GERMAN INFANTRY

Type: unencumbered foot
Weapons: small arms, LMG, panzerfaust. Full sized regular or better can AT close assault.
Elements: coherent - full sized element with 6 figures; LMG or panzerfaust light support - reduced sized element with 2 figures, command element - reduced or full sized element with officer (no weapons).

Movement

Roads	Clear	Rough	Difficult	Obstacle
5cm	5cm	5cm	2cm	- 2cm

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	15cm	20cm	25cm
Open terrain - firing	25cm	25cm	N/A
Partially obscuring terrain	2cm	8cm	15cm
Partially obscuring terrain - firing	15cm	25cm	N/A
Obscuring terrain	0cm	2cm	2cm
Obscuring terrain - firing	10cm	15cm	N/A
Concealed	0cm	N/A	N/A

GERMAN INFANTRY HEAVY SUPPORT

Type: encumbered foot
Weapons: 8cm GrW Mortar, HMG, flamethrower
Element: reduced sized element with 2 or 3 figures

Movement

Roads	Clear	Rough	Difficult	Obstacle
5cm	5cm	2cm	Min	- 2cm

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	25cm	25cm	25cm
Open terrain - firing	25cm	25cm	N/A
Partially obscuring terrain	5cm	10cm	15cm
Partially obscuring terrain - firing	15cm	25cm	N/A
Obscuring terrain	0cm	2cm	2cm
Obscuring terrain - firing	10cm	15cm	N/A
Concealed	0cm	N/A	N/A

ENGINEERS

Type: encumbered foot
Weapons: small arms, LMG, panzerfaust, flamethrower, demolitions. Can AT close assault (<= 2cm).
Element: reduced sized element with 3 figures
Specialist actions: Clear mines/wire, Conceal troops, Demolitions

Movement

Roads	Clear	Rough	Difficult	Obstacle
5cm	5cm	2cm	Min	- 2cm

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	25cm	25cm	25cm
Open terrain - firing	25cm	25cm	N/A
Partially obscuring terrain	5cm	10cm	15cm
Partially obscuring terrain - firing	15cm	25cm	N/A
Obscuring terrain	0cm	2cm	2cm
Obscuring terrain - firing	10cm	15cm	N/A
Concealed	0cm	N/A	N/A

Demolitions

Area fire: structures

Structure	Standard	Bmbdt / < 15cm
Light	D auto	D auto
Medium	S5/C7/D9	D auto
Strong	S6/C10/D12	S5/C7/D9
V strong	S12/C15/D18	S6/C10/D12

S = 1 suppression each vulnerable element
C = As S, + 1 casualty to 1 vulnerable element
D = level destroyed; & 1 hvy wpn/AFV KO; & 2 suppressions each vulnerable element, 1 each non-vulnerable; & 1 casualty vulnerable, 1 casualty non-vulnerable; & displaced.

MOTORCYCLE AND SIDECAR

Type: soft-skinned small vehicle
Speed: 95 kph (road)
Armour Class: none
Weapons: LMG

Movement

Roads	Clear	Rough	Difficult	Obstacle
30cm	25cm	10cm	Impassable	- 5cm

Reversing and turning: no penalties

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	50cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	5cm	25cm	25cm
Partially obscuring terrain - firing	75cm	100cm	N/A
Obscuring terrain †	2cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter except through Vehicles in Buildings action, but this applies to dug in elements and elements behind dense hedges.

GERMAN INFANTRY HEAVY SUPPORT

Weapons: 8cm GrW Mortar, HMG, flamethrower

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
HMG	4	6	9	11	15	-	-	-	-
Flamethrower	4	-	-	-	-	-	-	-	-

Point-to-point fire to KO

Armour Class		1	2	3	4	5	6	7	8	9	10
HMG	11 at 0-250m		-	-	-	-	-	-	-	-	-
Flamethrower		4	6	8	10	12	14	17	18	19	20

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
HMG > 5cm	No casualty	19	16	11	14	9
HMG <= 5cm	19	15	9	4	6	4
Flamethrower	4	12	6	17	12	9
8cm Mortar	Area Fire	17	11	N/A	6	7

Ranges for Area Fire and AA

8cm GrW 34 Mortar: Min 15cm; Max 120cm
HMG: Prepared Area Fire 100cm; AA: Horizontal range to dive bombers or low altitude aircraft 15cm

GERMAN INFANTRY

Weapons: small arms, LMG, panzerfaust. Full sized regular or better can AT close assault. Command elements have no weapons.

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
Small arms	4	10	18	-	-	-	-	-	-
LMG	5	9	15	-	-	-	-	-	-
Panzerfaust	5	-	-	-	-	-	-	-	-
AT close assault (<= 2cm)	11	-	-	-	-	-	-	-	-

Point-to-point fire to KO

Armour Class	1	2	3	4	5	6	7-10
Panzerfaust	6	6	6	8	11	19	-
AT close assault (<= 2cm)	10	12	14	14	14	16	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
Small arms / LMG > 5cm	No casualty	19	16	11	14	9
Small arms <= 5cm	17	9	4	2	3	5
LMG <= 5cm	19	15	9	4	6	4
Panzerfaust	15	17	15	17	17	4

MOTORCYCLE AND SIDECAR

Weapons: LMG

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
LMG	5	9	15	-	-	-	-	-	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
LMG > 5cm	No casualty	19	16	11	14	9
LMG <= 5cm	19	15	9	4	6	4

ENGINEERS

Weapons: small arms, LMG, panzerfaust, flamethrower, demolitions. Can AT close assault (<= 2cm).

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
Small arms	4	10	18	-	-	-	-	-	-
LMG	5	9	15	-	-	-	-	-	-
Panzerfaust	5	-	-	-	-	-	-	-	-
Flamethrower (man-pack)	4	-	-	-	-	-	-	-	-
AT close assault (<= 2cm), veteran or elite engineers	8	-	-	-	-	-	-	-	-

Point-to-point fire to KO

Armour Class	1	2	3	4	5	6	7	8	9	10
Panzerfaust	6	6	6	8	11	19	-	-	-	-
Flamethrower	4	6	8	10	12	14	16	18	19	20
AT close assault (<= 2cm), veteran or elite engineers	10	12	14	14	14	16	-	-	-	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
Small arms <= 5cm	17	9	4	2	3	5
LMG <= 5cm	19	15	9	4	6	4
Small arms or LMG > 5cm	No casualty	19	16	11	14	9
Panzerfaust	15	17	15	17	17	4
Flamethrower	4	12	6	17	12	9

U304(F)

Type: armoured half-track transport; capacity 1 support element; small vehicle
Speed: 45 kph (road)
Armour Class: 1 / 1
Weapons: Command - Radio & LMG; platoon leader - 3.7cm PaK 36; squad - 2x LMG; heavy platoon - HMG / 8cm mortar; AA - 2cm FlaK 38
Radio: short range to other vehicles in company; command - long range

Movement

Roads	Clear	Rough	Difficult	Obstacle
30cm	25cm	10cm	Impassable	- 5cm

Reversing, loading, unloading: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	50cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	5cm	25cm	25cm
Partially obscuring terrain - firing	75cm	100cm	N/A
Obscuring terrain †	2cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter except through Vehicles in buildings action, but this applies to dug in elements and elements behind dense hedges.

SOMUA WITH PAK40

Type: armoured, open-topped, self-propelled anti-tank gun
Speed: 26 kph (road)
Armour Class: 1 / 1
Weapons: 7.5cm KwK 40 L/48 - AT, HE, smoke (1 round only)
Radio: short range (15cm) to other vehicles in group

Movement

Roads	Clear	Rough	Difficult	Obstacle
20cm	15cm	10cm	Impassable	- 2cm

Reversing: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	150cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	15cm *	25cm	25cm
Partially obscuring terrain - firing	75cm *	100cm	N/A
Obscuring terrain †	5cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

* Including hull-down.
† Normally N/A as cannot enter except through Vehicles in Buildings action, but this applies to dug-in elements and elements behind dense hedges.

PANZER IV H

Type: tank
Speed: 38 kph (road)
Armour Class: 5 / 3
Weapons: 7.5cm KwK 40 L/48 - AT, HE, smoke (1 round only); co-axial turret MG + hull MG
Radio: short range (15cm) to other vehicles in group; command - long range (500cm)

Movement

Roads	Clear	Rough	Difficult	Obstacle
20cm	15cm	10cm	Impassable	- 2cm

Reversing: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	150cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	15cm *	25cm	25cm
Partially obscuring terrain - firing	75cm *	100cm	N/A
Obscuring terrain †	5cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

* Including hull-down.
† Normally N/A as cannot enter except through Vehicles in Buildings action, but this applies to dug-in elements and elements behind dense hedges.

SD KFZ 250

Type: armoured half-track transport; capacity 1 support element; small vehicle
Speed: 76 kph (road)
Armour Class: 1 / 1
Weapons: Command - Radio & LMG; 250/1 - LMG; variants: */7 - 8cm mortar; */8 - 7.5cm KwK 37 L24 + LMG; */9 - 2cm autocannon + LMG; */10 - 3.7cm PaK 36 + LMG
Radio: short range to other vehicles in company; command - long range

Movement

Roads	Clear	Rough	Difficult	Obstacle
20cm	15cm	10cm	Impassable	- 2cm

Reversing, loading, unloading: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	50cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	5cm	25cm	25cm
Partially obscuring terrain - firing	75cm	100cm	N/A
Obscuring terrain †	2cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter except through Vehicles in buildings action, but this applies to dug in elements and elements behind dense hedges.

Ranges for Area Fire and AA

7.5cm / L24: Max 300cm
8cm GrW 34 Mortar: Min 15cm; Max 120cm
2cm FlaK 38: Horizontal range to dive bombers or low altitude aircraft 35cm

SOMUA WITH PAK40

Weapons: 7.5cm KwK 40 L/48 - AT, HE, smoke (1 round only)

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
7.5cm/L48	3	4	5	6	7	9	10	12	15

Point-to-point fire to KO

Armour Class	1-4	5	6	7	8	9-10
7.5cm/L48	KO	7 at 75cm	11 at 25-50cm	7 at 0-25cm 15 at 25-50cm	15 at 0-25cm	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
7.5cm < 15cm	Area Fire	15	12	5	5	3
7.5cm > 15cm	Area Fire	17	15	12	12	5

Area Fire

See Reference Manual.

U304(F)

Weapons: Command - Radio & LMG; platoon leader - 3.7cm PaK 36; squad - 2x LMG; heavy platoon - HMG / 8cm mortar; AA - 2cm FlaK 38

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
3.7cm/L45	3	4	6	8	10	12	15	17	-
2cm FlaK 38	5	7	10	12	15	17	19	-	-
LMG	5	9	15	-	-	-	-	-	-
HMG	4	6	9	11	15	-	-	-	-

Point-to-point fire to KO

Armour Class	1	2	3	4	5+
3.7cm/L45	KO	11 at 25-50cm 15 at 50-75cm 19 at 75-100cm	11 at 0-15m	15 at 0-5m	-
2cm FlaK 38	11 at 15-25cm	15 at 0-15cm	19 at 0-5cm	-	-
HMG	11 at 0-15cm	-	-	-	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
3.7cm/L45	No casualty	19	17	12	12	5
2cm FlaK 38	No casualty	16	14	9	12	3
MG <= 100m	19	15	9	4	6	4
MG > 100m	No casualty	19	16	11	14	9
8cm Mortar	Area Fire	17	11	N/A	6	7

Ranges for Area Fire and AA

8cm GrW 34 Mortar: Min 15cm; Max 120cm
2cm FlaK 38: Horizontal range to dive bombers or low altitude aircraft 35cm
HMG: Prepared Area Fire 100cm; AA: Horizontal range to dive bombers or low altitude aircraft 15cm

SD KFZ 250

Weapons: Command - Radio & LMG; 250/1 - LMG; variants: */7 - 8cm mortar; */8 - 7.5cm KwK 37 L24 + LMG; */9 - 2cm autocannon + LMG; */10 - 3.7cm PaK 36 + LMG

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
7.5cm / L24	3	5	7	10	12	15	17	-	-
3.7cm / L45	3	4	6	8	10	12	15	17	-
2cm FlaK 38	5	7	10	12	15	17	19	-	-
LMG	5	9	15	-	-	-	-	-	-

Point-to-point fire to KO

Armour Class	1	2	3	4	5+
7.5cm / L24	KO	11 at 25-50cm 15 at 50-75cm 19 at 75-100cm	11 at 25-75cm 19 at 75cm+	15 at 0-25cm	-
3.7cm / L45	KO	11 at 25-50cm 15 at 50-75cm 19 at 75-100cm	11 at 0-15m	15 at 0-5m	-
2cm FlaK 38	11 at 15-25cm	15 at 0-15cm	19 at 0-5cm	-	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
7.5cm / L24	Area Fire	17	15	12	12	5
3.7cm / L45	No casualty	19	17	12	12	5
2cm FlaK 38	No casualty	16	14	9	12	3
MG <= 100m	19	15	9	4	6	4
MG > 100m	No casualty	19	16	11	14	9
8cm Mortar	Area Fire	17	11	N/A	6	7

PANZER IV H

Weapons: 7.5cm KwK 40 L/48 - AT, HE, smoke (1 round only); co-axial turret MG + hull MG
Notes: Either main gun or turret MG fires in one turn. Hull MG only when stationary.

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
7.5cm/L48	3	4	5	6	7	9	10	12	15
Hull MG	5	9	15	-	-	-	-	-	-
Turret MG	4	6	9	11	15	-	-	-	-

Point-to-point fire to KO

Armour Class	1-4	5	6	7	8	9-10
7.5cm/L48	KO	7 at 75cm	11 at 25-50cm	7 at 0-25cm 15 at 25-50cm	15 at 0-25cm	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
7.5cm < 15cm	Area Fire	15	12	5	5	3
7.5cm > 15cm	Area Fire	17	15	12	12	5
MG <= 100m	19	15	9	4	6	4
MG > 100m	No casualty	19	16	11	14	9

Area Fire

See Reference Manual.

SD KFZ 251

Type: armoured half-track transport; capacity 1 full-sized element
Speed: 52 kph (road)
Armour Class: 1 / 1
Weapons: Command - Radio & LMG; 251/1 - LMG; variants (all+LMG): */2 - 8cm mortar; */5 - 3.7cm PaK 36; */9 - 7.5cm KwK 37 L24; */16 - Flamethrower; */17 - 2cm autocannon
Radio: short range to other vehicles in company; command - long range

Movement

	Roads	Clear	Rough	Difficult	Obstacle
	30cm	25cm	10cm	Impassable	- 5cm
Towing	30cm	10cm	5cm	Impassable	Shallow streams only

Reversing, loading, unloading: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	150cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	15cm *	25cm	25cm
Partially obscuring terrain - firing	75cm *	100cm	N/A
Obscuring terrain †	5cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter except through Vehicles in buildings action, but this applies to dug in elements and elements behind dense hedges.

Ranges for Area Fire and AA

7.5cm / L24: Max 300cm
8cm GrW 34 Mortar: Min 15cm; Max 120cm
2cm FlaK 38: Horizontal range to dive bombers or low altitude aircraft 35cm

15CM SFH AUF LORRAINE

Type: armoured, open-topped, self-propelled howitzer
Speed: 35 kph approx (road)
Armour class: 1 / 1 (open)
Weapons: 15cm sFH 13/1 L/17 - AT, HE, smoke; pintle-mount LMG
Radio: medium range (150cm) to other vehicles in group

Movement

Roads	Clear	Rough	Difficult	Obstacle
20cm	15cm	10cm	Impassable	- 2cm

Reversing: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	150cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	15cm *	25cm	25cm
Partially obscuring terrain - firing	75cm *	100cm	N/A
Obscuring terrain †	5cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

* Including hull-down.
† Normally N/A as cannot enter except through Vehicles in buildings action, but this applies to dug in elements and elements behind dense hedges.

Range for Area Fire

15cm sFH13/1 L17: Minimum range for indirect fire 50cm; Max 440cm (8,800m)

10.5CM LFH AUF 39H(F)

Type: armoured, open-topped, self-propelled howitzer
Speed: 36 kph approx (road)
Armour class: 3 / 3 (open)
Weapons: 10.5cm lFH 18 / L28 - AT, HE, smoke; pintle-mount LMG
Radio: medium range (150cm) to other vehicles in group

Movement

Roads	Clear	Rough	Difficult	Obstacle
20cm	15cm	10cm	Impassable	- 2cm

Reversing: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	150cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	15cm *	25cm	25cm
Partially obscuring terrain - firing	75cm *	100cm	N/A
Obscuring terrain †	5cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

* Including hull-down.
† Normally N/A as cannot enter except through Vehicles in buildings action, but this applies to dug in elements and elements behind dense hedges.

Range for Area Fire

10.5cm lFH 18 / L28: Minimum range for indirect fire 50cm; Max 530cm (10,600m)

PAK40 AUF 39H(F)

Type: armoured, open-topped, self-propelled anti-tank gun
Speed: 38 kph (road)
Armour Class: 3 / 3
Weapons: 7.5cm KwK 40 L/46 - AT, HE, smoke (1 round only); pintle-mounted LMG
Radio: short range (15cm) to other vehicles in group

Movement

Roads	Clear	Rough	Difficult	Obstacle
20cm	15cm	10cm	Impassable	- 2cm

Reversing: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	150cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	15cm *	25cm	25cm
Partially obscuring terrain - firing	75cm *	100cm	N/A
Obscuring terrain †	5cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

* Including hull-down.
† Normally N/A as cannot enter except through Vehicles in Buildings action, but this applies to dug-in elements and elements behind dense hedges.

15CM SFH AUF LORRAINE

Weapons: 15cm sFH 13/1 L/17 - AT, HE, smoke; pintle-mount LMG

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150	250
15cm sFH 13/1 L17	3	5	7	10	12	15	17	-	-	-

Point-to-point fire to KO

Armour Class	1-5	6	7	8	9	10
15cm sFH 13/1 L17	KO	11 at 50cm+	11 at 25cm+	11	15	19

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
15cm sFH < 15cm	Area Fire	15	12	5	5	3
15cm sFH > 15cm	Area Fire	12	9	4	4	3

Area fire: structures

Structure	Standard*
Light	D auto
Medium	S12/C15/D18
Strong	S15/C18/D20
V strong	no effect

S = 1 suppression each vulnerable element
C = As S, + 1 casualty to 1 vulnerable element
D = level destroyed; & 1 hvy wpn/AFV KO; & 2 suppressions each vulnerable element, 1 each non-vulnerable; & 1 casualty vulnerable, 1 casualty non-vulnerable; & displaced.

Area fire: AFVs

AC	Standard*
1-4	12
5-7	15
8+	20

1 KO/template. Harrassing fire no effect.
+2 vs open topped.

* Slow rate of fire. No bombardment.

SD KFZ 251

Weapons: Command - Radio & LMG; 251/1 - LMG; variants (all+LMG): */2 - 8cm mortar; */5 - 3.7cm PaK 36; */9 - 7.5cm KwK 37 L24; */16 - Flamethrower; */17 - 2cm autocannon

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
7.5cm / L24	3	5	7	10	12	15	17	-	-
3.7cm / L45	3	4	6	8	10	12	15	17	-
2cm FlaK 38	5	7	10	12	15	17	19	-	-
LMG	5	9	15	-	-	-	-	-	-

Point-to-point fire to KO

Armour Class	1	2	3	4	5+
7.5cm / L24	KO	11 at 25-50cm 15 at 50-75cm 19 at 75-100cm	11 at 25-75cm 19 at 75cm+	15 at 0-25cm	-
3.7cm / L45	KO	11 at 25-50cm 15 at 50-75cm 19 at 75-100cm	11 at 0-15m	15 at 0-5m	-
2cm FlaK 38	11 at 15-25cm	15 at 0-15cm	19 at 0-5cm	-	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
7.5cm / L24	Area Fire	17	15	12	12	5
3.7cm / L45	No casualty	19	17	12	12	5
2cm FlaK 38	No casualty	16	14	9	12	3
MG <= 100m	19	15	9	4	6	4
MG > 100m	No casualty	19	16	11	14	9
8cm Mortar	Area Fire	17	11	N/A	6	7

PAK40 AUF 39H(F)

Weapons: 77.5cm KwK 40 L/46 - AT, HE, smoke (1 round only); pintle-mounted LMG

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
7.5cm/L46	3	4	5	6	7	9	10	12	15
LMG	5	9	15	-	-	-	-	-	-

Point-to-point fire to KO

Armour Class	1-4	5	6	7	8	9-10
7.5cm/L46	KO	7 at 75cm	11 at 25-50cm	7 at 0-25cm 15 at 25-50cm	15 at 0-25cm	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
7.5cm < 15cm	Area Fire	15	12	5	5	3
7.5cm > 15cm	Area Fire	17	15	12	12	5
MG <= 100m	19	15	9	4	6	4
MG > 100m	No casualty	19	16	11	14	9

Area Fire

See Reference Manual.

10.5CM LFH AUF 39H(F)

Weapons: 10.5cm lFH 18 / L28 - AT, HE, smoke; pintle-mount LMG

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150	250
10.5cm lFH 18 / L28	3	5	7	10	12	15	17	-	-	-

Point-to-point fire to KO

Armour Class	1-4	5	6	7	8-10
10.5cm lFH 18/L28	KO	11 at 25-50cm 15 at 50cm+	11 at 0-25cm 15 at 25cm+	19 at 0-25cm	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
10.5cm < 15cm	Area Fire	15	12	5	5	3
10.5cm > 15cm	Area Fire	17	15	12	12	5

Area fire: structures

Structure	Standard	Bmbt / < 15cm
Light	S5/C7/D9	D auto
Medium	S15/C18/D20	S12/C15/D18
Strong	S18/C20	S15/C18/D20
V strong	No effect	No effect

S = 1 suppression each vulnerable element
C = As S, + 1 casualty to 1 vulnerable element
D = level destroyed; & 1 hvy wpn/AFV KO; & 2 suppressions each vulnerable element, 1 each non-vulnerable; & 1 casualty vulnerable, 1 casualty non-vulnerable; & displaced.

Area fire: AFVs

AC	Standard	Bmbt / < 15cm
1-4	18	12
5-7	20	15
8+	No effect	20

1 KO/template. Harrassing fire no effect.
+2 vs open topped.