

Record Sheet AK 47		Name of Country		Battle Date		Political Type		Count down
Points spent on political manoeuvre		Status Attacker/Defender		Force Name		Final Victory points		33
								32
								31
								30
	What is in the unit		Unit Quality	Awarded attributes	Morale points		29	
Unit 1					1,2,3		28	
Unit 2					1,2,3		27	
Unit 3					1,2,3		26	
Unit 4					1,2,3		25	
Unit 5					1,2,3		24	
Unit 6 (This unit is only created through the political charts)					1,2,3		23	
								22
								21
								20
								19
								18
								17
								16
								15
								14
								13
								12
								11
								10
								9
								8
Flag							7	
							6	
							5	
							4	
							3	
							2	
							1	
							0	

Counters for “Double score events”

DOUBLE 1 AMMUNITION PROBLEMS -2 on firing dice total	DOUBLE 1 AMMUNITION PROBLEMS -2 on firing dice total	DOUBLE 1 AMMUNITION PROBLEMS -2 on firing dice total	DOUBLE 1 AMMUNITION PROBLEMS -2 on firing dice total
DOUBLE 2 CAUTION/ CONFUSION -2 on movement dice total	DOUBLE 2 CAUTION/ CONFUSION -2 on movement dice total	DOUBLE 2 CAUTION/ CONFUSION -2 on movement dice total	DOUBLE 2 CAUTION/ CONFUSION -2 on movement dice total
DOUBLE 3 VEHICLE BREAKDOWN Professionals re start on 4,5,6.	DOUBLE 3 VEHICLE BREAKDOWN Professionals re start on 4,5,6.	DOUBLE 3 VEHICLE BREAKDOWN Professionals re start on 4,5,6.	DOUBLE 3 VEHICLE BREAKDOWN Professionals re start on 4,5,6.
DOUBLE 4 ARTILLERY/ AIR SUPPORT	DOUBLE 4 ARTILLERY/ AIR SUPPORT	DOUBLE 4 ARTILLERY/ AIR SUPPORT	DOUBLE 4 ARTILLERY/ AIR SUPPORT
DOUBLE 5 SNEAK MOVEMENT +5 to movement dice total	DOUBLE 5 SNEAK MOVEMENT +5 to movement dice total	DOUBLE 5 SNEAK MOVEMENT +5 to movement dice total	DOUBLE 5 SNEAK MOVEMENT +5 to movement dice total
DOUBLE 6 EXTRA DETERMINATION +2 to firing dice total	DOUBLE 6 EXTRA DETERMINATION +2 to firing dice total	DOUBLE 6 EXTRA DETERMINATION +2 to firing dice total	DOUBLE 6 EXTRA DETERMINATION +2 to firing dice total