

FIRE TABLES

Panzer Grenadier

DIRECT FIRE TABLE

Roll	Fire Value								
	1	2	4	7	11	16	22	30	45+
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

Column Modifiers

All are cumulative, subject to maximum final modifications of -2 and +3 after all modifications have been calculated (10.3). Modifiers applicable only to specific unit types do not affect other unit types in same hex (resolve attack on separate columns, 7.51).

- | | |
|--|---|
| -2 target hex contains entrenchment (-1 if entrenchment is in town or woods hex) | +1 target hex contains minefield belonging to firing player |
| -2 target hex is town or woods | +1 target hex contains units being assisted in river crossing by engineer (5.7) |
| -1 night turn | +1 target is mortar/AA/AT |
| -1 target units are Dug In (16.2) | +1 opportunity fire (13.0) |
| -1 target hex is hill (any elevation) | +1 target is cavalry |
| -1 target hex is 3 or more hexes away | +1 three combat units are stacked in target hex (4.4) |
| -1 undemoralized enemy AA unit within 3 hexes of attacking air unit(s) (15.24) | +2 target is artillery |
| +1 target hex is swamp | +2 target hex is adjacent to all firing units |

Results

- No effect.
- M All units without armor values in target hex check morale (14.1).
- M# Same as M except add # to morale check dice roll.
- X a) One step loss to one combat unit in hex (except closed-top AFVs) b) and one step loss to one wagon, truck, prime mover or sledge in hex. Owning player decides which unit in each category (a and b) takes step loss. Step losses to absent categories are ignored. All closed-top AFVs in hex must make M morale check. All other units in hex must make M2 morale check (7.61).
- #X Same as X, except each category takes # step losses rather than one. Also, at least one of the step losses must be inflicted on open-top AFV if present in hex (7.61).

ANTI-TANK FIRE TABLE

Roll two dice, add attacker's AT fire value, subtract target's armor value, add any modifiers. Trucks have armor value of -1 for calculating AT modifiers.

Modified Result	Effect
9 or less	None
10 to 12	Target loses one step. If it survives (at reduced strength) it must make M2 morale check.
13 or more	Target eliminated.

Anti-Tank Fire Modifiers

(Cumulative with no maximum negative or positive modifiers.)

- 1 target moved in preceding action segment
- 1 opportunity fire (13.0)
- 1 target is dug in (16.2) or occupies town or woods
- 1 target in hill hex at higher elevation than firing unit
- 1 range to target more than five hexes
- +1 target occupies adjacent hex (NOT same hex)
- +1 target is crossing river with ENG assistance (5.73)
- +2 target is attacked this turn through two or more non-adjacent hexes. Applies only to attacks traced through non-adjacent hexes after first AT attack on target this turn (11.11).