

Panzer Grenadier

Learn to Play in Just Five Minutes!

Panzer Grenadier is a fast-paced game of World War II tactical combat. It can be enjoyed by two or more players, or solitaire.

Getting Started

Players pick a scenario and set up the game-boards and pieces for each side as specified in scenario instructions. Flip each leader counter and only use the Leader that lands face-up.

Playing a Turn

To start a turn, each player rolls one die and adds his or her side's initiative (specified in scenario instructions) to the result. The player who rolls higher takes the first action phase (re-roll ties).

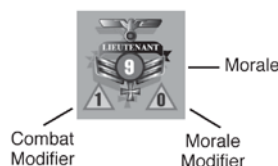
In an action phase, a player can activate one unit or leader, or one stack of counters. Any activated Leader can immediately activate all units and lower-ranking leaders in his hex and all adjacent hexes. Those lower-ranking leaders can activate more units and lower-ranking leaders, so one well-placed leader can activate lots of counters.

Activated counters can either move or fire. Units can't move closer to enemy units that could harm them unless they're activated by a Leader. Place MOVED/FIRED markers on counters that activate to show they can't activate again this turn.

Once the first player's activated counters are done moving and firing, then the other player takes the next action phase, meaning he can activate counters as above. Then the first player takes another action phase, and so on back-and-forth until all counters have activated or both players pass. Then remove all MOVED/FIRED markers and start a new turn.

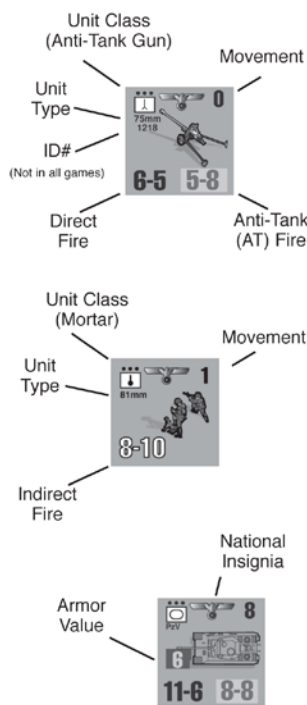
Leaders

Each leader's movement allowance is 4, meaning he can spend 4 movement points (MPs) to move each turn (see Terrain Effects Chart for MP costs to enter each hex). Tanks have their own leaders that don't appear as counters. Tank leaders can only activate tanks, and regular leaders can't activate tanks, but both types of leaders can activate together if stacked together.



Units

A unit can fire once per turn, using one fire type printed on it: Direct Fire (black numbers), Bombardment Fire (white numbers), or Anti-Tank Fire (red numbers). For each fire type, the number before the dash is the unit's fire strength, and the number after the dash is its range in hexes. A unit with a movement allowance of 0 needs a transport unit to move.



Direct Fire, Assault and Bombardment

A unit or stack of units (or adjacent stacks activated by a leader with a combat modifier) can fire on any hex in range they can spot (terrain like woods or hills blocks line of sight). Or, units which start their activation adjacent to enemy units can enter an enemy-held hex and fire on the Assault table (Assaulted units can fire back).

The owning player finds the column on the appropriate table that equals or doesn't exceed his firing units' total fire strength. He shifts the column left or right if indicated by the column modifiers, and rolls a die (two dice for Direct or Bombardment fire, one die for Assault). Cross-index the result with the column to get the combat result.

Morale Checks

A Leader with a Morale Modifier can add it to the morale of all friendly units in his hex and adjacent hexes. The morale of all units is specified in scenario instructions (Leaders' morale is printed on their counters).

A combat result of M, M1 or M2 forces the targeted player to roll two dice for each leader and unit in the target hex (add 1 or 2 to the roll if the result is M1 or M2). A roll that's less than or equal to the counter's morale means the counter is unaffected.

A roll that's 1 or 2 more than its morale means it's Disrupted (it fires at half-strength and can only move one hex). A roll of at least 3 more than its morale means it's Demoralized (its morale is reduced by one, and it can do nothing on future action phases but try to recover morale).

Counters recover morale by activating and doing nothing but rolling two dice. If they roll less than their morale, Disrupted counters become good-order (remove the Disrupted markers) and Demoralized counters become Disrupted. If they fail, Disrupted counters stay that way, and Demoralized counters flee from enemy units at full-speed.

Step Losses

If a player rolls an X result (or a 1 result on the Assault Table), one enemy unit in the target hex takes a step loss. A unit that takes a step loss flips to its reduced-strength side and also must make an M2 morale check (remove it if it's already reduced or is one-sided). A result of 2X or 3X (2 or 3 on the Assault Table) causes two or three step losses in the target hex.

Anti-Tank Combat

When a unit uses anti-tank (AT) fire, it fires at just one enemy vehicle in range (not a whole hex as with other fire types). The firing player rolls two dice and adds the difference between his unit's AT fire strength and the target unit's printed armor value (trucks have an armor value of -1).

For example, if a tank's AT fire strength is 5 and its target's armor value is 3, add +2 to the roll. Also add or subtract any roll modifiers that apply. If the roll is 10 through 12, the target unit takes a step loss. If the roll is 13 or more, the target unit takes two step losses.

That's it—you can start playing right now! For more info, we have plenty of *Panzer Grenadier* strategy articles on our website, and each includes a turn-by-turn game replay. Start with www.avalanche-press.com/AirborneTactics.php, and enjoy!