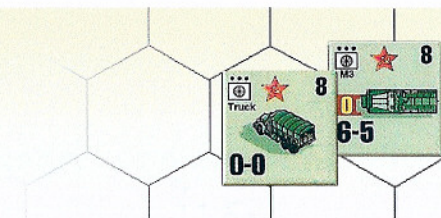
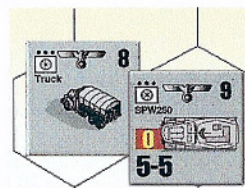


# Panzer Grenadier

## TERRAIN EFFECTS



Hex Type	Terrain	Foot/Horse	Motorized	Mechanized	Spotting Range Effects	Combat & Other Effects
	<b>Clear</b>	1	2	2	12 hexes during daylight, 1 at night. Variable during dusk/dawn turns	No effect on combat. Hidden units are spotted at 1/4 range.
	<b>Woods</b>	2	5	4	Blocks LOS; units may only be spotted by enemy units within 3 hexes.	Direct Fire -2 Assault -1
	<b>Town</b>	1	1	1	Blocks LOS; units may only be spotted by enemy units within 3 hexes. Adds 20 meters elevation to the hex and 6 hexes to unit's spotting range.	Direct Fire -2 Bombard -2 Assault -2 Anti-Tank -1
	<b>Field</b>	2	4	3	Blocks LOS; units may only be spotted by enemy units within 3 hexes.	No effect on combat
	<b>Hill</b>	+0	+2	+1	One elevation line blocks LOS from lower elevation. Two lines of equal elevation block LOS from a hex that is lower than both lines. Units may only be spotted by enemy units within 3 hexes. Add 6 to spotting for every level higher.	Direct Fire -1 Anti-Tank -1 (from lower) Assault +1 (to defender on 1 <sup>st</sup> round if assault hex is higher than all hexes the attacker entered from)
	<b>Road</b>	2/3	1/2	1/2	No Effect (same as other terrain in hex)	Move rate if continuous road
	<b>Swamp</b>	2	P	P	Does not block LOS, but units may only be spotted by enemy units within 1 hex.	Direct Fire +1 Bombard -1
	<b>River</b>	2	P	4	No Effect on Spotting ranges See Scenario River Crossing rules P = prohibited without engineers	Direct Fire +1, Anti-Tank +1 against units crossing w/ENG Assault -2 to attacker on 1 <sup>st</sup> round if defender w/o ENG

Movement Point Costs

Road to Berlin

place wrecks in towns & bridges

