

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.
 Owing 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)