



Combat Quality = Regular		Panzer IV H - Normandy (Wehr)					150 Points		
CQ = 4+ (Duel '0') 4 SP Fully Armored FAV Size '0'		FIRING							
/ Rear Armor 1d6+2		75mm Gun Range (inches)		up to 6"	6+ to 24	24+ to 36	36+ to 60	75mm Ammo	
		Basic 2d6 Accuracy AP/HE		10	9	8	6	HE 1/8 pg Tmp	
--- Top --- Armor 1d6		AP Penetration		3d6+14	3d6+12	3d6+10	3d6+8	AP + Smoke	
		HE (Target Cover)		Open	Light	Heavy	Dug-In	d20 Modifiers	
		To Hit AFVs (roll 2d6 [1d6])		2 [1]	2 [1]	2 [-]	1 [-]	FAV -5 PAV -3	
		To Hit Other (roll 5d6 [3d6])		3 [2]	3 [2]	3 [1]	2 [-]	All Other +1	
Side Armor 1d6+4		Front \							
		Armor 2d6+10							
		<i>HE uses 1/8 Page Temp: Teams <50% under Template = Near Miss use stats in []</i>							
		MG (Target Cover)		Open	Light	Heavy	Dug-In	vs. AFV-Veh Stats	
		.30 Hull to 15" 6d6 +0 d20		3	2	1	1+CQ	[2d6 to 6"]	
		.30 Cox to 15" 6d6 +0 d20		3	2	1	1+CQ	FAV -7 PAV -3	
		<i>Troop Teams hit have +1 to d20 Damage Rolls</i>						All Other +1	
		MOVEMENT			2d6 Accuracy To Hit Modifiers			Damage Results (d20)	
		Road 20"		Target AFV-Vehicle-Gun Size (Card)		NA		Brew Up!	
		Clear 12"		Target Moved / Light Cover -2		20+		K-Kill	
		Rough 6"		Target in Heavy Cover -3		18-19		F-Kill	
		Soft 3"		Target is Dug-In -4		16-17		M-Kill	
		Unsafe 2"		Repeated Shots Same Target +1		13-15		Track/Wheel	
		Tow = No		Firer Traversed > 180 degr. NA		9-12		Retreat	
		FAO* 1d6 Deviation		Firer Pivoted -2		6-8		Shaken	
		Trans = 2		Firer Move <50% -3		5		Crew Bails Out	
		FAC* 1d6 Deviation		Firer Move 50%+ -4		1-4		No Effect	
		*Only CiC & 2iC are FAO/FAC							

Combat Quality = Regular		Panther Aus A - Normandy (Wehr)					310 Points		
CQ = 4+ (Duel '0') 4 SP Fully Armored FAV Size +1		FIRING							
/ Rear Armor 2d6+3		75mm Gun Range (inches)		up to 6"	6+ to 36	36+ to 48	48+ to 72	75mm Ammo	
		Basic 2d6 Accuracy AP/HE		10	9	8	7	HE 1/8 pg Tmp	
--- Top --- Armor 1d6		AP Penetration		3d6+22	3d6+20	3d6+18	3d6+16	AP + Smoke	
		HE (Target Cover)		Open	Light	Heavy	Dug-In	d20 Modifiers	
		To Hit AFVs (roll 2d6 [1d6])		2 [1]	2 [1]	2 [-]	1 [-]	FAV -5 PAV -3	
		To Hit Other (roll 5d6 [3d6])		3 [2]	3 [2]	3 [1]	2 [-]	All Other +1	
Side Armor 2d6+4		Front \							
		Armor 3d6+19							
		<i>HE uses 1/8 Page Temp: Teams <50% under Template = Near Miss use stats in []</i>							
		MG (Target Cover)		Open	Light	Heavy	Dug-In	vs. AFV-Veh Stats	
		.30 Hull to 15" 6d6 +0 d20		3	2	1	1+CQ	[2d6 to 6"]	
		.30 Cox to 15" 6d6 +0 d20		3	2	1	1+CQ	FAV -7 PAV -3	
		<i>Troop Teams hit have +1 to d20 Damage Rolls</i>						All Other +1	
		MOVEMENT			2d6 Accuracy To Hit Modifiers			Damage Results (d20)	
		Road 24"		Target AFV-Vehicle-Gun Size (Card)		20+		Brew Up!	
		Clear 14"		Target Moved / Light Cover -2		19		K-Kill	
		Rough 10"		Target in Heavy Cover -3		17-18		F-Kill	
		Soft 5"		Target is Dug-In -4		15-16		M-Kill	
		Unsafe 4"		Repeated Shots Same Target +2		12-14		Track/Wheel	
		Tow = No		Firer Traversed > 180 degr. -1		7-11		Retreat	
		FAO* 1d6 Deviation		Firer Pivoted -2		6		Shaken	
		Trans = 2		Firer Move <50% -3		5		Crew Bails Out	
		FAC* 1d6 Deviation		Firer Move 50%+ -4		1-4		No Effect	
		*Only CiC & 2iC are FAO/FAC							