

## ★ ADDITIONAL EQUIPMENT V2.1

	HAND GRENADE	1  4+  4
	HMG	3  4+  4
	MORTAR	4  6+  3
	BAZOOKA	2  5+  6
	SNIPER	4  4+  2
	FLAMETHROWER	1  2+  2
	HIT THE DIRT!	+1/+0 for
	MG	2  7+  3
	HMG	3  4+  4
	MRL	4  6+  6
	SMOKE GRENADE*	0 +1/+1 for
*Lasts until the start of opponents turn.		
	SMOKE SCREEN* WEAPON	+2/+2 for
*Lasts until the start of the next proper turn.		

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	HAND GRENADE	1  4+  4
	HMG	3  4+  4
	MORTAR	4  6+  3
	BAZOOKA	2  5+  8
	SNIPER	4  4+  3
	FLAMETHROWER	1  3+  3
	HIT THE DIRT!	+1/+0 for
	MG	2  7+  3
	HMG	3  5+  5
	MRL	4  6+  6
	SMOKE GRENADE*	0 +1/+1 for
*Lasts until the start of opponents turn.		
	SMOKE SCREEN* WEAPON	+2/+2 for
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	HAND GRENADE	1  4+  4
	HMG	3  4+  4
	MORTAR	4  5+  3
	BAZOOKA	2  6+  7
	SNIPER	4  5+  2
	FLAMETHROWER	1  3+  3
	HIT THE DIRT!	+1/+0 for
	MG	2  8+  3
	HMG	3  6+  4
	MRL	4  7+  6
	SMOKE GRENADE*	0 +1/+1 for
*Lasts until the start of opponents turn.		
	SMOKE SCREEN* WEAPON	+2/+2 for
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	HMG	3  5+  4
	MORTAR	4  6+  3
	BAZOOKA	2  6+  8
	SNIPER	4  5+  3
	FLAMETHROWER	1  4+  3
	HIT THE DIRT!	+1/+0 for
	MG	2  8+  3
	HMG	3  6+  4
	MRL	4  6+  6
	SMOKE GRENADE*	0 +1/+1 for
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	HAND GRENADE	1  4+  4
	HMG	3  4+  4
	MORTAR	4  6+  4
	PTRD	3  5+  4
	SNIPER	4  3+  2
	FLAMETHROWER	1  3+  2
	HIT THE DIRT!	+1/+0 for
	MG	2  7+  3
	HMG	3  5+  4
	MRL	4  7+  6
	SMOKE GRENADE*	0 +1/+1 for
*Lasts until the start of opponents turn.		
	SMOKE SCREEN* WEAPON	+2/+2 for
*Lasts until the start of the next proper turn.		