Panzer Grenadier
DIRECT FIRE
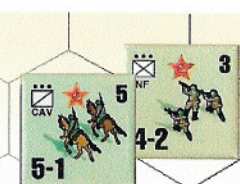
Left (Maximum –2)		Right (Maximum +3)	
–2	target hex contains an entrenchment	target hex contains units assisted by engineers in a river crossing	+1
–2	target hex is town or woods	target hex contains a minefield belonging to firing player	+1
–1	target units are dug-in	3 or more combat units are stacked in target hex	+1
–1	during a night turn	target is a mortar, anti-air, anti-tank or cavalry	+1
–1	target hex is a hill	target is an infantry unit riding an AFV	+1
–1	target hex is 3 or more hexes away	target hex is adjacent to all firing units	+2
–1	undemoralized enemy AA unit within 3 hexes of attacking air unit	target is an artillery unit	+2
		target hex is a swamp	+1
		opportunity fire	+1

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

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

Direct Fire Value

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

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	during opportunity fire
–1	target moved in preceding action segment
–1	target is dug-in or occupies town or woods
–1	target in higher elevation hex than firing unit
–1	range to target is more than 5 hexes away
+1	target occupies adjacent hex (not same hex)
+1	target is crossing river with engineers assisting
+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 moving)
10-12	Target loses 1 step; and M2
13 or more	Target is Eliminated

Full strength German & Soviet Guard AFVs fire twice

Direct Fire Results:

–	No effect
M	All units in the target hex <u>without armor values</u> must take a morale check.
M#	Same as M above except add the number to the morale check dice roll.
1MC	a) one step loss to one combat unit in the target hex (except closed-top AFVs)
	b) and one step loss to one wagon, truck or prime mover (transport) unit.
	All closed-top AFVs must take an M morale check; all other units as an M2.
2MC	Same as 1 above 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)*