On this page, we'll walk teach you how to play PANZER GRENADIER.

Players take the role of commanders of units that fought during World War II. The game was designed by the same team that scripted the Panzer General II computer game.

Each infantry and tank piece represents a platoon (30-50 soldiers or 5 tanks) or battery (2 to 4 guns).

So, let's get into what the numbers mean:

On the bottom left of the playing piece, you will see two numbers. The number on the left is the unit's Direct Fire value. This determines the level of firepower the unit can direct against the enemy. The number on the right is the maximum range in hexes over which this unit may fire.

In the top right corner, you'll find the unit's movement value. This is the maximum number of hexes the unit can move when it is activated (we'll get to that later).

On some units , you'll notice another set of numbers in the bottom right corner. These are the anti-tank firepower and range.

The meat of Panzer Grenadier is the concept of activating a leader and the units he commands. In the center of the leader playing piece you'll see a number within a circle. This is the leader's personal Morale Value. Whenever a morale check is called for, you roll two six-sided dice. If you roll less than or the same as this number, the leader has passed his Morale Check; if you roll greater than this value, then he fails (not good!).

On the bottom of the counter you'll notice two numbers, each in their own triangle. The number on the right is the morale modifier. It represents how well a leader leads his troops. The number on the left is the leader's combat modifier. It represents how well he helps his troops fight.

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

Initiative

A turn begins with each player rolling one six-sided die, and adding their initiative modifier to the result. The player with the higher result goes first. The initiative modifier is determined by the scenario you choose to play. For the purposes of this example, we'll say that both sides have an initiative of 0, and assume that the player commanding the Germans will go first.

Activation

Once it's determined who gets to go first, the player who begins the turn activates one leader and the units assigned to him (those in the same or an adjacent hex). In this case, the German player activates the Major and the platoon of Combat Engineers stacked with him (see Figure 3).

Now, the Major and his platoon can move or fire.

If they move, they can move 3 hexes toward or away from the enemy. However, in this case, since there is already an American paratrooper in front of the Major and his platoon, they choose to fire at the it.

On charts included in the game (see Figure 4), you'll determine how effective the Major and his platoon's hail of gunfire has been.

Combat

Using the sample Fire Table (Figure 4), we'll take the Direct Fire value of the Combat Engineers (in this case, 6) and 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	4	7	11	22	30
Die Roll						
2	M	M1	M1	X	X	2X
3	M	M	M	M2	M2	X
4	-	M	M			
5	-	-				
6	-					

Now, find the "7" column on the sample Fire Table and move two columns to the right, to the "16" column (because the target is adjacent a modifier shown on the full game chart).Roll two six-sided dice, total the result and cross-reference that result with the "16" column of the Fire Table.

If the result is "-" 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 added to the morale check dice roll.

If the result is an "X" then the target unit must be flipped over to its reduced side (not important for the purposes of this example). However, if the playing piece is already on its reduced side (again, not relevant to this example), the unit is removed from play.

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 scenario is given in the scenario rules.

For the purpose of this example, we'll assume that the Morale Value of the American paratrooper is 8. Since the unit is not stacked with its own leader, the unit gets no bonus to its morale.

The American player now rolls two six-sided dice. If the total result of both dice is equal to or less than 8, then the Morale Check was successful. If the result was 9 or more, the unit fails, and is now marked with a "Disrupted" marker piece. 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 American player to activate a leader and 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.

There you have it! You now officially know how to play all the Panzer Grenadier series games.