

USA Infantry Table								
Element	Fire Power at Range						Morale	Notes
	0	30	100	200	300	400		
Regular '41-'42	4	2	1	-1			+3.8.2	r
Regular 43+	4	3	2	0			+3.8.2	e,l
Armored Infantry	4	3	2	0			+2.7.2	e
Marines '41-'42	5	2	1	-1			+1.7.2	r,l
Marines '44+	5	2	1	0			+1.7.2	e,2l
Marine '44 fireteam	2	1	0	-2			+1.7.2	e,l
B.A.R	1	1	0	-2	-3			LMG
M1919 .30 cal MG	0	2	2	0	-1	-2		MMG
M1917 .30 cal MG	0	2	2	1	0	-2		HMG
M2 .50 cal MG	0	2	2	1	0	-1		HMG

UK Infantry Table								
Element	Fire Power at Range						Morale	Notes
	0	30	100	200	300	400		
Regular Rifle to 43	4	2	1	-1			+2.9.2	r,l
Regular Rifle '43+	3	2	1	-1			+2.9.2	r,l
Elite Infantry	5	3	1	-1			+1.8.2	r,l
Gurka	5	2	0	-2			+1.8.2	r,l
Aus, NZ, Cn	5	2	1	-1			+2.8.2	r,l
Bren gun	1	1	1	-1	-2			LMG
Besa 7.92mm MG	0	2	2	0	-1	-2		MMG
Vickers .303 MG	0	2	2	1	0	-2		HMG

Russian Infantry Table								
Element	Fire Power at Range						Morale	Notes
	0	30	100	200	300	400		
Regular Rifle39-40	3	1	0	-2			+2.10.3	r,l
Regular Rifle '41	3	2	0	-2			+2.10.3	r,l
Regular Rifle '42	3	2	1	-1			+2.10.2	r,l
Regular Rifle43-45	4	2	1	-1			+2.10.2	r,l
Tankodesantnik	4	4	1				+1.10.1	s,l
Guards SMG 43+	5	4	1				+1.10.1	r,l
DP 7.62mm	1	1	1	-1	-2			LMG
Maximum M1910	0	2	2	0	-1	-2		MMG
SG-43	0	2	2	0	-1	-2		MMG
DSHK-39 12.7mm	0	2	2	1	0	-1		HMG

French Infantry Table								
Element	Fire Power at Range						Morale	Notes
	0	30	100	200	300	400		
Regular Rifle '40	3	2	1	-1			+2.10.3	r,l
Foreign Legion	5	3	1	-1			+1.7.1	r,l
Châtelleraut FM	1	1	1	-1	-2			LMG
Maxim M1910	0	2	2	0	-1	-2		MMG

German Infantry Table								
Element	Fire Power at Range						Morale	Notes
	0	30	100	200	300	400		
Regular '39-'42	3	2	1	-1			+1.9.2	r,l
Regular '43	4	2	1	-1			+2.9.2	r,l
Regular '44	4	2	1	-1			+2.9.2	r,l,P
Regular '45	3	2	1	-1			+3.10.2	r,l,P
Pz. Grenadier '42	4	2	1	-1			+2.9.2	r,2l
Pz. Grenadier '44+	4	2	1	-1			+2.9.2	r,2l,P
Pz. Gndr'44 fireteam	2	1	0	-2			+2.9.2	r,l
SS Rifle	4	2	1	0			+1.9.2	r,l,P
SS Pz. Grenadier	4	2	1	-1			+1.9.2	r,2l,P
SS SMG	4	4	1				+1.9.2	s,r,l
Fallschirmjäger	5	4	1				+1.9.1	s,r,l
Fallschirmjäger44+	5	3	2	0			+1.9.1	a,2l,P
Fsmjäger'44 fireteam	2	1	0	-2			+1.9.1	a,l,P
Volkstrüm	1	1	-1	-2			+4.10.4	r
Volksgrenadiers	2	2	0	-1			+3.10.3	r,l,P
Bipod MG-34	1	2	1	0	-2			LMG
Bipod MG-42	1	2	2	1	-1	-2		LMG
Tripod MG-34	0	2	2	1	0	-2		MMG
Tripod MG-42	0	3	2	1	0	-1		HMG

Italian Infantry Table								
Element	Fire Power at Range						Morale	Notes
	0	30	100	200	300	400		
Small squad to 42	3	2	1	-2			+2.10.2	r
Large squad to 42	4	3	1	-1			+2.9.2	r,l
Regular Rifle 42+	3	2	1	-2			+3.10.3	r,l
Paratroop	4	2	1	-1			+1.9.2	r,l
Breda 30 6.5mm	1	1	0	-2	-3			LMG
Breda 38 7.35mm	1	1	1	-2	-3			LMG
Fiat-Revelli 14/35	0	2	1	0	-2			MMG
Breda Model 37	0	2	2	0	-2	-3		HMG

Japanese Infantry Table								
Element	Fire Power at Range						Morale	Notes
	0	30	100	200	300	400		
Regular Rifle	4	2	1	-2			+1.9.1	r,l
Marine Rifle	5	3	1	-2			+1.8.0	r,l
Model 11 6.5mm	1	1	0	-2	-3			LMG
Model 99 6.5mm	1	1	1	-1	-2			LMG
Mode 92 7.7mm	1	1	0	-1	-2			MMG
Model 92 Lewis	0	2	2	0	-1	-2		MMG
Model 93 13mm	0	2	1	1	0	-1		HMG

Polish Infantry Table								
Element	Fire Power at Range						Morale	Notes
	0	30	100	200	300	400		
Regular Rifle '39	3	2	1	-2			+2.9.2	r,l
Cavalry '39	5	2	-1				+1.9.1	r
Wz. 28 BAR	1	1	0	-2	-3			LMG
Maxim M1910	0	2	2	0	-1	-2		MMG

Generic Team/Crew Table								
Element	Fire Power at Range						Morale	Notes
	0	30	100	200	300	400		
Scout team	0	0	-3				+2.10.3	r
Sniper team	0	0	-2	-3	-4		+3.10.3	r
Crew	0	-1					+2.10.3	
Flamethrower	7	6						3

Squad Morale (+a.b.c)
+a - If the killpower D10 roll is +a over the killpower the squad is broken. +4 over killpower suppresses one turn too.
b - Rally on this number or higher.
c - Dispersal number - When attempting to rally and this number or lower is rolled the element is removed from play.

Range of 0 indicates the bases are touching.

Notes:

r - rifle armed
s - sub-machinegun armed
e - semi automatic rifle armed
a - assault rifle armed
l - has own light machinegun
2l- unit has two LMGs
P - has quantity (3) of Panzerfausts
LMG - Light machinegun
MMG - Medium machinegun
HMG - Heavy machinegun
3 - attacks are permitted

Automatic Heavy Weapons									
Element	Fire Power at Range								Notes
	0	50	100	200	300	400	500	600	
12.7-13mm AAMG	0	2	2	1	0	-1	-2	-3	
twin 12.7-13mm	0	4	3	2	1	0	-1	-2	
14.5-15mm MG	0	2	2	1	0	0	-1	-3	
twin 14.5-15mm	0	4	4	2	1	1	0	-1	
20mm Cannon ¹	0	2	2	2	1	1	0	-1	HE
20mm Cannon ²	0	3	3	2	2	1	1	0	HE
37-40mm cannon	0	4	4	3	3	3	2	1	HE

Notes 1 - Tank and armor car guns and some AA guns.
2 - AA guns with high rate of fire. (Flak 38)
If twin guns not listed roll one time per barrel.
For triple roll one time on double and one time for on single.
For quad guns roll twice on twin barrel or 4 on single.

Infantry Fire Power Adjustment Factors	
Situation	Adjustment
Attacker squad moved and firing small arms.	-1
Attacker squad moved and firing LMG.	-2
Attacker element moved firing MMG, HMG.	-3
Attacker element suppressed.	-1
Attacker firing through each 12.5 of smoke.	-1

Infantry Target Kill Power Adjustment Factors	
Situation	Adjustment
Target moving 20 or more in the open.	+1
Target charging 20 or more in the open.	+2
Target riding on outside of AFV.	+2
Team sized not in contact with friendly squad.	+1
Target in woods and under HE attack without overhead cover.	+1
Target gun crew protected by gunshield.	-1
Target gun crew protected by emplacements.	-1
Target firing from trenches or foxholes.	-2
Target firing from open AFV	-1
Target stationary or ½ moving in woods.	-1
Target stationary or ½ moving in wooden or terra cotta buildings or ruins.	-1
Target stationary or ½ moving in stone or concrete buildings or rubble.	-2
Target stationary or ½ moving in heavy woods.	-2
Target stationary hiding in hard cover.	-3
Target is soft vehicle or animal/wagon transport.	+2

Notes:

Emplacements may include sandbags, gun pits, spider holes, stone walls. Various things that are bullet proof.

The protection of various buildings and walls, etc. is negated to 0 if the weapon can penetrate it.
Wood can be penetrated if the weapon penetrates .5cm.
Terra cotta or masonry is negated by 1cm penetration.
Stone or concrete is negated by 2cm penetration.

Optional Rule:

Casualty team sized elements that are killed while in contact with a squad can be rebuilt from squad personnel if in contact with (touching) the squad.
Roll a D10, on a 6 or better the team is rebuilt from troops of the squad. If the roll is 2-5 the team cannot be rebuilt. On a '1' the squad panics and is routed from the loss of the team.

Factors are additive.

Infantry Close Assault Tactics (CAT) Factor	
Situation	Factor
Assault on rear of AFV or rear of bunker.	+2
Assault on side of AFV or side of bunker.	+1
Assault on open topped AFV or open bunker.	+1
Assault on AFV which moved over 25 this turn.	-1
Assault on AFV which moved over 150 this turn.	-1
Target has 10-15 cm. armor on side to attacker.	-1
Target has over 15 cm. armor on side to attacker.	-2
Target using flamethrower within 25 of attacker.	-2
Target firing machineguns within 25 of attacker.	-1
Target firing HE within 25 of attacker.	-1
Target firing Nahverteidigungswaffe.	-1
Attacking squad moved over 10 this turn.	-1
Attacking squad moved charge move this turn.	-1
Attacking squad was overrun.	-2
Attacking squad using flamethrower.	+2
Attacking squad using satchel charges.	+2
Attacker using Molotov cocktails.	+1
Attacker not equipped with AT grenades.	-1
Attacking squad is elite.	+1
Attacking squad is green.	-1
Attacking squad is pinned.	-1
Attacking squad is suppressed.	-3
Both the attacking squad and the target did not move and started and ended turn in contact.	-2

Note:

All applicable factors are additive.

Infantry elements that are destroyed in any of the fire segments cannot CAT attack.

Infantry that are routed in the turn cannot conduct CAT attacks.

Close Assault Tactics Results			
Attacked by:	Damage As Per:		
		D	S
Squad weapons	Shell penetration	6	6
Molotov cocktail	open	Bail on 1-4 D10	7
	close	Bail on 1-2 D10	9
Flamethrower	open	Bail on 1-8 D10	3
	close	Bail on 1-5 D10	6
Demolition charge	Shell penetration	3	4

Shell penetration means roll a location D10 for a vehicle. If a bunker or pill box the D factor is the killpower on the infantry and the weapon enclosed. No protection adjustments are made for CAT attack results.

Infantry Weaponry - Anti-Tank Rifles																		
Mauser 1918	D	S	Na.	Date	Pen.			2	1.5	1		To Hit	1 ^{6.11}	3 ^{8.13}	6 ¹¹	9 ¹⁴	10 ¹⁵	11
RoF=6	8	-	G	'18	Range			150	350	500		Range	25	100	200	300	400	500
Panzerbüchse 38	D	S			Pen.		3	2	1.5	1		To Hit	1 ^{6.11}	3 ^{8.13}	6 ¹¹	9 ¹⁴	10 ¹⁵	11
RoF=6	8	-	G	5/39	Range		150	300	450	600		Range	25	100	200	300	425	600
Panzerbüchse 39	D	S			Pen.		3	2	1.5	1		To Hit	1 ^{4.7}	3 ^{6.9}	6 ^{9.12}	9 ¹²	10 ¹³	11 ¹⁴
RoF=9	8	-	G	4/40	Range		150	300	450	600		Range	25	100	200	300	425	600
Solothurn 20mm	D	S			Pen.	4	3	2	1.5			To Hit	1 ^{7.13}	3 ^{9.15}	6 ¹²	9 ¹⁵	10	11
RoF=5	8	15	G,I	'39	Range	150	300	550	750			Range	25	100	200	300	450	750
L-39 20mm	D	S	Na.	Date	Pen.	4	3	2	1.5	1		To Hit	1 ^{4.7}	3 ^{6.9}	6 ^{9.12}	9 ¹²	10 ¹³	11 ¹⁴
RoF=9	8	15	Fi	'39	Range	25	125	325	450	750		Range	25	100	200	300	450	750
Type 97 20mm	D	S	Na.	Date	Pen.	4	3	2	1.5	1		To Hit	1 ^{7.13}	3 ^{9.15}	6 ¹²	9 ¹⁵	10	11
RoF=5	8	15	J	11/39	Range	25	150	350	450	750		Range	25	100	200	300	450	750

Infantry Weaponry - Anti-Tank Rifles																		
Boys AT rifle	D	S	Na.	Date	Pen.			2	1.5	1	.5	To Hit	1 ^{6.11}	3 ^{8.13}	6 ¹¹	9 ¹⁴	10 ¹⁵	11
Mark 1 Cartridge	8	-	UK		Range			100	225	450	500	Range	25	100	200	300	400	500
Mark 2 Cartridge	8	-		11/41	Range			125	250	450	500							
Maroszek WZ35	D	S	Na.	Date	Pen.		3	2	1.5	1		To Hit	1 ^{7.13}	3 ^{9.15}	6 ¹²	9 ¹⁵	10	11
ROF=5	8	-	Po	'36	Range		50	100	200	500		Range	25	100	200	300	400	500
Sholoklov Mod39	D	S	Na.	Date	Pen.			2	1.5	1		To Hit	1 ^{7.13}	3 ^{9.15}	6 ¹²	9 ¹⁵	10	11
ROF=5	8	-	R	'39	Range			50	200	500		Range	25	100	200	300	400	500
PTRD-41	D	S			Pen.	4	3	2	1.5			To Hit	1 ^{7.13}	3 ^{9.15}	6 ¹²	9 ¹⁵	10	11
BS-32	8	15	R	12/41	Range	50	250	500	600			Range	25	100	200	300	425	600
BS-41	8	15		4/42	Range	150	375	600										
PTRS-42	D	S			Pen.	4	3	2	1.5			To Hit	1 ^{4.7}	3 ^{6.9}	6 ^{9.12}	9 ¹²	10 ¹³	11 ¹⁴
BS-32	8	15	R	1/42	Range	50	250	500	750			Range	25	100	200	300	450	750
BS-41	8	15		4/42	Range	150	375	625	750									

Notes:

Almost all effective Anti-tank rifles listed fire tungsten bullets which must use the APCR variable penetration table when hitting spaced armor.

Infantry Anti-Tank Weaponry - Machineguns																		
.30 cal, 7.62 - 8.0mm	D	S	Pen.					1	.5	To Hit	1 ^{3.5}	3 ^{5.7}	6 ^{8.10}	9 ¹¹	10 ¹²	11 ¹³		
RoF=ac	8	-	Range					100	300	Range	50	125	250	375	500	650		
.50 cal, 12.7 - 13.2mm			Pen.			2	1.5	1	.5	To Hit	1 ^{3.5}	3 ^{5.7}	6 ^{8.10}	9 ¹¹	10 ¹²	11 ¹³		
RoF=ac	8	15	Range			100	300	550	800	Range	50	125	275	450	600	800		
14.5mm - 15mm			Pen.			3	2	1.5	1	To Hit	1 ^{3.5}	3 ^{5.7}	6 ^{8.10}	9 ¹¹	10 ¹²	11 ¹³		
RoF=ac	8	15	Range			100	300	550	800	Range	50	125	275	450	600	800		

Machineguns are both an anti-personal and an anti-armor weapon. When firing at a vehicle a to-hit test must be made. When firing at infantry targets only killpower effect is used.

Infantry Anti-Tank Weaponry - H.E.A.T													
P.I.A.T.	D	S	Na.	Date	Pen.	10	To Hit	3	6	9	10	11	Note
RoF=1.5	6	10	Br	2/43	Range	all	Range	25	50	75	100	150	E,W
Bazooka M1	D	S	Na.	Date	Pen.	8	To Hit	3	6	9	10	11	
RoF=1.5	7	11	A	10/42	Range	all	Range	40	75	110	150	200	W
Bazooka M1A1					Pen.	10							
RoF=1.5	7	11	A	2/43	Range	all	Range	40	75	115	160	225	W
Bazooka M9					Pen.	11		3 ¹³	6	9	10	11	
RoF=2	7	11	A	2/44	Range	all	Range	45	90	150	200	250	W

Infantry Anti-Tank Weaponry - H.E.A.T													
Panzerfaust Klein	D	S	Na.	Date	Pen.	14	To Hit	3	6	9	10	11	Note
RoF=1	6	10	G	7/43	Range	all	Range	10	15	20	30	40	L
Panzerfaust/2 30					Pen.	20							
RoF=1	5	9	G	9/43	Range	all	Range	10	15	20	30	40	L
Panzerfaust 60					Pen.	20							
RoF=1	5	9	G	9/44	Range	all	Range	20	30	40	60	75	L
Panzerfaust 100					Pen.	20							
RoF=1	5	9	G	1/45	Range	all	Range	25	50	75	100	125	L
Panzerschreck 43					Pen.	12	To Hit	3	6	9	10	11	
RoF=1.5	6	10	G	9/43	Range	all	Range	30	60	100	120	150	W
Panzerschreck 54					Pen.	12	To Hit	3 ¹³	6	9	10	11	
RoF=2	6	10	G	1/44	Range	all	Range	45	90	150	180	240	W

Notes:

Due to the unreliability of these weapons is a '1' is rolled on the To-Hit die the weapon malfunctions or runs out of ammunition and the element using it has no more of this type weapon. In addition when a '6' is rolled for variable penetration the round is a dud and fails to penetrate any amount.

All these weapons have an additional +1 To-Hit when firing at a moving target.

W- Troops manning this weapon may not move at charge speed.

L - Limited supply. Squad may only fire 1-4 per game when available.

E- Weapon may be fired from an enclosed space. All other weapons need a large open area behind them to be fired.