

























GERMAN FIRE CHART

Fire Dot in US-Occupied Hex	Fire by WN position or revealed reinforcement position	Fire by unrevealed reinforcement position	Ambush by unoccupied position (Turn 17 and later)
Intense Fire/Priority 1 	   BG BZ 3 BR 2		
Steady Fire/Priority 2 	US units of every type and target symbol lose a step.   	US units of every type and target symbol lose a step and are disrupted.   	One US unit of any type with the target symbol indicated on the fire card loses a step.
Sporadic Fire/Priority 3 	Non-armored US units with the target symbol indicated on the fire card lose a step.	Non-armored US units with the target symbol indicated on the fire card lose a step and are disrupted.	One US unit of any type with the target symbol indicated on the fire card is disrupted.

US WEAPONS CHART

Unit Type	Weapons and Equipment
 Full Strength Infantry	BZ – Bazooka DE – Demolitions BG – Bangalore Torpedo MO – Mortar
 Full Strength Ranger Infantry	BR – Browning Automatic Rifle RD – Radio
 Infantry with range of 2 attacking from adjacent hex	All of the above plus MG – Machine Gun
 Infantry with range of 2 attacking from non-adjacent hex.	BZ, MO, RD, BR and MG only
 Tank	AR – Artillery If within 3 hexes of target: BZ MG and BR
 Anti-Aircraft	MG and BR
 Artillery	AR, MO and DE
 Anti-Tank	AR and BZ
 Headquarters	RD
 Naval Fire Marker	NA – Naval Artillery AR and DE

A reduced strength infantry or ranger infantry unit has only the weapons listed on its counter. Units other than infantry possess the same weapons at reduced strength as they do at full strength. The *flanking* requirement (FL) is fulfilled in accordance with 8.22.

