

# Panzer Grenadier

## DIRECT FIRE

⇐ Left (Maximum -2)

Column Shift Modifiers

(Maximum +3) Right ⇨

- 2 target units (non-vehicle) are in an entrenchment
- 1 target units are dug-in
- 1 during a night turn
- 1 target hex is a hill
- 1 target hex is 3 or more hexes away
- 1 undemoralized enemy AA unit within 3 hexes of air attack
- 1 target is in a wadi or anti-tank ditch from a range of 2 or more hexes

*HMGs may split/spray fire  
Min. 3 factors per target  
hex (not opportunity fire)*



- target hex contains a minefield belonging to firing player +1
- 3 or more combat units are stacked in target hex +1
- target is a mortar, anti-air or anti-tank unit +1
- target is an infantry unit riding an AFV +1
- target hex is adjacent to all firing units +2
- target hex is a salt marsh +1
- target is an artillery unit +2
- opportunity fire +1

### DIRECT FIRE TABLE

*An undemoralized leader may add his combat modifier to 1 unit in his hex  
Leader may add fire from a # of adjacent hexes equal to his combat modifier*

Dice	1	2	4	7	11	16	22	30	45+
2	M	M1	M1	1X	1X	2X	2X	3X	3X
3	M	M	M	M2	M2	1X	1X	2X	3X
4	-	M	M	M1	M1	M2	1X	1X	2X
5	-	-	-	M	M	M1	M2	M2	1X
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	1X	1X
11	M	M	M1	M1	M2	M2	1X	2X	2X
12	M	M1	M2	M2	1X	1X	2X	2X	3X

- Direct Fire Results:**
- No effect
  - M All units in the target hex without armor values must take a morale check.
  - M# Same as M above except add the number to the morale check dice roll.
  - 1X a) one step loss to one combat unit in the hex (except closed-top AFVs)  
b) and one step loss to one truck or portee (2 lbr/47mm/20mm) unit.  
Closed-top AFVs take an M morale check; other surviving units an M2.
  - 2X Same as 1X except each category (a & b) takes the number of step losses.  
Also, at least one step loss must come from an open-top AVF if present. *A Leader is killed on a dice roll of 2 (drm: -1 for each step lost)*



### ANTI-TANK FIRE

*Roll 2 dice, add attacker's Anti-Tank value,  
subtract target's armor value, add any modifiers  
Anti-Tank > 1 may fire to 150% range at half value*

#### Dice Roll Modifiers:

- 1 target in higher elevation hex than firing unit
- 1 target moved in preceding action segment
- 1 range to target is more than 5 hexes
- 1 during opportunity fire
- 1 target is dug-in (*transports may not dig-in*)
- +1 target unit occupies a salt marsh
- +1 target occupies adjacent hex (not same hex)
- +2 target is attacked this turn through two or more non-adjacent hexes (applies after first attack)

#### Modified Result:

#### Effect on Target Unit:

- |            |                           |
|------------|---------------------------|
| 9 or less  | None (may resume move)    |
| 10-12      | Lose 1 step; & take an M2 |
| 13 or more | Lose 2 steps; destroyed   |

*Full strength German & British AFVs fire twice  
Trucks have an armor factor of -1 against A-T fire*