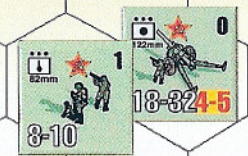


Panzer Grenadier

BOMBARDMENT



⇐ Left

Column Shift Modifiers

Right ⇨

- 2 target hex is a town or contains an entrenchment (modifier still -2 if both town & entrenchment)
- 1 target hex is a swamp
- 1 target units are dug-in
- 1 during a Night turn



Indirect fire targets must be spotted by an undemoralized friendly leader

- target hex contains a minefield belonging to firing player +1
- target is an artillery, mortar, anti-air or anti-tank unit +1
- 3 or more combat units are stacked in target hex +1
- target is loaded wagon, truck or prime-mover +1
- target hex is spotted by firing unit +1
- target is a cavalry unit +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	1MC	1MC	2MC	2MC	2MC	2MC	2
3	-	M	M1	M1	M2	M2	1MC	1MC	2MC	2MC	3
4	-	-	M	M	M1	M1	M2	M2	1MC	1MC	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	1MC	1MC	1MC	10
11	-	M	M	M1	M1	M2	1MC	1MC	2MC	2MC	11
12	M	M	M1	M2	M2	1MC	1MC	2MC	2MC	2MC	12
Roll	(1)	(2)	(3)	(4)	(5)	(6)	⇐ Friendly Adjacent Fire numbers				

Firing into an adjacent hex hits own troops on a die roll of 1-2 (German +1) Reroll on chart above

AIR ATTACKS

Roll one die per aircraft
Maximum of 3 per hex



Results:

1-2 misses (attacks friendly units per Friendly fire on Bombardment chart)

3-6 attacks all targets with combined attack value on the Direct Fire chart.

1 result: the attacker may select an open-top vehicle for the step loss.

2 or 3 result: the attacker may select any AFV for one of the step losses.

Tank-Busting Aircraft



Also, roll 1 die per circled A-T factor
6 = step loss to a vehicle. (1-3 enemy selects vehicle; 4-6 attacker selects)

- 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.

1MC 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.
All closed-top AFVs take an M morale check; all other units as an M2.

2MC Same as 1 except each category (a & b) takes the number of step losses.

Also, at least one step loss must come from an open-top AVF if present. A Leader is killed on a dice roll of 2 (drm: -1 for each step lost)



Minefields: Roll # of dice for each unit entering
Results: 6 unit loses 1 step, stops & demoralized;
5 stops & demoralized; 3-4 stops; 1-2 no effect.

Roll 1 less die if engineers in hex, 2 less if only engineers