

3/1 D3 M2 INFANTRY  
 3/1 D3 M2 INFANTRY  
 3/1 D3 M2 INFANTRY  
 3/1 D3 M2 INFANTRY

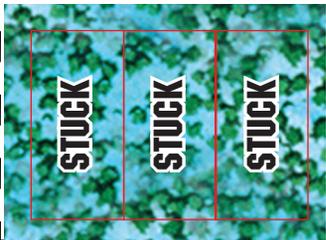
3/1 D3 M2 INFANTRY  
 3/1 D3 M2 INFANTRY  
 1/1 D1 M2 MARINES  
 1/1 D1 M2 ENGINEERS

1/1 D1 M2 INFANTRY  
 1/1 D1 M2 INFANTRY  
 1/1 D1 M2 INFANTRY  
 3/4 D2 M2 MISSILE TANK

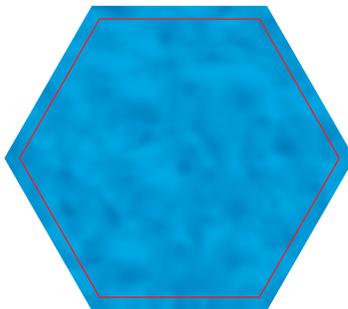
3/1 D3 M2 MARINES  
 3/1 D3 M2 MARINES  
 1/1 D1 M2 INFANTRY  
 3/4 D1 M2 HW TEAM  
 3/4 D1 M2 HW TEAM

D2 M2/1 GEV-MCP  
 D2 M2/1 GEV-MCP

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1/0 M0  
 4/5 M4



SP 10  
 SP 30  
 SP 50  
 SP 70

6/8 D1 MO HOWITZER

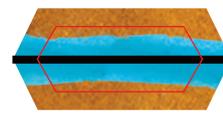
6/8 D1 MO HOWITZER

3/4 D2 M2 MISSILE TANK

D3 TRAIN

4/2 D3 M3 HEAVY TANK

PIKEMAN



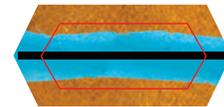
9/6 D2 M1 MOBILE HWZ

9/6 D2 M1 MOBILE HWZ

6/3 D5 M3 SUPERHEAVY  
 \* 2 AP

6/3 D5 M3 SUPERHEAVY  
 \* 2 AP

D1 M3-2 HOVERTRUCK



2/2 D2 M3 LIGHT TANK

2/2 D2 M3 LIGHT TANK

2/2 D2 M3 LIGHT TANK

2/2 D2 M3 LIGHT TANK

1/2 D2 M3-2 GEV-PC

1/2 D2 M3-2 GEV-PC

1/2 D2 M3-2 GEV-PC

1/2 D2 M3-2 GEV-PC

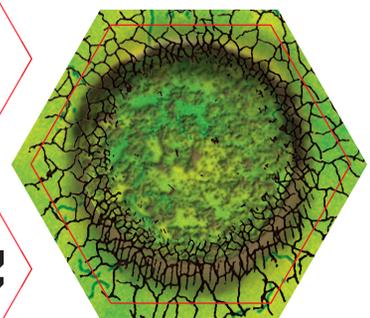
2/8 D1 MO LAD

2/8 D1 MO LAD

2/8 D1 MO LAD

4/2 D3 M3 HEAVY TANK

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This sheet contains various game components for the Anarchy Relief Front, including:

- Units and Models:** GEV-PC, MOBILE HWZ, HOWITZER, MISSILE TANK, SUPERHEAVY, TRAIN, LAD, HOVERTRUCK, MARK I, LIGHT TANK, and JMW-139.
- Status and Effects:** Disabled, Destroyed, Overrun, and Damaged.
- Counters:** Infantry, Marines, Engineers, and Missile Tank.
- Gameplay Elements:** Road Cut, SP (Supply Points) markers (80, 60, 40, 20), and a hexagonal terrain tile.

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