

## Echelons of Fury - Second Edition (Clarifications)

Infantry Support Cards	Infantry			Grouped		Vehicle		AA	Leader Use	Country of Use	Notes
	Rarity	Attack	Defense	Attack	Defense	Attack	Defense				
British Bren Gun (MG)	U	1	-	-	-	-	-	-	Yes	US/Brit	Counts as .5 Support card
British PIAT	U	-	-	2	-	2	-	-	Yes	US/Brit	May be fired from transports
US .30 Cal. LMG	U	1	-	-	-	-	-	-	Yes	US	
US .50 Cal. HMG	R	2	1	-	1	-	1	-	No	US	
US Autorifleman (MG)	R	1	1	-	1	-	1	-	Yes	US	May also be played as a Combatant
US Bazooka	U	-	-	2	-	2	-	-	No	US	
US M3 (MG)	R	2	3	-	3	-	3	2	Yes	US/Brit	Transport , 1 Fuel
Smoke Grenades	U	-	1	-	1	-	1	-	Yes	US/Brit/Ger	No defense bonus against Mines, BoobyTraps
Fragmentation Grenades	U	1	-	1	-	1	-	-	Yes	US/Brit/Ger	
Wireless Radio	R	-	-	-	-	-	-	-	Yes	US/Brit/Ger	Allows Air Strike, Artillery Strike to be played
Flammenwerfer Flamethrower	VR	5	-1	5	-1	5	-1	-	No	US/Brit/Ger	See Alt Rules
Radio Net	VR	Units with Radio Net attached may not use maneuver card.						-	Yes	US/Brit/Ger	See Radio Net Notes
Medic Team	R	-	-	-	-	-	-	-	Yes	US/Brit/Ger	See Medic Team Notes
German MG-34 LMG	R	1	-	-	-	-	-	1	No	US/Ger	
German MG-42 LMG	U	2*	-	1~	-	-	-	-	Yes	US/Ger	* Infantry and Leaders only, ~Encumbered Units
German Panzerfaust	U	-	-	2	-	2	-	-	Yes	US/Brit/Ger	One time use, Discard after using. See Alt Rules
German Panzerschreck	U	-	-	3	-	3	-	-	No	US/Ger	
German Sdk-251 (MG)	R	2	3	-	3	-	3	2	Yes	Ger	Transport , 1 Fuel

Leaders/Infantry in Foxholes, Vehicles, Town or City terrain are considered Grouped Targets

Encumbered Combatant	Rarity	Ammo	Fuel	Attack	Defense						
US 57mm AT Gun	R	1	-	4	3						
US 81mm Mortar	R	1	-	2	1						Targets get no benefit from terrain
German 88mm ATG	VR	3	-	9	3						4 attack against Leaders/Infantry (Not Grouped) Targets

Encumbered units are considered Infantry for MG and Grouped Targets for Others

**Italic Bold-** May conflict with Original Rules such as Leader Support Card abilities

Alternate Rules:

**Support Weapons Notes-**Attack damage by Support Weapons of unmatched targets (Example: PIAT against Infantry, ATT:0 *see chart*) does not carry through to HQ unless defender is eliminated and HQ damaged by base attack (Weapon is considered unused as proper target did not present itself). Damage does carry through to HQ if undefended (HQ damage considered to be in Attackers favor). Example: If a Squad attacks with a MG and the Defender defends with an armored vehicle, the only damage applied to the vehicle is the Squad ATT: value. If the vehicle is destroyed, the MG ATT: value will be applied to the HQ only if there was any extra Squad ATT: value to apply to HQ. The MG ATT: value is negated if the vehicle survives or while eliminated, absorbs all of the Squad ATT: value (Attack has "stalled"). If the defender uses a vehicle and Infantry to defend, ALL ATT: values are used (even excess MG ATT: value to the vehicle if the Infantry is eliminated), with any extra going through to the HQ. The restriction on Support Weapons of unmatched targets also applies on Defense, but the HQ damage allocation does not apply.

**Panzerfaust Rule 1-**Panzerfaust Support card cost is a 0 Support card to Squad cards only but can be carried by ANY Squad unit that can carry a Support card (US/Brit/Ger) at 0 cost. For Leaders with the Panzerfaust Support card, the cost of 1 Support card is in effect.

**Panzerfaust Rule 2-**Panzerfaust Support Card may be "captured". If a Panzerfaust Support Card is unused in an attack/defense, (Such as the Support Weapons Notes above), and ALL units that "owned" the card for the attack/defense are eliminated, the Panzerfaust can be "captured" within the limits of Panzerfaust Rule 1 above. (The Panzerfaust can also be "re-captured") This rule only effects the Panzerfaust Support card and used with Panzerfaust Rule 1 above.

**Flamethrower Note-**Flamethrowers may only be used by individual Engineer Squad Units OR other Squad Units with attached Leaders. If attached leader is eliminated, Flamethrower must be discarded by Squad. i.e. Flamethrower Support card needs either proper training (Engineers) or guidance (Leadership). Leaders cannot use a Flamethrower as a Support Weapon.

**Radio Net Notes-**Radio Net Support card must be played on Leader or Squad Unit as one Support card, (Adding up to 3 Mortars), but Attack values of Unit are not added to Indirect fire of Mortars. If Unit is used on Defense, Mortar Defense values may be added. Mortar Attack values are ignored. (Smoke is assumed to be the defensive advantage.) If Unit with Radio Net Support card is destroyed, so is the Radio Net Support card. Mortars may remain as stand alone unit after the Defensive action if not selected as a casualty (Mortars would be selected as a casualty before HQ damage) Leaders may also command the 3 Infantry Squads allowed. (Radio Net with 3 Mortars are considered one Support card) Unit with Radio Net as a Support card may not use Maneuver Card to Attack. Once Radio Net is attached, it cannot be redeployed nor can the mortars.

**Medic Team Notes-**Effectively prevents Unit elimination unless unit becomes Air Strike, Artillery Strike, Air or Indirect fire Target during the remainder of the turn. Example: US Platoon Leader ATT:1/DEF:1 with US Autorifleman ATT:1/DEF:1 and attached US Regulars ATT:2/DEF:3 with Fragmentation Grenade Support card ATT:1/DEF:0 attacks (Total US ATT:5/DEF:5). German defends with Lieutenant ATT:1/DEF:1 with attached German Squad of Regulars ATT:2/DEF:3 with Medic Team Support Card (Total German ATT:3/DEF:4) . US damage allocation: 1 to US AutoRifleman (eliminated), 2 to US Squad (Now ATT:2/DEF:1) German damage allocation:1 to German Lieutenant (eliminated), 3 to German Squad (Now ATT:2/DEF:0 but Medic Team card now adds DEF:1 to prevent elimination). The German HQ takes the 1 remaining damage. If the turn were to end now the German Squad would recover to ATT:2/DEF:3 during the redeploy stage, however let us say the US player attacks indirect fire at the German Squad weakened to ATT:2/DEF:1 with an 81mm Mortar ATT:2/DEF:1. The damage allocated is 1 to the German Squad to eliminate it (the Medic Team is only good once per turn) and German HQ takes the 1 remaining damage.

Official Additional Rules:

US Squads may use any British, US, or German Support Weapons

German Squads may join 2 Like squads together as though a Leader was present, to Attack or Defend. Allocation of damage occurs as though a Leader was present. On Defense, if more than 2 Like Squads are used, a leader is required to allocate damage. (Attacks cannot occur with 3 Squads without a Leader.)

British Platoons (3 Squads and One Leader) gain bonus of +1 on the Attack and +1 on the Defense totals of the 3 Squads, Leader, and Support Weapons. This is for both Attack and Defense actions. No bonus for less than full Platoon.

Created by Ken Jarosz and credit Alan Arvold for a Like minds think alike