the combatant has spent the necessary time. At that point, the last Aim Time Counter and the Reload Counter are removed, and the combatant's weapon is Reloaded.

Hull Down, Prtl Hull Down, Turret Down, Concealed: These are used to show how much of the Vehicle is visible to the enemy; "Prtl" is short for Partial.

Open Hatch: This Counter is placed next to any Vehicle that is operating with an Open Hatch. It is most important when Artillery Fire Missions are being called in near the location, or if the Vehicle is under Small Arms fire.

Mobility Kill, Gun Kill, Engine Kill and **Missile Kill:** These Counters are used to indicate if any Systems have been destroyed on the Vehicle. Note that Missile Kill is used only for Vehicles that have separate Missile Systems.

Gunner Inc., Loader Inc., Cmdr Inc., Driver Inc., and **Hull Gnr Inc.:** These are used for any Crew Members who have been Incapacitated. Commander has been abbreviated Cmdr, while Hull Gnr refers to Hull Gunners (commonly used in World War II Vehicles.) The Hull Gunner Counter can be used for any extra Crew Members that a Vehicle might have.

Abandoned, Burning, and **Exploded:** These are used to define the state of an incapacitated Vehicle. "Abandoned" is used for a Vehicle that has had the Crew flee and also when the entire Crew has been Incapacitated temporarily or permanently.

Single Spotter: This is used to show that a single member of an Infantry Squad is Spotting, while the rest of the Squad remains under cover.

Dispersed: These Counters mark Squads that are spread out across multiple Mech Hexes, as described in Section 5.3 of PC Mechanized. A Dispersed Counter means that the Squad has expanded into a line 3 Mech Hexes across; one hex on each side of the Dispersed Counter.

Looking and **Under Cover:** These Counters reflect whether the Squad is watching the rest of the battlefield (Looking) or is remaining concealed (Under Cover.) Note that the Single Spotter Counter is used for a related purpose.

Over Watch, Cautious Advance, and **Charge:** These Counters indicate the Movement Speed of an Infantry Squad.

Morale No Adv, Morale Failure, and **Rout**: These mark the Morale states described in PC Mechanized Section 5.3. The Morale No Adv Counter is used when a Squad has lost both its Squad Leader and Assistant Squad Leader, but has made its Morale Roll; the Morale Failure Counter is for any Squad that has failed its Morale Roll; and the Rout Counter is used for any Squad that fails its Morale Roll a second time.

Speed: These mark Vehicle Movement Speeds. Speed is rounded to the nearest 1 MH per Turn, and for convenience Players should round off Acceleration and Deceleration as well.

Stall 1, 2, and **3**, and **Stuck**: These are used to track the levels of being Stalled in difficult terrain, as described in Section 2.2 of PC Mechanized.

Playing Suggestions

The PC Mechanized Playing Aids do not greatly change the flow of the game, although they make it easier to keep track of forces. With the Playing Aids, a group of experienced players can run battles of up to Regiment size. A common and effective way of speeding play is to assume that Crew are automatically Incapacitated by any penetrating hit on a Vehicle, or that they will bail out of the Vehicle due to Morale Failure.

The biggest obstacle to a fast-running game is Artillery Fire, since it requires the coordination of PC Mechanized and the PC Artillery System, as well as keeping track of Plot Times, Fire Mission Times, and so forth. The following Tables present a form of the Artillery rules that makes the use of Artillery more convenient. Everything necessary is included, for players who do not have the PC Artillery System.

Due to space limitations, all Artillery is broken into just 3 classes of weapons (based on caliber), and only basic Artillery Fire Mission situations are covered. Expanded versions of these rules and Tables will appear in the **PC Mechanized Artillery and Indirect Fire Supplement**, along with specific data for each Artillery piece.

Artillery Rules Summary

When running Artillery fire, find the type of Fire Mission and follow the steps listed for it.

Target of Opportunity
* Find the Forward Observer's (FO's) Plot Time on the **Initial Call For Fire Table (1)**.
* After the Plot Time has passed, roll a ten-sided die and enter the appropriate column on the **Fire Mission Time Table (2)** after applying all of the applicable modifiers listed below the Table; the FSB Column is for fire from a Fire Support Base, while the Company Column is for Company-level Fire Support.
* After the Fire Mission Time has passed, the shells begin arriving in the target area. A barrage of shells lands at intervals equal to the artillery's Reload Time (RT) found on the **Artillery Effect Table (3)**.
* Using Table 3, find the barrage's Firepower against each Infantry Squad in the area by cross-indexing the Range from the Target Hex to the Squad. The normal Firepower rules of Section 5.3 are used to determine casualties.
* Determine damage to Vehicles as described below.

Pre-Plotted Fire
* First the FO calls in the Mission, which takes 1 Turn.
* The Battery then spends its Fire Mission Time.
* The effects of the Fire Mission are determined normally.

Adjustment Fire
This is used when fire is landing in the wrong area, or to follow enemy that are moving.
* The FO calls in the Adjustment, which takes 1 Turn.
* The Battery spends its Adjustment Fire Time, from the **Initial Call For Fire Table (1)**.
* The effects of the Fire Mission are determined normally.

Artillery vs. Vehicles
First determine if the Vehicle should be considered Armored or Lightly Armored against the incoming fire. To do this, check the typical Hull Side PF of the Vehicle; if the incoming fire is Mortar Rounds or Artillery up to and including 88mm, the Vehicle is considered Lightly Armored if the Hull Side PF is less than or equal to 2. If the incoming fire is 90 to 122mm, the Vehicle is considered Lightly Armored if the Hull Side PF is less than or equal to 9. If the incoming fire is larger than 122mm Artillery, the Vehicle is considered Lightly Armored if the Hull Side PF is less than or equal to 20. If the Hull Side PF is greater than the number listed, then the Vehicle is treated as Armored.

Damage: For each Salvo of Artillery fire, consult the part of the Artillery Effect Table (3) for the appropriate Gun Caliber. Make a 00 - 99 roll for each Vehicle in the area, using the column for the Range from the Vehicle to the Target hex. If less than or equal to the **Direct Hit Chance** is rolled, the Vehicle has been hit by a shell and PEN, PENF, and BC0 values are used to determine Vehicle damage as given in Section 6.7 of PC Mechanized. If the roll is greater than the Direct Hit Chance but less than or equal to the **Near Hit Chance**, a shell lands close to the Vehicle and has a chance of causing Suspension damage and Crew injury. A Near Hit is treated as a hit to the Road Wheel / Suspension by a non-penetrating explosive round with the BC0 listed in the Artillery Effect Table; use Table 3 of PC Mechanized to determine if the Vehicle has its Suspension Disabled. Normal chances of Crew Incapacitation from a non-penetrating explosive round also apply, using the rules of Section 4.10.

A Lightly Armored Vehicle may also be damaged by the artillery shell fragments. The most critical item is damage to the Crew itself and the **Light Vehicle Crew Inc** value on the table gives the chance that each Crew Member will be hit and incapacitated by a shell fragment. Roll a 00 - 99 number for each Crew Member. If less than or equal to the Light Veh Crew Inc value is rolled, the Crew Member is incapacitated. Vehicles with Wheels instead of Tracks automatically have their Wheels Disabled if the Light Veh Crew Inc value is greater than 30.

The Fire Power value gives the overall effective FP value for the Salvo and is used to determine casualties to Infantry following the rules of Section 5.3. This value is based on the nominal shell fall pattern for the six shells in the Salvo.

INITIAL CALL FOR FIRE TABLE / 1		
Grade	Plot Time	Delay for Adjustment Fire
Green	19T	9T 1P
Line	15T	9T
Crack	10T	8T 3P
Elite	9T	8T 1P
Guard	8T	8T

FIRE MISSION TIME TABLE / 2					
Roll	FSB	Company	Roll	FSB	Company
-3	162T	50T	9	40T	14T
-2	140T	42T	10	37T	14T
-1	120T	37T	11	35T	13T
0	105T	32T	12	32T	13T
1	95T	30T	13	30T	12T
2	85T	27T	14	27T	12T
3	75T	25T	15	25T	11T
4	67T	22T	16	22T	10T
5	57T	20T	17	20T	9T
6	52T	17T	18	17T	8T
7	47T	16T	19	15T	6T
8	42T	15T	20	12T	4T

Modifiers: +3 if the fire is called by an FO from the firing unit
+5 if the FO is in an airplane or helicopter
+6 if fire is Pre-Plotted
+7 if Battery is attached to caller's unit

ARTILLERY EFFECT TABLE; 6 GUN BATTERIES / 3						
		Target Range (MH)				
Gun Caliber		0	1	2	3	4
88mm or less	Direct Hit Chance	05	04	00	—	—
PEN	19					
PENF	8.3	Near Hit Chance	08	07	01	—	—
BC0	23H	Light Veh Crew Inc	04	02	01	—	—
RT	2P	Fire Power	5	4	1	—	—
90 - 122mm	Direct Hit Chance	06	06	00	—	—
PEN	32	Near Hit Chance	11	10	00	—	—
PENF	15	Light Veh Crew Inc	35	31	11	02	—
BC0	68H	Fire Power	43	35	15	1	—
RT	1T						
Over 122mm	Direct Hit Chance	05	04	00	—	—
PEN	64	Near Hit Chance	18	16	02	00	—
PENF	32	Light Veh Crew Inc	46	37	14	04	01
BC0	40K	Fire Power	88	78	34	11	3
RT	4T						

Hull Down	Hull Down	Hull Down	Hull Down	Hull Down	Hull Down	Hull Down
Hull Down	Hull Down	Hull Down	Hull Down	Hull Down	Hull Down	Hull Down
Concealed	Concealed	Concealed	Concealed	Concealed	Concealed	Concealed
Concealed	Concealed	Concealed	Concealed	Concealed	Concealed	Concealed
Open Hatch	Open Hatch	Open Hatch	Open Hatch	Open Hatch	Open Hatch	Open Hatch
Firing	Firing	Firing	Firing	Firing	Firing	Firing
Firing	Firing	Firing	Firing	Firing	Firing	Firing
Firing	Firing	Firing	Firing	Firing	Firing	Firing
Reload	Reload	Reload	Reload	Reload	Reload	Reload

Missile 1	Missile 2	Missile 3	Missile 4	Missile 5	Missile 6	Missile 7
Missile 8	Missile 9	Missile 10	Missile 11	Missile 12	Missile 13	Missile 14
Missile Target 1	Missile Target 2	Missile Target 3	Missile Target 4	Missile Target 5	Missile Target 6	Missile Target 7
Missile Target 8	Missile Target 9	Missile Target 10	Missile Target 11	Missile Target 12	Missile Target 13	Missile Target 14
Smoke	Smoke	Smoke	Smoke	Smoke	Smoke	Smoke
Smoke	Smoke	Smoke	Smoke	Smoke	Smoke	Smoke
Spotted	Spotted	Spotted	Spotted	Spotted	Spotted	Spotted
Spotted	Spotted	Spotted	Spotted	Spotted	Spotted	Spotted
Spotted	Spotted	Spotted	Spotted	Spotted	Spotted	Spotted

Speed 7	Speed 7	Speed 7	Speed 7	Speed 7	Speed 7	Speed 7
Speed 9	Speed 9	Speed 9	Speed 9	Speed 11	Speed 11	Speed 11
Speed 11	Speed 13	Speed 13	Speed 13	Speed 15	Speed 15	Speed 15
Stall 2	Stall 2	Stall 2	Stall 2	Stall 2	Stall 2	Stall 2
Stuck	Stuck	Stuck	Stuck	Stuck	Stuck	Stuck
Abandoned	Abandoned	Abandoned	Abandoned	Abandoned	Abandoned	Abandoned
Burning	Burning	Burning	Burning	Burning	Burning	Burning
Exploded	Exploded	Exploded	Exploded	Exploded	Exploded	Exploded
Abandoned	Abandoned	Abandoned	Abandoned	Abandoned	Abandoned	Abandoned

Single Spotter	Single Spotter	Single Spotter	Single Spotter	Single Spotter	Single Spotter	Single Spotter
Dispersed	Dispersed	Dispersed	Dispersed	Dispersed	Dispersed	Dispersed
Looking	Looking	Looking	Looking	Looking	Looking	Looking
Looking	Looking	Looking	Looking	Looking	Looking	Looking
Over Watch	Over Watch	Over Watch	Over Watch	Over Watch	Over Watch	Over Watch
Over Watch	Over Watch	Over Watch	Over Watch	Over Watch	Over Watch	Over Watch
Charge	Charge	Charge	Charge	Charge	Charge	Charge
Rout	Rout	Rout	Rout	Charge	Charge	Charge
Morale Failure	Morale Failure	Morale Failure	Morale Failure	Morale Failure	Morale Failure	Morale Failure

Missile 7	Missile 6	Missile 5	Missile 4	Missile 3	Missile 2	Missile 1
Missile 14	Missile 13	Missile 12	Missile 11	Missile 10	Missile 9	Missile 8
Missile Target 7	Missile Target 6	Missile Target 5	Missile Target 4	Missile Target 3	Missile Target 2	Missile Target 1
Missile Target 14	Missile Target 13	Missile Target 12	Missile Target 11	Missile Target 10	Missile Target 9	Missile Target 8
Smoke Source	Smoke Source	Smoke Source	Smoke Source	Smoke Source	Smoke Source	Smoke Source
Smoke Source	Smoke Source	Smoke Source	Smoke Source	Smoke Source	Smoke Source	Smoke Source
Spotted	Spotted	Spotted	Spotted	Spotted	Spotted	Spotted
Spotted	Spotted	Spotted	Spotted	Spotted	Spotted	Spotted
Spotted	Spotted	Spotted	Spotted	Spotted	Spotted	Spotted

Prtl Hull Down	Prtl Hull Down	Prtl Hull Down	Prtl Hull Down	Prtl Hull Down	Prtl Hull Down	Prtl Hull Down
Prtl Hull Down	Prtl Hull Down	Prtl Hull Down	Prtl Hull Down	Prtl Hull Down	Prtl Hull Down	Prtl Hull Down
Turret Down	Turret Down	Turret Down	Turret Down	Turret Down	Turret Down	Turret Down
Turret Down	Turret Down	Turret Down	Turret Down	Turret Down	Turret Down	Turret Down
Open Hatch	Open Hatch	Open Hatch	Open Hatch	Open Hatch	Open Hatch	Open Hatch
Firing	Firing	Firing	Firing	Firing	Firing	Firing
Firing	Firing	Firing	Firing	Firing	Firing	Firing
Firing	Firing	Firing	Firing	Firing	Firing	Firing
Reload	Reload	Reload	Reload	Reload	Reload	Reload

Single Spotter	Single Spotter	Single Spotter	Single Spotter	Single Spotter	Single Spotter	Single Spotter
Dispersed	Dispersed	Dispersed	Dispersed	Dispersed	Dispersed	Dispersed
Under Cover	Under Cover	Under Cover	Under Cover	Under Cover	Under Cover	Under Cover
Under Cover	Under Cover	Under Cover	Under Cover	Under Cover	Under Cover	Under Cover
Cautious Advance	Cautious Advance	Cautious Advance	Cautious Advance	Cautious Advance	Cautious Advance	Cautious Advance
Cautious Advance	Cautious Advance	Cautious Advance	Cautious Advance	Cautious Advance	Cautious Advance	Cautious Advance
Charge	Charge	Charge	Charge	Charge	Charge	Charge
Charge	Charge	Charge	Rout	Rout	Rout	Rout
Morale No Adv	Morale No Adv	Morale No Adv	Morale No Adv	Morale No Adv	Morale No Adv	Morale No Adv

Speed 8	Speed 8	Speed 8	Speed 8	Speed 8	Speed 8	Speed 8
Speed 12	Speed 12	Speed 12	Speed 10	Speed 10	Speed 10	Speed 10
Speed 16	Speed 16	Speed 16	Speed 14	Speed 14	Speed 14	Speed 12
Stall 1	Stall 1	Stall 1	Stall 1	Stall 1	Stall 1	Stall 1
Stall 3	Stall 3	Stall 3	Stall 3	Stall 3	Stall 3	Stall 3
Abandoned	Abandoned	Abandoned	Abandoned	Abandoned	Abandoned	Abandoned
Burning	Burning	Burning	Burning	Burning	Burning	Burning
Exploded	Exploded	Exploded	Exploded	Exploded	Exploded	Exploded
Abandoned	Abandoned	Abandoned	Abandoned	Abandoned	Abandoned	Abandoned

Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill
Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill
Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill
Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill
Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill
Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill
Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill
Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.
Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.

Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.
Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.
Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.
Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.
Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.
Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.
Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.
Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.
Missile Kill	Missile Kill	Missile Kill	Missile Kill	Missile Kill	Missile Kill	Missile Kill

Speed 1	Speed 1	Speed 1	Speed 1	Speed 1	Speed 1	Speed 1
Speed 1	Speed 1	Speed 1	Speed 1	Speed 1	Speed 1	Speed 1
Speed 1	Speed 1	Speed 1	Speed 1	Speed 1	Speed 1	Speed 1
Speed 3	Speed 3	Speed 3	Speed 3	Speed 3	Speed 3	Speed 3
Speed 3	Speed 3	Speed 3	Speed 3	Speed 3	Speed 3	Speed 3
Speed 3	Speed 3	Speed 3	Speed 3	Speed 3	Speed 3	Speed 3
Speed 5	Speed 5	Speed 5	Speed 5	Speed 5	Speed 5	Speed 5
Speed 5	Speed 5	Speed 5	Speed 5	Speed 5	Speed 5	Speed 5
Speed 5	Speed 5	Speed 5	Speed 5	Speed 5	Speed 5	Speed 5

1	1	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1
3	3	3	3	3	3	3
3	3	3	3	3	3	3
3	3	3	3	3	3	3
5	5	5	5	5	5	5
5	5	5	5	5	5	5
7	7	7	7	7	7	7

Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.
Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.	Gunner Inc.
Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.
Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.	Loader Inc.
Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.
Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.	Cmdr Inc.
Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.
Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.	Driver Inc.
Missile Kill	Missile Kill	Missile Kill	Missile Kill	Missile Kill	Missile Kill	Missile Kill

Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill
Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill
Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill	Mobility Kill
Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill
Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill	Gun Kill
Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill
Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill	Engine Kill
Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.
Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.	Hull Gnr Inc.

2	2	2	2	2	2	2
2	2	2	2	2	2	2
2	2	2	2	2	2	2
4	4	4	4	4	4	4
4	4	4	4	4	4	4
4	4	4	4	4	4	4
6	6	6	6	6	6	6
6	6	6	6	6	6	6
8	8	8	8	8	8	8

Speed 2	Speed 2	Speed 2	Speed 2	Speed 2	Speed 2	Speed 2
Speed 2	Speed 2	Speed 2	Speed 2	Speed 2	Speed 2	Speed 2
Speed 2	Speed 2	Speed 2	Speed 2	Speed 2	Speed 2	Speed 2
Speed 4	Speed 4	Speed 4	Speed 4	Speed 4	Speed 4	Speed 4
Speed 4	Speed 4	Speed 4	Speed 4	Speed 4	Speed 4	Speed 4
Speed 4	Speed 4	Speed 4	Speed 4	Speed 4	Speed 4	Speed 4
Speed 6	Speed 6	Speed 6	Speed 6	Speed 6	Speed 6	Speed 6
Speed 6	Speed 6	Speed 6	Speed 6	Speed 6	Speed 6	Speed 6
Speed 6	Speed 6	Speed 6	Speed 6	Speed 6	Speed 6	Speed 6

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These **Playing Aid Counters** streamline play of the **Phoenix Command Mechanized Combat System**, so players can run a Scenario with a minimum of record keeping. Instead of using Status Sheets, players just put Counters directly on the playing surface to keep track of what is happening. Included are Counters for:

- Vehicle Speeds
- Aim Times
- Vehicle Status, including Abandoned, Burning, Mobility Kill, Gun Kill, and others
- Hull Down and Turret Down Positions
- Missiles and Artillery Strikes
- Spotting
- Infantry Movement, Fire, Morale, and Cover

Over 500 Counters are included, providing markers for dozens of Vehicles and their supporting Infantry. There is also a **Tip Sheet**, with guidelines for **Mechanized** play and Scenarios, as well as how to use the Counters.

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