

Quick counter notes

There are 5 pages of counters:

- general game counters, for 20mm bases
- general game counters, for 25mm bases
- apocalypse game counters, for 20mm bases
- apocalypse game counters, for 25mm bases
- super-heavy hull points / structure points counters (go onto 40mm bases)

The counters should ideally be self-explanatory: they show what a unit / character / vehicle has done during a given phase, and (in a number of cases) the consequences.

As far as the apocalypse counters are concerned, I've used:

- the skulls to denote Wounds lost by gargantuan creatures,
- the 8-pointed stars to denote Hull Points,
- the gears to denote Structure Points.

During our latest game, I've moved to the counters on the last page: the idea is to plastify them, and tick off hull points / structure points (3 hull points = 1 structure point) with an erasable marker. There are two types of markers: one for 2 structure points, one for 3. Obviously they can be combined for super-heavies with more than 3 SPs.







Fonts

The missile on the Interceptor token comes from the [Carr Space](#) font (freeware!). The skull and gear come from the [Menlo](#) font.

	Shaken Snapshots Only	Shaken Snapshots Only	Shaken Snapshots Only	SMOKE NO SHOOTING COVER 5+	SMOKE NO SHOOTING COVER 5+	SMOKE NO SHOOTING COVER 5+
	Stunned Snapshots Only No Moving	Stunned Snapshots Only No Moving	Stunned Snapshots Only No Moving	RAN NO ASSAULT	RAN NO ASSAULT	RAN NO ASSAULT
	Weapon Destroyed	Weapon Destroyed	Weapon Destroyed	GROUND SNAPSHOT / OVERWATCH ONLY +1 COVER	GROUND SNAPSHOT / OVERWATCH ONLY +1 COVER	GROUND SNAPSHOT / OVERWATCH ONLY +1 COVER
	Weapon Destroyed	Weapon Destroyed	Weapon Destroyed	Falling Back Snapshots / Overwatch only	Falling Back Snapshots / Overwatch only	Falling Back Snapshots / Overwatch only
	Immo- bilised	Immo- bilised	Immo- bilised	BLIND WS1 BS1	BLIND WS1 BS1	BLIND WS1 BS1
	Wrecked Difficult Dangerous Cover 5+	Wrecked Difficult Dangerous Cover 5+	Wrecked Difficult Dangerous Cover 5+	SOUL BLAZE 4+ D3 S4 AP 5 HITS	SOUL BLAZE 4+ D3 S4 AP 5 HITS	SOUL BLAZE 4+ D3 S4 AP 5 HITS
	COMBAT SPEED	COMBAT SPEED	COMBAT SPEED	EVADE JINK SNAPSHOTS ONLY	EVADE JINK SNAPSHOTS ONLY	EVADE JINK SNAPSHOTS ONLY
	CRUISING SPEED	CRUISING SPEED	CRUISING SPEED	Interceptor 	Interceptor 	Interceptor 
	FLAT OUT / TURBO- BOOST	FLAT OUT / TURBO- BOOST	FLAT OUT / TURBO- BOOST	Dangerous Terrain	Dangerous Terrain	Dangerous Terrain

Shaken Snapshots Only	Shaken Snapshots Only	Shaken Snapshots Only	SMOKE NO SHOOTING COVER 5+	SMOKE NO SHOOTING COVER 5+	SMOKE NO SHOOTING COVER 5+
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Weapon Destroyed	Weapon Destroyed	Weapon Destroyed	GROUND SNAPSHOT / OVERWATCH ONLY +1 COVER	GROUND SNAPSHOT / OVERWATCH ONLY +1 COVER	GROUND SNAPSHOT / OVERWATCH ONLY +1 COVER
Weapon Destroyed	Weapon Destroyed	Weapon Destroyed	Falling Back Snapshots / Overwatch only	Falling Back Snapshots / Overwatch only	Falling Back Snapshots / Overwatch only
Immo- bilised	Immo- bilised	Immo- bilised	BLIND WS1 BS1	BLIND WS1 BS1	BLIND WS1 BS1
Wrecked Difficult Dangerous Cover 5+	Wrecked Difficult Dangerous Cover 5+	Wrecked Difficult Dangerous Cover 5+	SOUL BLAZE 4+ D3 S4 AP 5 HITS	SOUL BLAZE 4+ D3 S4 AP 5 HITS	SOUL BLAZE 4+ D3 S4 AP 5 HITS
COMBAT SPEED	COMBAT SPEED	COMBAT SPEED	EVADE JINK SNAPSHOTS ONLY	EVADE JINK SNAPSHOTS ONLY	EVADE JINK SNAPSHOTS ONLY
CRUISING SPEED	CRUISING SPEED	CRUISING SPEED	Interceptor 	Interceptor 	Interceptor 
FLAT OUT / TURBO- BOOST	FLAT OUT / TURBO- BOOST	FLAT OUT / TURBO- BOOST	Dangerous Terrain	Dangerous Terrain	Dangerous Terrain

	Drive Damaged Half Speed		Drive Damaged Half Speed		Drive Damaged Half Speed					
	Drive Damaged Half Speed		Drive Damaged Half Speed		Drive Damaged Half Speed					
	DAMAGE CONTROL		DAMAGE CONTROL		DAMAGE CONTROL					
										
										
										
										
										
										

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DAMAGE CONTROL	DAMAGE CONTROL	DAMAGE CONTROL	