



A die roll of 1-3 affects the Americans

Panzer Grenadier

RANDOM EVENTS



A die roll of 4-6 affects the Germans

Roll *Random Events occur if both players roll the same unmodified result on their initiative attempt*

2-3 Friendly Fire – Player selects one enemy unit that moved or fired during the previous turn and another enemy unit within direct fire range (not in same hex). The second unit activates and fires on the first.

4 Cut Wire – Communication with support units fail. No indirect fire or off-board support is available this turn. At the beginning of the subsequent turn the affected player rolls one die. On a result of 5 or 6 the support remains unavailable for that turn as well. Roll on each succeeding turn until support is restored.



5 Thunderstorm – (effects both players) A large storm drenches the battlefield. Visibility is reduced to two hexes and all movement costs increase by one. Recovery rolls are modified by +1. At the beginning of each subsequent turn roll one die. On a result of 3 or more the storm continues. On a result of 1 or 2 no further rolls are made and play returns to normal.

6 Misunderstood Orders – Orders are misunderstood and a platoon goes somewhere other than where it was ordered. The opposing player selects three enemy units (they may not be dug-in or in an entrenchment). Roll one die to randomly select one of the three units. The opposing player immediately moves the selected unit. This does not count as an activation for either side although the unit is activated for the turn.



7-8 No Special Event Occurs – The player with the higher initiative begins the turn with one activation.

9 New Leader – In the heat of battle a junior officer/NCO asserts himself above the call of duty. Randomly select a new Lieutenant or Sergeant counter and place it with any friendly good order unit on the board.



10 Ammunition shortage – No further off-board artillery is available for the remainder of the game.

11 Sniper – The opposing player selects six leaders within direct fire range of enemy units and numbers them 1 through 6. Roll one die and the corresponding leader is immediately killed by a sniper. If fewer than six leaders are in range, there is no effect if the die result is greater than the number of leaders within range.



12 New Orders – A change in orders is received. If the scenario victory conditions include a geographic objective (a hex or a number of hexes), one may be deleted unless it is the only one. If no geographic objective is listed, increase any friendly step loss victory condition limit by two (2) steps.