

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 | 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. |
| Steady Fire/Priority 2 | 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. |
| Sporadic Fire/Priority 3 | Non-armored US units with the target symbol indicated on the fire card are 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.



AMPHIBIOUS RESULT TABLE

| TURN 1 | LANDING RESULT | | | |
|--|---|------------|---------------|--------------------------------------|
| Unit Type | A | B | C | D |
| Tank  | Delayed – place in Turn 2 space of the turn track | Eliminated | Lose one step | Lose 1 step and drift two boxes east |

| TURN 2 & 3 | LANDING RESULT | | | |
|---|-----------------------|----------------------|-----------------------|------------------------|
| Tank  | No Effect | Drift one box east | Lose one step | Drift three boxes east |
| Infantry (Except DG and CH beaches)  | Drift four boxes east | Drift two boxes east | Drift nine boxes east | No Effect |
| Infantry (DG and CH beaches only)   | No Effect | Drift one box east | Drift four boxes east | Drift one box west |

If drift causes a unit to shift beyond the eastern-most beach approach box, the unit is delayed - place it two turns ahead on the Turn Track.

| TURN 4-14 | LANDING RESULT (* MINE EXPLOSION POSSIBLE TURNS 7-14) | | | |
|---|---|----------------------|-----------------------|--------------------|
| Infantry (All beaches)   | No Effect <i>Ranger infantry may voluntarily drift 1, 2, 3 or 4 boxes east</i> | Drift one box east | Drift four boxes east | Drift one box west |
| DUKW artillery  | Eliminated | Lose one step | Lose two steps | No Effect |
| Artillery, anti-aircraft and anti-tank      | Delayed – place three turns ahead on the turn track | Drift two boxes east | Lose one step | No Effect |

| TURN 15+ | LANDING RESULT (* MINE EXPLOSION POSSIBLE TURNS 15-22) | | | |
|---|---|--|----------------|---------------|
| DUKW artillery  | Eliminated | Lose one step | Lose two steps | No Effect |
| Artillery, anti-aircraft and anti-tank      | Delayed – place three turns ahead on the turn track | Delayed until June 7 – remove the unit from play | No Effect | Lose one step |

Infantry landing after Turn 14 do not check for landing hazards, but may strike a mine (5.15).
 Headquarters and generals do not check for landing hazards. If stacked with a unit that drifts, the HQ or general may drift with it.