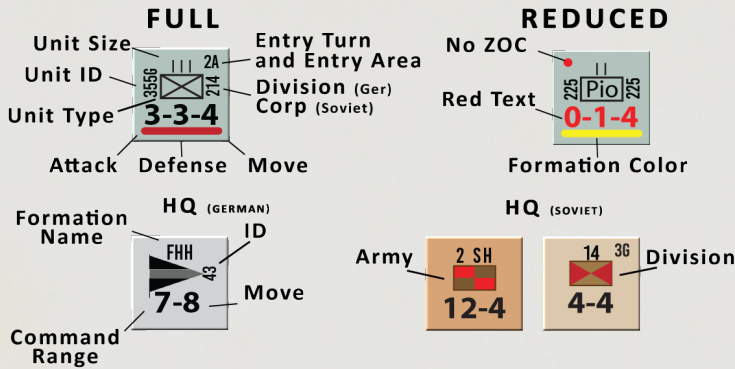


ACROSS THE NARVA

2.7 Counters

Unit Information

All units have information printed on them that represent the characteristics of the unit.



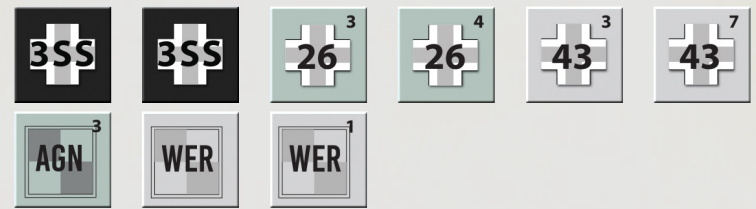
Command Chits

Command Chits are used to activate specific HQs, which in turn allow combat units under their command to move and attack. See 4.0

SOVIET



GERMAN



Mechanized Units

GERMAN	SOVIET
TANK	
PANZER GRENADIER	ASSAULT GUN
MOTORIZED	

Non-Mechanized Units

INFANTRY	Unit Size
MARINE	XX Division
PIONEER	X Brigade
CAVALRY	III Regiment
ENGINEER	II Battalion
	KG Kampfgruppe

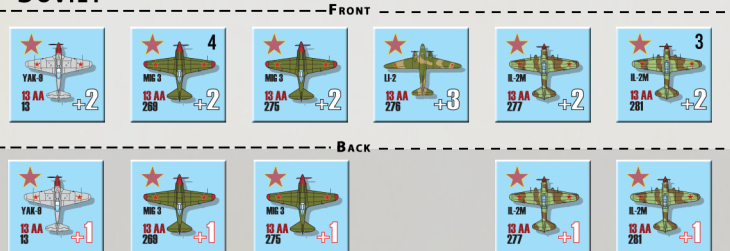
Air Units

Air units are used to influence attacks by providing column shifts. Air units can perform a Normal or Full Attack. A Full Attack uses the combat modifier on the front side of the air unit and the air unit will not be available the following turn. A Normal Attack uses the combat modifier on the back side of the air unit and will be available next turn. See 12.0

GERMAN



SOVIET



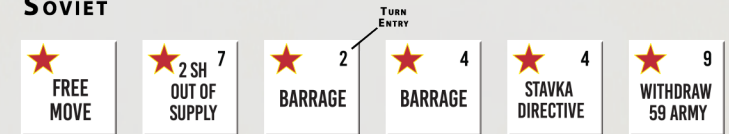
Action Chits

Action Chits represent special events that can happen during a turn. See 2.5

GERMAN



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Markers

Markers represent non-combat units and are used to record various game information.

