PANZER GRENADIER

Direct Fire

Roll	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

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 non-APC transport unit in hex. Owning player decides which unit in each of category (a and b) takes step loss. Step losses to absent unit 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 unit category takes # step losses rather than one step loss. Also, at least one of the step losses must be inflicted on open-top AFV if present in hex (7.61).

Column Modifiers

All are cumulative, subject to maximum final modifications of -2 and +3 (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 other limiting terrain)

–2 Target hex is town, woods, heavy woods, or jungle

–1 Target occupies or is fired at through one hex of light woods or light jungle

–1 Target unit is fired at through a hedgerow hexside not adjacent to firing unit

–1 Unit fires into or out of smoke hex

–1 Target unit is Dug In (16.2)

–1 Target hex is on higher elevation than firing unit

–1 Target occupies AT ditch (2+ hexes away), dragon's teeth (personnel only), village, mangrove, railroad embankment, rocky, sand dunes, or wadi/gully

+1 Target occupies swamp, rice paddy, or salt marsh

+1 Target is mortar, anti-aircraft weapon, anti-tank weapon, cavalry, or FLM unit

+2 Target is artillery

–1 Target hex is fired on when spotting range 1 or 2 due to night or weather

–1 Target hex is 3 or more hexes away

–1 Attacking air unit is within 3 hexes of undemoralized enemy AA unit (15.14)

+1 Target hex contains minefield belonging to firing player

+1 Target hex contains unit being assisted in river crossing by ENG (5.7)

+1 Opportunity fire (13.0) vs. personnel unit

+1 Target hex contains three combat units (4.4)

+2 Target hex is adjacent to all firing units

–1 Efficient firing unit moved or will move this turn (see Optional Rules)

–1 Firer suffering from Logistics Shortfall (see Optional Rules)

+1 Target is personnel unit or leader "riding" on AFV unit (see Optional Rules)