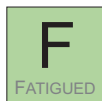
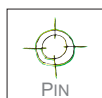




Prone Soldier [stance]



Soldier is Fatigued



Pinned Morale Failure



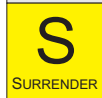
Broken Morale Failure



Shaken Morale Failure



Hesitate Morale Failure



Surrender Morale Failure



Panic Morale Failure



Prisoner



Killed in Action



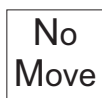
Incapacitated



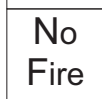
Wounded



Walking Wounded



No Movement [event]



No Fire [event]



UnButton Vehicle Speed



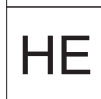
Buttoned Up Vehicle Speed



Armour Piercing Round



Improved Armour Piercing Round



High Explosive Round



High Explosive Anti-Tank Round



Gun Loaded



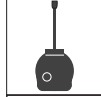
Gun Not Loaded



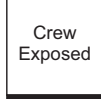
Vehicle Bugged



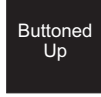
Vehicle Immobilized



Vehicle Turret



Crew Exposed
(vehicle not moving)



Crew Buttoned Up
(vehicle not moving)



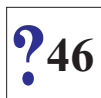
Spotted and Identified



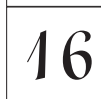
Not Spotted



Spotted and Not Identified



Hidden Unit



Miscellaneous Counter



Malfunction Mishap



Jam Mishap



ReLoad Mishap



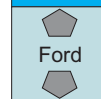
Fire Lane



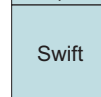
River Current



Soldier Swimming



River Ford



River Current



Stream Depth



Mine or Minefield



Fire



Demolition Charge
Booby Trap



Miscellaneous Counter



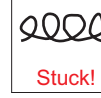
Miscellaneous Counter



Battlefield Promotion
Medal Awarded



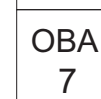
Basement



Soldier Stuck in Wire



Artillery/Mortar Drift



Artillery Location Marker