

Morale

Place two counters to represent each side's current morale (for full & reduced)

Initiative

Place a blank counter to represent each side's current initiative (see reducing below)

Wanzer Grenadier




AMERICAN

MORALE	Initiative
9 / 9	5
8 / 8	4
7 / 7	3
6 / 6	2
5 / 5	1
4 / 4	0

Place lost units here

Full / Reduced



Maximum Sighting Range

Day	12 hexes
Dusk or Dawn	Per Scenario
1 hex	Night

Add 6 hexes for every level (20 meters) above the unit being spotted

GERMAN

MORALE	Initiative
9 / 9	5
8 / 8	4
7 / 7	3
6 / 6	2
5 / 5	1
4 / 4	0

Place lost units here

Full / Reduced

BATTLE of the BULGE

TURN RECORD

TIME TABLE

Initiative is reduced by one for every # of combat steps lost

1 2 3 4 5 6 7 8

tanks count double; wagons and trucks don't count

Initiative is reduced by one for every # of combat steps lost

10 9 8 7 6 5 4 3

tanks count double; wagons and trucks don't count