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WALK WITH HEROES

5 MINUTE DEMOS, VOL. I - PANZER GRENADIER

The information contained herein will serve to increase your knowledge of Avalanche Press products, and prepare you to teach anyone how to play Panzer Grenadier in 5 minutes... without ever having to open the box!

On this page, we'll walk you through step by step the easiest method by which to understand & teach people how to play Panzer Grenadier. Let's begin with a little preparatory information about the game...

Series: Panzer Grenadier

Background: The Origins Award nominated Panzer Grenadier series is an historical board game where the players will participate as over-all commanders of the kinds of small unit forces that fought during World War II.

Scale: Each infantry counter represents a platoon (30-50 soldiers), an individual tank or cannon.

So, let's get into what the numbers mean on the counters...

Unit Class (Infantry)

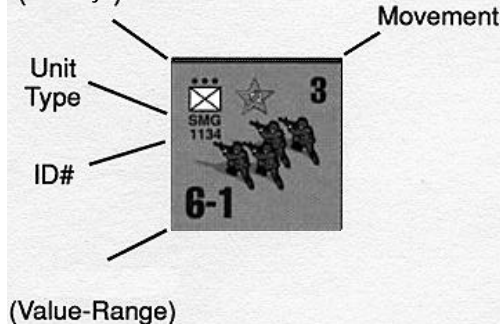


FIG. 1

On the bottom left hand corner of the counter, you will see two numbers. The number on the left is the Direct Fire value of the unit. This determines the level of firepower this unit is capable of putting against the enemy. The number on the right is the maximum range in map hexes that this unit may fire.

On the top right corner of the counter, you will find the movement value of the unit. This is the maximum number of map hexes the unit can move whenever it is activated (we'll get to that later).

On units with tanks in the picture, you will notice another set of numbers in the bottom right corner. These numbers represent the same as noted above, but are only used against other tanks.

The meat of Panzer Grenadier is based around the concept of activating a leader counter (fig. 2), and the units he commands.

In the center of the Leader Counter you will see a number within a red dot. This number represents the personal Morale Value of the leader. Whenever a Morale Check is called for, you would roll two six-sided dice. If you roll less than this value, the leader has passed his Morale Check; if your roll is greater than this value, then he has failed (not good!).

On the bottom of the counter you will notice two numbers, each in their own triangle. The number on the left is the Morale Modifier. It represents how well a Leader leads his troops. The number on the right is the Leader's Combat Modifier. It represents how well he

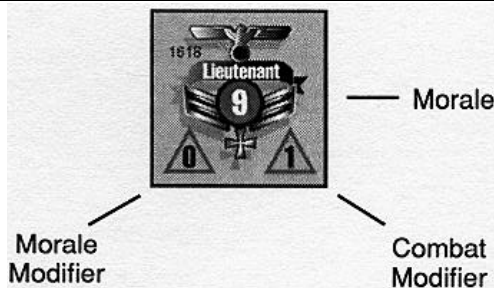


FIG. 2

helps his troops shoot at their targets.

Now, grab a pair of six-sided dice, and let's walk you through a sample turn sequence of Panzer Grenadier.

Initiative

A turn begins with both players rolling one six-sided die, and adding their Initiative Modifier to the result. The Player with the higher result gets to go first. In a standard game of Panzer Grenadier, the Initiative Modifier is determined by which scenario you choose to play. For the purpose of this example, we'll just say that the Initiative Modifier for either side is 0, and we'll assume that the Player commanding the Germans will go first.

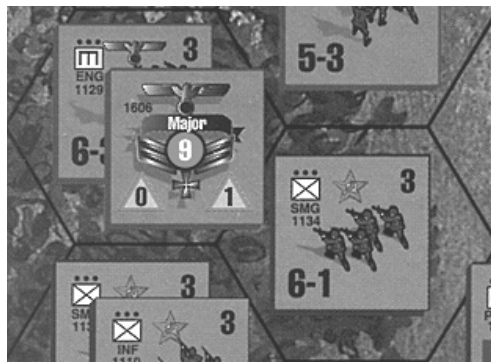


FIG. 3

Activation

Once it's determined who gets to go first, the Player that begins the turn now activates one of their Leaders & the units he is assigned to. In this case, the German Player will activate the Major & the platoon of Combat Engineers stacked under him (fig. 3).

Now, the Major & his platoon must decide if they want to Move or Fire.

If they were to decide to move, then they could move 3 map hexes toward or away from the enemy. However, in this case, since there already is an enemy unit in front of the Major & his platoon, they choose to Fire.

The Major & his Combat Engineer Platoon choose to Fire at the Russian Sub-Machine Gun platoon in front of them. On charts that are included in the game (fig. 4), you will determine how effective the Major & his platoon's hail of gunfire have been.

Combat

Using the sample Fire Table (fig. 4), we will take the Direct Fire value of the Combat Engineers (in this case, 6), and we will add the Major's Combat Modifier (in this case, 1), giving us a total Fire value of 7.

DIRECT FIRE TABLE										
Fire Value	1	2	3	4	5	6	7	8	9	10
Die Roll	1	2	3	4	5	6	7	8	9	10
2	M	M1	M1	X	X	X	X	X	X	X
3	M	M	M	M2	M2	X	X	X	X	X
4	-	M	M	M1	M1	M2	X	X	X	X
5	-	-	-	M	M	M1	M2	M2	X	X
6	-	-	-	-	-	M	M1	M1	M2	M2
7	-	-	-	-	-	-	M	M	M1	M1
8	-	-	-	-	-	M	M	M1	M2	M2
9	-	-	-	-	M	M	M1	M2	M2	M2
10	-	-	M	M	M1	M1	M2	X	X	X
11	M	M	M1	M1	M2	M2	X	X	X	X
12	M	M1	M1	M2	X	X	X	X	X	X

FIG. 4

Now, find the "7" column on the sample Fire Table, and roll two six-sided dice. Total the result of both dice, and cross-reference that result with the "7" column of the Fire Table.

If the result is a "-" then there is no effect.

If the result is an "M" then the target unit must make a Morale Check (we'll get to that in a minute.)

If the result is an "M1" or "M2" then the target unit must make a Morale Check with a penalty of 1 or 2 respectively to the Morale Check die roll.

If the result is an "X" then the target unit counter must be flipped over to its reduced side (not important for the purpose of this example). However, if the counter is already on it's reduced side (again, not relevant to this example), the unit is destroyed, and removed from the game.

Morale

Using the example above, if the target unit was forced to make a Morale Check, the Player controlling that unit must roll two six-sided dice against the Morale Value of the target unit. The Morale Value of all forces in a given scenario is determined by the scenario.

For the purpose of this example, we will assume that the Morale Value of the Russian Sub-Machine Platoon is 6. Since the unit is not stacked with its own Leader, the unit gets no bonus to the die roll.

The Russian Player now rolls two six-sided dice. If the total result of both dice is equal to or less than the Morale Value, then the Morale Check was successful. If the result was greater than the Morale Value, the unit has failed, and is now marked with a "Disrupted" counter. This penalty incurs its own set of limitations on the unit, but none that are relevant to this example.

Victory

With the conclusion of the German Player's Activation, it is now time for the Russian Player to Activate a Leader & his command, and execute the same series of actions as above.

Play continues in this back-and-forth manner until both Players have taken as many Activations as they can or choose to.

Each scenario has a specific set of Victory Conditions for both sides, and maximum duration of turns. Whichever side is the first to fulfill its Victory condition before or by the end of the last turn of the scenario wins the game.

There you have it! You now officially know how to play Panzer Grenadier. In fact, you now know how to play ALL of the Panzer Grenadier games, since they use the same set of rules. Convenient, huh?

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