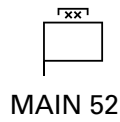


QUICK Organization Display

29 May 2023



MAIN 52

*HQ Unit: max 3
Enablers*

*Maneuver Unit:
max 3 Enablers,
Fatigue marker*

| | | | | |
|------------|------------|------------|------------|-------------|
| 1/52 | 2/52 | 2/53 | 2/25 | 99 Lt |
| 1/1/52 | 1/2/52 | 1/2/53 | 1/2/25 | 1/99 Lt |
| 2/1/52 | 2/2/52 | 2/2/53 | 2/2/25 | 2/99 Lt |
| 3/1/52 | 3/2/52 | 3/2/53 | 3/2/25 | 3/99 Lt |

SUPPLY

*(Reinforce:
discard RED cube, either put 1
Enabler in Available or put 1
unused cube in the Pool.)*

AVAILABLE

*(Redeploy:
discard RED cube, redistribute
a total of up to 3 Enablers
between in-command units of
up to 2 formations and/or
Available.)*

EXHAUSTED

*(Revive:
Discard RED cube, choose up
to 2 Enablers to put in
Available. (Fast Enablers:
allocate directly to in-
command units)*

QUICK Organization Display

29 May 2023



*HQ Unit: max 3
Enablers*

*Maneuver Unit:
max 3 Enablers,
Fatigue marker*



502 Med



503 Hvy



504 Lt



505 Lt



99 Lt



1/502



1/503



1/504



1/505



1/99 Lt



2/502



2/503



2/504



2/505



2/99 Lt



3/502



3/503



3/504



3/505



3/99 Lt



4/504



4/505

SUPPLY

*(Reinforce:
discard RED cube, either put 1
Enabler in Available or put 1
unused cube in the Pool.)*

AVAILABLE

*(Redeploy:
discard RED cube, redistribute
a total of up to 3 Enablers
between in-command units of
up to 2 formations and/or
Available.)*

EXHAUSTED

*(Revive:
Discard RED cube, choose up
to 2 Enablers to put in
Available. (Fast Enablers:
allocate directly to in-
command units)*