



Panzer Grenadier

ASSAULT



Left	Column Shift Modifiers	Right
-1 assaults against defending units occupying a woods hex	all attacking combat units (not leaders) have higher morale than all defenders	+1
-2 assaults against defending units occupying an entrenchment (1 st fire) or town	side includes undemoralized closed-top AFVs and infantry (except HMG) (the modifier applies to all German and Soviet Guard AFVs)	+1
-2 to the attacker in a major river on the first round of an assault if the defender does not include engineers	to defender on a hill hex on first round of assault, if assault hex is higher in elevation than all hexes attacker entered from	+1
	side includes engineers assaulting a town or entrenchment	+1
	assaults against enemy AFVs in town or woods without supporting dismounted enemy infantry (not HMG)	+1
	side includes friendly undemoralized infantry leader	+1
	assault against an infantry unit riding an AFV	+1
	all the enemy units are demoralized	+1
	charging cavalry assaulting	+1

Only 'good order' troops and leader of the same type may initiate an assault. Assaults must be resolved immediately if no friendly units exist in hex entered. German infantry may also A-T fire (6) at Soviet vehicles on a die roll of 5 or 6.

ASSAULT COMBAT TABLE

HMG and AA are half value without friendly dismounted infantry participating

Direct Fire Value

Die	1	3	5	9	13	18	24	30+	Roll
1	—	—	—	—	—	M	M1	M2	1
2	—	—	—	—	M	M1	M2	1M2	2
3	—	—	—	M	M1	M2	1M2	1M2	3
4	—	—	M	M1	M2	1M2	1M2	2M2	4
5	—	M	M1	M2	1M2	1M2	2M2	2M2	5
6	M	M1	M2	1M2	1M2	2M2	2M2	3M2	6

— No effect **Results** (Simultaneous unless defenders are entrenched or dug-in)

M All enemy units in the assault hex must take a morale check.

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

1M2 a) one step loss to an enemy combat unit of any type in hex;
b) and 1 step loss to an enemy wagon, truck or prime mover.

All surviving enemy units in the assault hex must then check morale as M2.

2M2 Same as 1 except each category (a & b) takes the number of step losses, and at least one step loss must be taken by an AFV (any type) if present.

In each category, the first step loss must be taken by a unit with the best morale.

A leader is killed on a 2-dice roll of 2. Roll modifier: -1 for each step loss inflicted



MORALE CHECKS IN COMBAT

Roll two dice compared to the unit's current morale (which is increased by a leader's morale modifier)

No Effect if less than or equal to the unit's morale

Disrupted if roll is 1 or 2 higher than the unit's morale

- Combat value is halved (no assaults)

- Maximum movement is 1 hex

Demoralized if 3 or greater than morale

- Morale level is reduced by one

- May not fire (¼ defense against assaults)

- Must attempt recovery and retreats if under fire

Compound morale check failures further lower morale

Recovery rolls must be *less than* morale for success (Morale is +1 for attempts in town or entrenchment)

- unmodified 2 full recovery; 12 dmlzd leader deserts

