

FIRE TABLES

Panzer Grenadier

DIRECT FIRE TABLE

Fire Value	1	2	4	7	11	16	22	30	45+
Die Roll									
2	M	M1	M1	X	X	2X	2X	3X	3X
3	M	M	M	M2	M2	X	X	2X	3X
4	-	M	M	M1	M1	M2	X	X	2X
5	-	-	-	M	M	M1	M2	M2	X
6	-	-	-	-	-	M	M1	M1	M2
7	-	-	-	-	-	-	M	M	M1
8	-	-	-	-	-	M	M	M1	M2
9	-	-	-	-	M	M	M1	M2	M2
10	-	-	M	M	M1	M1	M2	X	X
11	M	M	M1	M1	M2	M2	X	2X	2X
12	M	M1	M2	M2	X	X	2X	2X	3X

Results

- = no effect.
- M = All units in target hex except AFVs check morale (14.1).
- M# = Same as M except add the # to the dice roll.
- X = Eliminate one step from a personnel unit. Also eliminate one wagon, truck or weapon unit. All non-AFV units check morale as M2. AFVs check as M.
- #X = Eliminate # of steps from a personnel unit. Also eliminate # of wagon, truck or weapon units. All non-AFV units check morale as M2. AFVs check as M.

Column Modifiers

- -2 target is in an entrenchment (-1 entrenchment in a town hex).
- -2 target hex is town or woods.
- -1 night (visibility one hex).
- -1 target is Dug In (16.2). Not applicable in town or woods.
- -1 target hex is hill.
- -1 target hex is 3 or more hexes away.
- +1 target hex contains a minefield belonging to the firing player.
- +1 target unit is mortar/AA/AT.
- +1 opportunity fire.
- +1 target is cavalry.
- +1 three units stacked in target hex.
- +2 target is artillery unit.
- +2 target is adjacent to all firing units.

Anti-Tank Fire

Roll two dice, add attacker's anti-tank value, subtract targets armore value, add any modifiers.

Result

9 or less

10 to 12

13 or more

Effect

None.

Lose one step, M2 morale check.

Target is eliminated.

Modifiers

- -1 if the target moved in the current or preceding action segment.
- -1 if the target is dug in (16.2) or in a town, city or woods hex.
- -1 if the range to the target is more than five hexes.
- +1 if the target occupies an adjacent hex.
- +2 if the target is attacked during this action segment through two or more non-adjacent hexes (see 11.11).