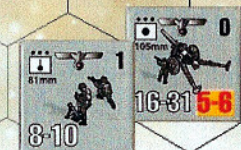
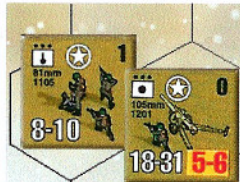


Panzer Grenadier

BOMBARDMENT



← Left

Column Shift Modifiers

Right →

-2 target units are in an entrenchment or a town hex
(still -2 if both a town & an entrenchment)

-1 target units are dug-in

-1 during a night turn

Bombardment targets must
be spotted by the bombarding
unit(s) or by an undemoralized friendly (infantry) leader



target hex contains a minefield belonging to firing player

target is an artillery, mortar, anti-air or anti-tank unit

3 or more combat units are stacked in target hex

target is loaded wagon, truck or prime-mover

target hex is spotted by firing unit

+1

+1

+1

+1

+1

BOMBARDMENT TABLE

A 'good order' leader may add fire from a # of adjacent hexes equal to his combat modifier

Indirect Fire Value

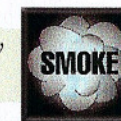
Dice	3	5	8	12	16	21	30	42	55	70+	Roll
2	M	M1	M2	M2	1X	1X	2X	2X	2X	2X	2
3	-	M	M1	M1	M2	M2	1X	1X	2X	2X	3
4	-	-	M	M	M1	M1	M2	M2	1X	1X	4
5	-	-	-	-	M	M	M1	M1	M2	M2	5
6	-	-	-	-	-	-	M	M	M1	M1	6
7	-	-	-	-	-	-	-	M	M	M1	7
8	-	-	-	-	-	M	M	M1	M1	M1	8
9	-	-	-	M	M	M	M1	M2	M2	M2	9
10	-	-	M	M	M1	M1	M2	1X	1X	1X	10
11	-	M	M	M1	M1	M2	1X	1X	2X	2X	11
12	M	M	M1	M2	M2	1X	1X	2X	2X	2X	12

Roll (1) (2) (3) (4) (5) (6) ← Friendly Adjacent Fire Die Roll

Firing into an adjacent hex hits friendly troops on a die roll of 1. Re-roll on the chart above.

SMOKE

Artillery or mortars may
fire (per scenario rules)



Results: (roll 2 dice)

On a roll of 8 (or less) place a smoke
marker in the target hex.

Effects: Smoke blocks line of sight.
Hex becomes limiting terrain (units
may only be spotted within 3 hexes).

Dispersal and Drift: Roll one die
during the marker removal phase.

Results:

- 1 - smoke remains in targeted hex
- 2 - smoke drifts to an adjacent hex
(roll a 2nd die on scatter diagram)
- 3-6 - smoke is removed (dissipates)

- No effect

Bombardment Results:

M All units in target hex without armor values must take a morale check.

M# Same as M above except add the number to the morale check dice roll.

1X a) one step loss to one combat unit in the hex (except closed-top AFVs)
b) and one step loss to one wagon, truck or prime mover transport unit.
Closed-top AFVs take an M morale check; other surviving units an M2.

2X Same as 1X except each category (a & b) takes 1X the number of step losses.
Also, at least one step loss must come from an open-top AVF if present.
(M3, M7, M8, M18, M36, Scott, Sd234s, SPW251, Wespe, Wirblewind) A Leader is killed on a dice roll of 2 (drm: -1 for each step lost)



Minefields: Roll a number of dice equal to the
number on the reverse side of the minefield counter
(1 less die if engineers in hex, -2 if only engineers).

Results: 1-2 no effect (may resume move); 3-4 unit stops;
5 stops & demoralized; 6 lose 1 step, stops & demoralized.
May remove 1 minefield point if Engineer remains for 3 turns