

PANZER GRENADIER

Anti-Tank Fire Table

Roll two dice, add attacker's Anti-Tank Fire value, subtract target's Armor value, add any modifiers. Trucks and jeeps have armor value of -1 for this purpose.

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

Anti-Tank Fire Modifiers

All modifiers are cumulative with no maximum negative or positive modifiers.

-1 Target occupies heavy forest or heavy jungle, sand dunes, town, wadi/gully, smoke, or woods

-1 Target fired at through hedgerow not adjacent to firing unit

-1 Target occupies slope or steep slope on higher elevation than firing unit

-1 Target moved in the immediately preceding action segment

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

-1 Opportunity Fire (13.0)

-1 Target is Dug In (16.2)

-1 Target more than five hexes from firing unit

-1 Target fired on when spotting range 1 or 2 due to night or weather

+1 Personnel firing Anti-Tank against target with no enemy personnel in assault hex (11.5)

+1 Target is crossing river with ENG assistance (5.73)

+1 Target occupies adjacent hex (NOT same hex)

+2 Target is attacked this turn through two or more non-adjacent hexes. Applies only to attacks traced through non-adjacent hexes after the first Anti-Tank attack against the target this turn (11.12)