

# ASAS Strategic

## PLATOON LEVEL COMBAT IN WORLD WAR II

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Second Edition

# SERIES RULES

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## 1.0 Introduction

Panzer Grenadier is a series of games simulating tactical combat during World War II. Each game in the series includes many scenarios, allowing players to simulate a number of company, battalion and regimental-level actions.

Each section of the rules is numbered, and paragraphs within each section that discuss important concepts are identified by a second number, like this: 2.2. When that section includes subsections, these are identified like this: 2.2.4.

When the rules refer to another, related paragraph, they will have the number identifying that rule included parenthetically, like this: (2.2). This will help you find that rule for reference.

### 1.1 Definitions.

**Action Segment:** The activation of one unit, leader, stack of units or group of units under the direction of a single leader. Activated units may conduct either fire or movement.

**Active Player:** The player conducting the current action segment.

**Anti-Tank (AT) Fire:** Fire directed by a single friendly unit having an anti-tank fire value, against a single vehicle unit. Higher AT values are better.

**Armor Strength:** An armored fighting vehicles' ability to resist enemy anti-tank fire. A unit's armor strength is printed on the unit in yellow on a brown field; higher numbers are stronger.

**Armored Car:** An armored fighting vehicle with wheels. Armored cars always have a leader (6.84) and are motorized rather than mechanized units. The scenario book will define which units are armored cars.

**Armored Fighting Vehicle (AFV):** Any unit with a printed armor defense value, except for Armored Personnel Carriers, which are Transport units (see below).

**Armored Personnel Carrier (APC):** Armed and armored transport units that have some characteristics common to combat units (see 4.3). They are not AFVs. The scenario book will define which units are APCs; usually these are halftracks and similar vehicles like the British Bren carrier.

**Assault:** Close combat between opposing units occupying the same hex.

**Assault Hex:** A hex containing both friendly and enemy combat units.

**Bombardment Fire:** Fire from weapons using arcing rather than aimed fire, like mortars or most artillery pieces. Indirect fire affects the entire target hex, which must be spotted (8.0) by the firing unit or a friendly leader.

**Column Modifiers:** Some conditions change the column used on the Bombardment, Fire or Assault Tables. When a column is increased or decreased, go up or down a number of columns equal to the modifier. For example, a column modifier of +2 would change a bombardment attack from the 5 column to the 12 column. See the fire tables for a list of column modifiers that apply to each type of fire.

**Combat Result:** A result on the Fire, Anti-Tank, Bombardment or Assault Table that would require the target unit to make a morale check or take a step loss.

**Combat Units:** Units (other than APCs) possessing a direct fire, indirect fire or anti-tank fire value. Unarmed transports, APCs and leaders are not combat units.

**Control:** A hex is controlled by the player whose combat units or APCs last occupied it. At the beginning of a scenario, hexes are controlled by whichever side has such units closer to the hex, unless scenario rules differ.

**Demoralized:** A demoralized unit is almost completely ineffective due to its personnel having lost their will to fight. Units become demoralized as a result of combat.

**Direct Fire:** Fire directed at an entire hex spotted by the firing unit.

**Disrupted:** A disrupted unit's personnel are dispersed. Its movement and fire-power values are therefore reduced.

**Fractions:** Many game functions require that numbers be halved or quartered. All fractions are rounded up. For example, 2 1/2 becomes 3, as does 2 1/4.

**Friendly:** Units of the same side. For example, all German units are friendly to all other German units, whether

they actually like each other or not.

**Good Order:** A unit or leader which is neither disrupted nor demoralized.

**Inactive Player:** The player or side not conducting the current action segment.

**Leaders:** Individuals who direct and organize other units.

**Movement Type:** Units move as one of four types: Mechanized, Motorized, Towed or Foot (5.1).

**Movement Allowance:** The maximum distance the unit may move in an action segment, measured in movement points (MPs). A unit's movement allowance is printed in the upper right corner of the counter.

**Opportunity Fire:** Fire against a moving enemy unit. Since units move individually, only one unit at a time may be affected by opportunity fire.

**Personnel Unit:** INF, CAV, ENG, HMG, SMG, Motorcycle or Mortar units.

**Range:** The distance in hexes over which a unit may project its fire values.

**Rank:** The measure of a leader's seniority. In order from lowest to highest, these are: Corporal (CPL), Sergeant (SGT), Lieutenant (LT), Captain (CPT), Major (MAJ), Lt. Colonel (LTC) and Colonel (COL).

**Spotting:** The act of visually sighting enemy units. All units may spot enemy units in the same or an adjacent hex. Beyond this, spotting range is dependent on terrain, weather, and other factors.

**Steps:** Most units are represented at two strength levels. Each increment of strength is called a "step." Steps may be lost for several reasons, usually as a result of combat. When a unit loses a step, flip its counter to its reduced side or remove it from the board if it has only one step or has already been reduced. Unless the scenario instructions state otherwise, set units up at full strength.

**Transport Units:** Vehicles used to transport personnel units or tow crew-served weapons. Includes wagons, trucks, sledges and APCs. In certain scenarios, AFVs may act as transport units as well (see scenario special rules).

**Weapon Units:** Anti-tank, artillery or

anti-aircraft units, most of which need to be towed by a Transport unit to move.

**2.0 Components**

**2.1 Counters.**

Most of the counters represent military units that took part in the fighting covered by the game series. Other pieces are markers, used to indicate the presence of fortifications, smoke and minefields, and to indicate morale status.

**2.2 Game Boards.**

The game boards are divided into hexagons (called hexes) which are used like squares on a chessboard. Each hex is numbered to aid in setting up the game pieces. The Terrain Effects Chart (TEC) explains the effects of terrain on movement and combat. The half hexes on the edges of the boards may be used (they are “playable”) and hexes on two different boards are considered to be on both boards for setup and victory purposes.

**2.3 Scenarios.**

The scenario setup instructions (found in the scenario books of the various volumes in the series) list the units of both sides, where they are set up, the game boards used and their orientations, the historical background and the victory conditions. Special rules used only in a particular scenario are included here.

**2.4 Scale.**

Each turn represents fifteen minutes of actual time. Each hex is 200 meters across. Units represent infantry platoons (15-40 men), crew-served weapon batteries and platoons (16-28 men and 2-4 weapons) and vehicle platoons (3-5 vehicles). Leaders represent individuals, and aircraft represent between 3 and 12 aircraft.

**3.0 Sequence of Play**

After selecting a scenario, players set up their units per the scenario instructions. Each player undertakes “actions” in a varying number of “action segments.” Each turn consists of three phases, which must be conducted in the exact order shown:

**• Initiative Determination Phase.**

Each player rolls one die and adds his

or her current Initiative (found in the scenario instructions) to the result. Compare the two totals. The player with the higher total wins the initiative. If the totals are the same, repeat the procedure.

Subtract the losing player’s total from the winning player’s total. Half the result is the number of action segments the winning player conducts before the losing player may conduct any actions (1/2 is rounded up to 1).

*Example:* Player A, with an initiative of 4, rolls a 5 for a total of 9. Player B, with an Initiative of 2, rolls a 3 for a total of 5. Player A wins the initiative by 4, so Player A may take two action segments before Player B conducts one.

**• Action Phase.**

The player who won the initiative conducts a number of action segments (3.1) as determined above. Once the player who won the initiative has completed the number of action segments determined in the Initiative Determination Phase, the inactive player conducts one action segment. Players then alternate, conducting one action segment each for as many segments as is necessary to complete the turn. Players may pass and not activate any units in a segment if desired. If one player passes and the other passes immediately afterward, the game-turn ends. If a player passes, the other player may require that an unactivated demoralized leader or unit belonging to the passing player attempt to recover morale (14.4).

**• Marker Removal Phase.**

Both players remove all “FIRED” and “MOVED” markers from the board and attempt to remove “SMOKE” (16.1).

**3.1 Action Segments.**

An action segment consists of the activation of a single unit or leader, a number of units stacked together in the same hex, or a number of units in several hexes directed by one or more leaders activating together. Any unit (or units together in the same hex) may activate without the assistance of a leader. A good order leader may activate units and lower-ranking leaders in the same hex plus all adjacent hexes, a disrupted leader may activate units

and lower-ranking leaders in the same hex only, and a demoralized leader may not activate anybody. A leader may only activate units at the beginning of his activation (he may not move and then activate units he was not stacked with or adjacent to at the start of his movement).

The activated unit, leader or group performs actions in no specific order, but all actions must be designated before the first one is performed. Actions are either Movement or Fire. Players do not need to pre-designate the direction of movement or the target of fire—they just state which units will move and which will fire this segment. “Movement” includes moving (5.0), digging in (16.2), limbering/unlimbering (5.63) or attempting to recover from demoralization or disruption (14.4). “Firing” includes direct fire (10.0), bombardment (9.0), anti-tank fire (11.0) and assault (12.0). Once units are done moving and firing, they are marked with a “MOVED” or “FIRED” marker. Any unit with a “MOVED” or “FIRED” marker may not be activated again in the current game turn except through the Random Events Table (17.4).

**3.11 Offboard Artillery and Air Support.**

Firing one or more off-board artillery units (9.2) or attacking with aircraft units (15.2) constitutes a complete action segment. No units on the board may be activated in the same action segment in which off-board artillery is fired or an airstrike is performed.

**3.12 Opportunity Fire.** The inactive player may be able to conduct Opportunity Fire (13.0) against moving enemy units during the opposing player’s action segment.

**3.2 Subordinate Activation.**

A leader may activate leaders with less seniority which occupy the same or adjacent hexes, and those leaders may in turn activate units and/or lower-ranking leaders. This all happens in the same activation segment.

Thus an activated MAJ can cause the LT in an adjacent hex to be activated and the LT can in turn activate a SGT. If planned carefully, units spread over a large front may be activated by the

activation of a single senior commander.

### 3.3 AFV Activation.

AFVs have their own leaders (see "Tank Leaders", 6.8). This limits the ability of regular leaders to activate tanks, and tank leaders to activate non-AFV units. A tank leader or a regular leader may always activate all units that are in his own hex. However, tank leaders may not activate non-AFV units in adjacent hexes, and regular leaders may not activate AFVs in adjacent hexes. Tank leaders have no rank; a chain of tank leader activations may not be set up as in Subordinate Activation (3.2). A tank leader may only activate units in his own hex and AFVs in the six hexes adjacent to him. Tank leaders may direct AFVs to perform all actions, but there are limits to what regular leaders may direct AFVs to do (6.82).

## 4.0 Stacking

More than one friendly unit may occupy the same hex. This is called "stacking."

### 4.1 Limits.

The maximum number of units that may occupy any hex is:

- Three combat units, PLUS
- Three transports (including APCs, see below), PLUS
- an unlimited number of leaders.

### 4.2 Transport Units and Leaders.

Transport units (other than APCs) and leaders do not count toward stacking for determining column modifiers in combat (see tables). Thus, a hex with three trucks and three leaders does not suffer a +1 column modifier on the Direct and Bombardment Fire tables.

### 4.3 Armored Personnel Carriers.

APCs are armored transports. Their armor value number gives them immunity to most results on the Direct and Bombardment fire tables. However, they are transports and not combat units or AFVs. Three of them may be stacked in a hex even if three combat units also occupy that hex. An APC exerts control over a hex, and an enemy unit may not enter a hex with an APC without initiating an Assault (see 5.3). APCs are counted when determining the +1 column modifier

for direct or bombardment fire against a hex with three units in it.

### 4.4 Penalties.

Stacking restrictions apply during and at the end of each action segment. Units in excess of stacking limits at the end of the segment are eliminated (owning player's choice). In an assault hex, both sides may have the maximum number of units present (that is, both sides may have up to three combat units, three transports (including APCs) and any number of leaders, for a total of up to twelve units plus leaders in the same hex).

A hex containing three combat units and/or APCs suffers a +1 column modification on the Direct and Bombardment Fire tables. Transport units other than APCs do not count toward this penalty.

### 4.5 Effects on Movement.

Moving combat units may NOT enter a hex containing three of their own side's combat units. Moving transports may not enter a hex containing three of their own side's transports.

## 5.0 Movement

The active player moves his or her activated units ONE AT A TIME from hex to adjacent hex. EXCEPTIONS: A leader may choose to move with a unit he activates, and a unit being transported moves at the same time as the transport unit carrying it.

A unit's movement allowance is printed in the upper right corner, except for leaders (who have a movement allowance of 4), cavalry leaders (who have a movement allowance of 6), and aircraft, which have their fire values printed in the upper right corner.

Units expend movement points (MPs) from their movement allowances to enter hexes, paying the costs specified on the TEC. All terrain costs are cumulative. A unit may not exceed its movement allowance in a single action segment unless it moves only one hex that segment. A unit with a movement allowance of at least "1" may always move one hex no matter how much it costs to enter that hex. However, some terrain features like major rivers may prohibit entry for some units.

Activated units which began the action segment in the same hex do not have to move together.

### 5.1 Movement Type.

Each unit has a movement class. Terrain costs vary by movement class:

- *Mechanized*: Tanks, assault guns and units which use tracked or semi-tracked vehicles as their main mode of transport. All units with an armor value and a movement allowance (except armored cars) are mechanized.
- *Motorized*: Units that use wheeled vehicles as their main mode of transport. All vehicle units that are not mechanized are motorized. Armored cars and motorcycle units are also motorized units.
- *Towed*: Units with no movement allowance, which may only move with the aid of a transport unit. Towed units have a "T" on their reverse, limbered side in place of their movement allowance. A few towed units have a movement of 1 on their limbered side, and may be towed or move on their own when limbered.
- *Foot*: Units that move using the human or animal foot. All units not described above as Mechanized, Motorized or Towed are Foot units.

### 5.2 Roads.

To obtain the movement benefit of roads, movement must follow the road across a hexside containing the road, not merely into or out of a hex containing it. If movement along a road crosses a river hexside with an intact bridge, the moving unit pays the road movement cost, not the cost for entering a river hex.

### 5.3 Friendly and Enemy Units in the Same Hex.

A unit may not enter a hex occupied by enemy combat units or APCs when moving unless it is conducting an Assault (12.0). It may freely enter and exit hexes containing only enemy leaders (see 6.71 for possible leader casualties). It may also freely enter and exit hexes containing only unarmed, empty enemy trucks, wagons or sledges. Such transports are eliminated if the moving unit is a combat unit. If the

moving units are themselves unarmed, empty trucks, wagons or sledges, there is no effect on the enemy transports.

Assaulting units may only move a single hex into the adjacent hex occupied by enemy units (EXCEPTION: Cavalry Charges, 15.4). A unit may move out of a hex containing enemy combat units, but may only move a single hex when doing so (12.12). Units exiting an hex containing enemy combat units may not enter another hex containing enemy combat units in the same segment.

#### **5.4 Combat Movement.**

Units may move closer to enemy units which could obtain a combat result on them this turn IF they are activated by a friendly leader. If there is no friendly leader available to activate the units (see 3.1), the units may not move closer to the enemy units. This restriction applies even if the enemy units are engaged in an assault and therefore unable to fire out of their hex. Units with an anti-tank value only do not impede the movement of personnel units, and units with direct-fire values only do not impede the movement of AFVs (even though there is a small chance of getting a combat result on an AFV with direct fire). A unit does not require a leader to enter a hex at an equal or greater distance from enemy units. A leader may choose to move with any unit he activates, but is not required to do so. A unit's movement is not restricted by the possibility of enemy bombardment (9.0).

**5.41 Leader Types.** Units need leaders of their own kind to advance on what could hurt them. Therefore, a regular leader may not make an AFV advance into the AT fire range of enemy units, and tank leaders (6.8) may not make non-AFV units advance into the direct fire range of enemy units.

**5.42 Non-AFV Units.** Personnel, transport (except APCs), and/or weapon units that have a movement allowance may only move closer to enemy units that could shoot at them with direct fire this turn IF they started their activation stacked with or adjacent to an activated, good-order leader, or stacked in the same hex with an activated, disrupted leader.

**5.43 AFV Units.** AFVs may only move closer to enemy units which could shoot at them with anti-tank fire this turn IF they start their activation stacked with or adjacent to an activated tank leader.

#### **5.5 Night Movement.**

At night (any turn in which darkness causes visibility in clear terrain to be reduced to one hex), units may not enter hexes that are not friendly-controlled unless the moving units begin their activation with a leader (see 5.42, 5.43).

#### **5.6 Transport.**

A single transport unit may transport one personnel unit (except cavalry) OR tow one weapon unit. Up to three leaders may be transported by any transport unit even if other units are being towed or carried. Once loaded, the transport unit and the unit it carries move together as one unit. When loading or unloading, the transport unit and the unit being transported must be in the same hex.

**5.61 Transporting Personnel.** A personnel unit (except cavalry) may load onto or unload from a transport unit at a cost of 1 MP to BOTH units each time the unit loads or unloads. Personnel units may load, be transported and unload in the same movement phase, but may not enter another hex after being unloaded. The transport unit that unloaded personnel may keep moving.

**5.62 Transporting Weapons.** Weapon units have two sides. The front shows the weapon deployed for fire and the reverse shows the unit prepared to move ("limbered"). Only units with a movement factor on the front may move without limbering. To be transported, a weapon unit with no movement allowance and a "T" on the reverse side must be on the reverse (limbered) side.

**5.63 Limbering and Unlimbering.** A weapon unit may be limbered and loaded (hooked up for towing) at a cost of all the transport and weapon units' MPs. This requires an entire action segment. Thus, a transport unit may not move and load a weapon unit in the same action segment. Unloading costs no MPs to either unit, but unlimbering requires the weapon unit's

entire action segment. Thus, a weapon that starts its action segment loaded may unload and unlimber in the same segment, and the transport unit on which it was loaded may move or load another unit in the hex in the same segment as well.

**5.64 Self-Propelled Artillery.** Any weapon unit with an armor value is self-propelled and does not need to limber in order to move. It is a mechanized unit and may not be transported. Weapon units with a movement allowance but no armor value are foot units.

**5.65 Taking Damage.** If a transport unit carrying another unit is fired on, the unit being transported suffers the same fate as its transport. Thus, while a personnel unit is normally immune to anti-tank fire, it would be eliminated if the transport carrying it is destroyed by anti-tank fire.

**5.66 Forced Unloading.** If a transport unit becomes Disrupted or Demoralized, any unit that transport is transporting suffers the same result and unloads immediately. Weapon and mortar units are unloaded on their limbered side.

**5.67 Restrictions.** Units being transported may not conduct any type of fire. If the transport unit has a fire value, the transport may fire while it is carrying the transported unit. In a hex containing enemy units, a unit being transported may unload as a movement action, but it may not load.

*Example:* The German player declares that an SdKfz 251 halftrack carrying an infantry unit will conduct a FIRE action, and moves that unit into an adjacent hex to initiate an assault. The German player may count the halftrack's direct fire value in his total assault strength, but not the fire value of the transported infantry unit. The next turn, the halftrack may declare a MOVE action and unload its transported infantry unit. Because it was a MOVE action, neither unit may conduct an assault that turn (though they may defend vs. enemy assault).

#### **5.7 River Crossings.**

Units may cross rivers by paying the cost noted on the TEC or with the aid of an engineer unit. Scenario instruc-

tions may modify river crossing rules.

**5.71 River Type.** All units crossing a major river at any spot other than a bridge or ford (bridges are printed on the board; fords are specified in the scenario instructions) require the assistance of an engineer. Only motorized units need engineers to cross a minor river (others may cross unassisted).

**5.72 Procedure.** An engineer unit assisting crossing units must be in good order and occupy the river hex for the entire game-turn without moving. The crossing unit must pay two movement points to enter the river hex where the engineer is located and may move no farther that turn. In a subsequent game turn the crossing unit may attempt to leave the river hex. If the unit is a motorized unit crossing a minor river, it may leave the river hex automatically. If the unit is crossing a major river, the owning player rolls two dice; if the result is equal to or less than the Crossing Number specified in the scenario instructions, the unit has successfully crossed and may leave the river hex. If the result exceeds the crossing number, the unit remains in the river hex and may not move this turn.

No matter the size of the river, the crossing unit may only move one hex in the turn during which it leaves the river hex.

**5.73 Limitations.** Up to three combat units, plus three transports, plus any number of leaders may stack in the same river hex with an engineer unit. In this case, the engineer DOES NOT count against stacking limits, but does count for purposes of determining column modifiers in direct and bombardment fire (for example, two or three crossing units plus an engineer unit all in one hex give the enemy a +1 column shift).

**5.74 Engineer Movement.** Engineers may always enter a river hex. The cost for the engineer to enter a major river hex is 3 movement points.

**5.75 Engineer Status.** If an engineer unit assisting a crossing becomes disrupted or demoralized, all other friendly units in the hex with it also become

disrupted or demoralized. Other units may not enter the river hex. If the engineer fails to recover from demoralization and leaves the river hex, the other units must do the same.

## 6.0 Leaders

Leaders are the most important units in the game. Their presence is required for most combat units to operate effectively.

### 6.1 Leader Selection.

Unless the scenario instructions state otherwise, leaders are randomly selected for each scenario. Place all leaders of the appropriate rank(s) specified in the scenario in an opaque container. Draw one out and “flip” it as you would a coin. Each leader counter has two sides (with a different leader on each side); use the leader on the side that lands face-up. Continue drawing and flipping counters until the appropriate number of leaders of each rank specified in the scenario have been selected.

### 6.2 Leader Activation.

Leaders may only be activated if they are not currently marked with a “MOVED” or “FIRED” marker. Leaders so marked may assist friendly units undergoing morale checks (14.1) or defending against an assault (12.4), but may not activate friendly units (3.1), assist recovering units (14.4) or initiate an assault (12.11).

### 6.3 Movement.

For movement purposes, leaders are treated as foot units and have a movement allowance of 4, except for cavalry leaders (6.9) who have a movement of 6. Leader movement may also be modified by scenario instructions. All leaders except cavalry leaders may be transported (5.6).

### 6.4 Combat.

Units in different hexes may not combine their direct or indirect fire strengths into one attack without the aid of a leader who has a combat modifier.

**6.41 Combining Fire.** An activated, good order leader with a combat modifier may combine the direct OR indirect fire values of all units in his own hex, plus those in a number of adjacent hexes equal to his combat modifier (1 or 2), as

a single fire value. The leader MAY NOT combine both direct and indirect fire into a single fire value.

**6.42 Firepower Enhancement.** An activated, undemoralized leader may add his combat modifier to the direct fire value of one unit in his own hex (for example, a German leader with a combat modifier of 1 may increase the direct fire value of an infantry platoon from 5 to 6).

**6.43 Assault.** An undemoralized leader participating in an assault (12.0) gives the owning player a positive column shift (see Assault table). There is no further benefit for additional leaders.

### 6.5 Morale.

**6.51 Morale Checks.** A leader may assist units in the same and adjacent hexes undertaking morale checks. Add the leader’s morale modifier to the morale of the units undergoing the morale check. A leader does not have to be activated to assist in morale checks.

**6.52 Recovery.** An activated leader may assist units attempting to recover from disrupted or demoralized status (14.4). Add the leader’s morale modifier to the morale of the units attempting recovery. A given unit may only benefit from one leader’s morale modifier — do not add the morale modifiers of multiple leaders.

**6.53 Good Order, Disrupted and Demoralized Leaders.** A good order leader may assist units in the same or adjacent hexes to check morale or recover. A disrupted leader may assist units in the same hex only; a demoralized leader may assist no one.

**6.54 Leaders Helping Leaders.** A leader may use his morale modifier to assist lower-ranking leaders the same way he uses it to assist units.

**6.55 Restrictions.** A leader may not move to a different hex or participate in Fire actions in the same action segment in which he assists a recovery attempt.

### 6.6 Kommissars.

Soviet, Communist Chinese or other Soviet-bloc forces occasionally include Kommissars. Kommissars are treated as leaders for purposes of being killed (6.7) or rolling morale, but otherwise may not function as leaders.

Kommissars function only to assist demoralized units to recover (14.4). Kommissars may not assist demoralized leaders.

**6.61 Required Movement.** A kommissar must move to the nearest demoralized friendly unit by the shortest route (in terms of movement point cost) possible.

**6.62 Party Discipline.** The kommissar must be activated and begin the action segment stacked with the demoralized units (which must also be activated). Use the kommissar's morale value in place of that of the units' and roll for recovery for each of the units.

**6.63 Benevolent Assistance.** If the recovery attempt is successful the unit recovers to good order (not disruption). If the recovery attempt is unsuccessful, the unit suffers a step loss and remains demoralized. If the demoralized unit must move (14.31) the kommissar must move with it.

**6.64 Self-Criticism.** While disrupted kommissars may still assist demoralized units in recovery, demoralized kommissars may not.

**6.65 Mandatory Re-Education.** If a kommissar is stacked with a demoralized unit, the kommissar must at some point in the turn be activated and assist the unit in recovery. The Soviet player may not pass if he or she has an unactivated kommissar stacked with an unactivated, demoralized unit.

**6.66 Rule of the Beast.** If two kommissars are in play, only one of them is required to move toward a single demoralized unit.

### **6.7 Casualties.**

Leaders can be eliminated in more than one way. A demoralized leader who is again demoralized is removed from play (see 14.12). Otherwise, if a leader is in a hex where any units suffer step losses, he may be killed or badly wounded. After all morale checks are complete, the owning player rolls two dice. Subtract one from the result for every step loss suffered by friendly units in the hex. On a modified result of 2 or less, the leader is removed from play.

**6.71 Lone Leaders.** A leader alone in a hex who is fired at on the Bombardment or Direct Fire Table suffers the result

directed by the table. If a leader is alone in a hex that is entered by enemy combat units or APCs, roll two dice. On a result of 9 or more the leader is removed from play. If the result is less than 9, the leader is displaced to an adjacent hex that is either friendly-controlled or vacant. If all adjacent hexes are enemy-occupied, the leader is eliminated.

**6.72 Decapitation.** If the highest-ranking leader on a side is eliminated, no friendly unit within three hexes of where he was killed may move in the remainder of the current or the subsequent game-turn. Units may still fire, but may not move.

**6.73 Catastrophic Loss.** If a MAJ, LTC or COL is eliminated, all friendly units stacked with the eliminated leader undergo an immediate morale check. Subtract (do not add as in normal morale checks) the eliminated leader's morale modifier from the morale of each unit for the morale check.

### **6.8 Tank Leaders.**

All German AFVs, all Soviet Guards AFVs in scenarios taking place in 1943 or later, and all American and Polish AFVs in scenarios taking place in 1944 or later are considered to have leaders. For other nationalities, the scenario instructions will designate how many tank leaders a side may deploy. The owning player then secretly assigns the tank leaders to his or her AFV units (record the unit numbers of the AFV units possessing tank leaders). Tank leaders have no rank, do not modify combat or morale and have only limited effect on friendly non-AFV units (6.83).

**6.81 Effects.** In order for an AFV to initiate an assault or enter a hex closer to an enemy unit capable of firing on it using anti-tank fire this turn, it must have an activated friendly tank leader aboard, occupy the same hex as an activated friendly tank leader, or occupy a hex adjacent to an activated friendly tank leader.

**6.82 Other Leaders.** An activated, good order leader stacked with an INF/SMG/ENG unit may activate AFV units in his hex (only). Leaders may not modify an AFV's morale or combat values, and may not direct AFVs to

enter a hex closer to an enemy unit capable of obtaining a combat result on them through anti-tank fire.

**6.83 Non-AFV Units.** An activated, good order tank leader may activate INF/SMG/ENG units which occupy the same hex (only). Tank leaders may not direct non-AFV units to enter a hex closer to an enemy unit capable of obtaining a combat result on them through direct fire.

**6.84 Armored Cars.** Armored car units (defined in the scenario book) are always considered to have a leader. An armored car's leader may not activate any other unit, except another armored car.

### **6.9 Cavalry Leaders.**

In scenarios where cavalry units are present, players may designate any of their leaders as cavalry leaders unless the scenario rules say otherwise. Cavalry leaders have a movement allowance of 6, and are the only leaders that may order a cavalry charge (15.4).

## **7.0 Combat**

### **7.1 Types**

Units which elect to "FIRE" during their activation segment may perform any *one* of four different types of fire:

- Bombardment Fire
- Direct Fire
- Anti-Tank Fire
- Assault

Alternatively, inactive units may use Opportunity Fire to attack spotted, moving individual units with direct or anti-tank fire.

### **7.2 Restrictions and Limitations.**

**7.21** Units must be able to spot (8.0) enemy units in order to fire on them, except for units using bombardment fire. A friendly undemoralized leader in spotting range (8.1) of the target may spot the target for bombarding units.

**7.22** A unit may not conduct more than one type of fire in a single game turn. Units may not activate or conduct any type of fire or movement in their player's action phase if they took Opportunity Fire (13.0) in the enemy player's action phase.

**7.23** A unit must apply its entire fire value against a single target — it may not "split" its fire to attack more than

one target in a single action segment. **EXCEPTION:** An HMG unit may divide its direct fire value to attack multiple targets in the same action segment. This “split” fire may be combined with the fire values of other units normally. The smallest number into which an HMG’s fire value may be split is 3 (thus a German 9-5 HMG unit may fire on three separate targets at a strength of 3 each). An HMG unit may not divide its fire when conducting Opportunity Fire.

**7.24 Blocked Fire.** Units may not target direct fire at a hex containing friendly units, nor may they trace direct fire through a hex containing friendly non-AFV units (**EXCEPTION:** see 10.1) They **MAY** target bombardment fire at an assault hex. They may also target anti-tank fire at an assault hex **IF** there are no friendly vehicle units in that hex.

**7.25** AFVs and APCs are immune to all but an X or #X result on the Direct or Bombardment Fire tables.

### 7.3 Unit Fire Value and Range.

A unit’s fire value and range are printed on the unit counter in the form of two numbers separated by a dash. The first number (before the dash) is the fire value; the second number is the range. Some units have more than one type of fire value. Fire values are color-coded by type as follows:

- Black: Direct Fire
- White: Bombardment Fire
- Red on Yellow: Anti-Tank Fire

**7.31** Units must possess the appropriate fire value in order to perform a specific type of fire (for example, a mortar unit may not conduct anti-tank fire).

**7.32 Combat Range.** Units must be within range of their intended target to attack it. Trace a line from the center of the hex occupied by the firing unit to the center of the target hex, and count the hexes the line goes through. The number of hexes must be equal to or less than the firing unit’s range. Count the hex occupied by the target unit(s) but not the hex(es) occupied by the firing units.

### 7.4 Fire Effects.

Direct Fire and Bombardment attacks affect all units in the target hex except

for units with a printed armor defense value (even a value of 0), which are only affected if an “X” or “#X” result is rolled.

Anti-tank fire only affects the individual vehicle unit fired upon (and any unit it is transporting).

Assault fire affects all enemy units in the assault hex.

Opportunity Fire only affects the individual moving unit fired upon.

Results are determined on the combat results table for the appropriate type of fire, and may range from the target unit(s) having to take step losses (7.6) or morale checks (14.1), to no effect on the target units at all.

Once a unit has performed its allotted fire (of whatever type) for the turn, place a “FIRED” marker on it to signify that it may perform no further action this turn.

### 7.5 Column Modifiers.

Some conditions change the column used on the Bombardment, Fire or Assault Tables. When a column is increased or decreased, go up or down a number of columns equal to the modifier. For example, a column modifier of +2 would change a bombardment attack from the 5 column to the 12 column. See the fire tables for a list of column modifiers that apply to each type of fire. No attack is ever reduced below the “1” column. This minimum applies **AFTER** any positive and negative modifiers have been calculated.

### 7.6 Step Losses.

Step losses may be satisfied by eliminating strength steps of the targeted unit(s). Units with no second step that suffer a step loss are removed from play. Full-strength units with two-steps that take one step loss are flipped to their reduced strength side; if such units take a second step loss they are eliminated.

### 7.61 Direct and Bombardment Fire.

When an “X” result is rolled on the Direct Fire or Bombardment Fire table, the fire eliminates one step from a personnel unit in that hex (if present) **AND** one step from any wagon, truck, sledge or weapon units present. If a “2X” or “3X” result is rolled, the fire

eliminates 2 or 3 (respectively) personnel **AND** wagon/truck/sledge/weapon steps in the target hex. The owning player chooses which units in the hex suffer the losses.

*Example:* A “2X” result is rolled against a hex containing a two-step infantry unit, two anti-tank guns and three wagon units. This would eliminate the entire two-step infantry unit, both anti-tank guns and two wagons, leaving one wagon remaining in that hex.

**7.62 Anti-Tank Fire.** Combat results inflicted by Anti-Tank Fire only affect the individual target unit fired upon.

**7.63 Assault.** If a “1”, “2” or “3” result is rolled on the Assault Table, the fire eliminates that many steps of personnel, APC OR AFV units, **PLUS** that many steps of wagon, truck, sledge and weapon units. If the number is a 2 or 3, at least one AFV step must be eliminated if present.

The first step loss in an assault must come from one of the units least affected by disruption or demoralization (in that order). Good order units suffer the first step loss before disrupted units, which would suffer the first step loss before demoralized units if no good-order units were present. The second and subsequent losses may be taken from any unit (owning player’s choice) as long as at least one AFV step is eliminated if present. Casualties are only taken from units in the hex that participated in the assault (see 12.3).

**7.64 Opportunity Fire.** Opportunity fire only affects the single moving unit that is the target of the fire. Therefore, step losses and morale checks inflicted by opportunity fire do not apply to any non-moving units in the hex with the moving unit.

## 8.0 Spotting

Direct and Bombardment fire affects an entire target hex. In order to perform direct or bombardment fire, at least one enemy unit in the target hex must be spotted (visible to a spotting friendly unit). Once such a unit is spotted, the hex may be fired on and all units in the hex are affected normally whether they’re spotted or not (see 8.2; exception: 7.64).

For anti-tank and opportunity fire,



the individual target unit must be spotted to be fired on, whether other units in the hex are spotted or not (8.2).

**8.1 Spotting Range.**

The spotting range is the distance in hexes from a unit's location that it can "see" enemy units. During daylight, units in clear terrain can see 12 hexes. This range can be increased or decreased by terrain, weather or time of day. Spotting range at night is normally one hex (the adjacent one). Some scenarios include special spotting rules.

**8.2 Limiting Terrain.**

Woods, hill, field, town and city hexes block lines of sight (8.3). This is called "limiting terrain." Some scenarios may specify additional limiting terrain types.

**8.21** A unit occupying limiting terrain may only be spotted by units within three hexes of its location, unless the current spotting range is less than three due to weather etc., or unless the line of sight to the unit's hex is blocked by other limiting terrain (see 8.31).

**8.22** When a unit occupying limiting terrain fires, the 3-hex maximum spotting range is ignored and it is immediately spotted by units within 12 hexes with a line of sight to the hex (see 8.3). Place a "SPOTTED" marker on the unit. Other units in the hex are not spotted beyond 3 hexes unless they also fire. A spotted unit in limiting terrain is no longer spotted once it moves (provided it cannot be spotted in its new location unless it fires).

**8.23** A hex contains limiting terrain if the terrain drawing fills more than one-tenth of the hex. For example, Hex 1007 on Board #1 is clear because the field does not make up more than one-tenth of the hex. In most cases it should be obvious whether the drawing fills more than a tenth of a hex, but if there is disagreement then you should assume the hex DOES contain limiting terrain.

**8.3 Line of Sight.**

In order to spot an enemy unit, an active unit must trace a line of sight to the target. The line of sight is determined by taking a straightedge and tracing a straight line from the center of the active unit's hex to the center of the target hex.

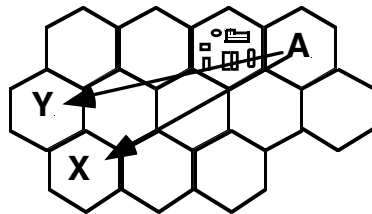
**8.31** A line of sight is blocked if it passes through a hex that contains limiting terrain (8.2, and see the TEC), or down the boundary between two hexes that both contain limiting terrain.

**8.32** A line of sight may enter a hex with limiting terrain, but not pass through it.

**8.33** Units never block line of sight.

**8.34** Lines of sight generally work both ways. If you can see him he can see you, unless one of the units occupies a limiting terrain hex and the other unit is more than 3 hexes away.

**8.35** A line of sight that falls along a hex spine is considered to pass through either of the two adjacent hexes (spotting player's choice).



*Example:* Unit A can spot enemy unit X since the line of sight is traced down the hex spine and can be traced through the hexes on either side of the spine, thus not being traced through the town hex. Enemy unit Y cannot be spotted by unit A since the line of sight is traced through a hex containing limiting terrain (town).

**9.0 Bombardment**

Active units with bombardment fire values may attack hexes containing spotted enemy units within range.

**9.1 Target Spotting.**

Units using bombardment fire don't have to spot their target themselves. A friendly, undemoralized leader can spot the target for them unless the scenario instructions state otherwise. Spotting for bombardment does not require the leader to activate (an unactivated leader or a leader marked with a "MOVED" or "FIRED" marker may spot for bombardment). A leader may spot for as many different bombardments per turn as desired. Tank leaders may NOT spot.

**9.2 Offboard Artillery.**

Unless scenario special rules state otherwise,

each offboard artillery factor available in a scenario may fire once per turn at any spotted units on the board (it has unlimited range).

**9.3 Combined Fire.**

Indirect fire units which occupy the same hex may combine their fire values. Up to three off-board indirect fire values may be combined into one fire value, but may not combine with on-board units.

Indirect fire units which occupy adjacent hexes may combine their fire values if a good order leader with a combat modifier is present in one of those hexes.

*Example:* The scenario instructions give the American player an off-board artillery value of "3 x 20." These may be combined into one 60-value bombardment, one of 40 and one of 20, or three separate bombardments of 20. They may not be combined with any artillery units on the game board.

**9.4 Procedure.**

For each hex being bombarded, the active player rolls two dice. Cross-reference the result with the column on the Bombardment Table that either equals or does not exceed the total fire value of all units bombarding that hex this segment. Note that some conditions may modify the column used (see the Bombardment Table), increasing or decreasing it.

**9.5 Friendly Fire.**

If a target hex contains or is adjacent to a hex containing friendly units, the friendly units may be affected.

**9.51 Same Hex.** If bombardment fire hits an assault hex, both the friendly and enemy units will be affected. Roll two bombardment attacks — one for each side's units. Column modifiers may cause one side's units to be attacked on a different column than the other's.

**9.52 Adjacent Hex.** If friendly units occupy a hex adjacent to a hex targeted for bombardment, the owning player rolls one die for each such hex. Add one to the result for German, British or American bombardment fire. On a modified result of 1 or 2, the hex is hit by friendly fire. Multiple adjacent hexes may be hit in this way. If an adjacent hex hit by friendly fire con-

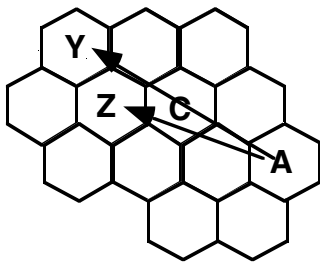
tains both friendly and enemy units, ONLY THE FRIENDLY UNITS are hit. (Note: This rule prevents players' hitting unspotted enemy units "accidentally" through friendly fire.)

If a hex is hit by friendly fire, roll another die and consult the "Friendly Fire Numbers" line on the Bombardment Table. Resolve a bombardment fire attack against the friendly units in the hex, using the table column containing the friendly fire number rolled.

**9.53 Initial Target.** If an adjacent hex is hit by friendly fire, the initial target hex is still bombarded normally (the fire does not "miss" the target hex).

### 10.0 Direct Fire

Activated units on the board may fire on spotted enemy units within range, using their direct fire values.



#### 10.1 Blocked Fire.

Direct fire may be traced through empty hexes, enemy-occupied hexes, or hexes containing only friendly AFVs. Direct fire may not be traced through a hex containing friendly non-AFV units unless the firing unit is an HMG, AFV or antiaircraft unit. These units may direct fire "through" a hex containing any friendly unit if the fire is also traced through at least one hex which contains no friendly units and lies between the friendly-occupied hex and the target hex.

*Example:* HMG unit A is looking to fire at enemy units Y and Z, but friendly infantry unit C is in the way. It may fire on enemy unit Y because there is a hex not containing friendly units between infantry unit C and enemy unit Y. It may not fire on enemy unit Z since the line of fire goes through friendly unit C's hex and there is no empty hex between it and the enemy unit.

#### 10.2 Procedure.

For each direct-fire attack, the active

player determines whether a unit will fire individually or whether multiple units will combine fire. He then rolls two dice and cross-references the result with the column on the Direct Fire Table that either equals or does not exceed the total of the fire values of all firing units.

### 10.3 Maximum Column Modifications.

Modifiers to the column used for resolving Direct Fire may not increase the column by more than three or decrease it by more than two. The maximum/minimum only applies AFTER all the positive and negative column modifiers have been calculated. Direct fire is the only type of fire with these maximums.

*Example:* An Italian infantry platoon with a fire strength of 4 attacks an adjacent British-occupied hex containing three artillery units. The attack is resolved on the 16 column of the Direct Fire Table (an increase of three columns), even though the modifiers listed on the table would increase the column by five (two for point-blank range, one for three units in target hex, two for artillery in the target hex).

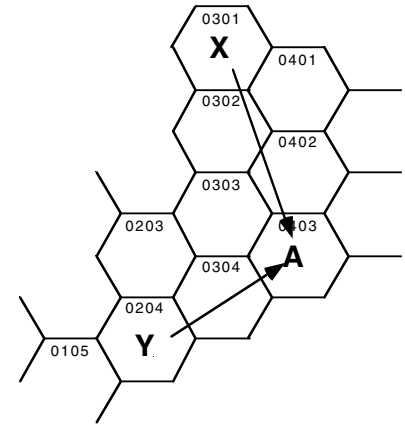
### 11.0 Anti-Tank ("AT") Fire

Anti-Tank Fire is targeted against an individual enemy vehicle unit — no other units in the hex with the target unit are affected in any way. Only trucks and units with an armor defense value may be attacked with anti-tank fire.

#### 11.1 Procedure.

For each AT attack, the active player designates the firing unit and its target. He or she rolls two dice, adds the firing unit's AT value, subtracts the target unit's armor value (trucks have an armor value of -1), and applies any other modifiers listed on the Anti-Tank Fire table. Consult the Anti-Tank Fire Table to determine the result.

**11.11 Crossfire.** The Anti-Tank Fire Table contains a modifier of "+2 if the target is attacked during this turn through two or more non-adjacent hexes." This applies only to the second and subsequent attacks against a vehicle during a given turn (but not necessarily during the same action seg-



ment). The modifier does not apply if the target unit moves after the first unit fires on it and before the second attack is resolved.

*Example:* If unit Y has already fired on target A with anti-tank fire, the modifier would apply to an AT fire attack by unit X.

### 11.2 Armor Efficiency.

A full-strength (not reduced) German AFV unit, a full-strength Soviet Guards AFV unit in scenarios taking place in 1943 or later, or a full-strength American or Polish AFV unit in scenarios taking place in 1944 or later may conduct two AT fire attacks in each action segment in which the unit fires. The attacks need not be made against the same target.

### 11.3 Increased Range.

Units with anti-tank values of at least 1 may fire at targets at a distance of between 100% and 150% of their printed range, at half their anti-tank value.

### 12.0 Assault

Assault combat takes place between opposing units occupying the same hex.

#### 12.1 Assault Movement.

**12.11 Entering a Hex.** Activated good order units directed by a leader may enter an adjacent hex occupied by enemy units. They may only do so if they start their activation adjacent to the enemy units (EXCEPTION: Cavalry Charges, 15.4). This initiates an assault (or reinforces an existing one). The assaulting units are the "attacker"; their opponents are the "defender."

**12.12 Exiting a Hex.** An active unit may exit an assault hex but may only move a single hex when doing so. The

hex moved into may not be enemy-occupied. If all of a player's combat units exit an assault hex (leaving no combat units to guard their retreat), they may be attacked by the enemy units in the assault hex using the Assault Table. The moving units may not fire and no negative column modifiers for units defending in town, woods or entrenchments are applied.

**12.13 Morale Restrictions.** Disrupted units may NOT enter hexes containing enemy combat units, but may assault enemy units already in the hex they occupy. Demoralized units may NOT enter an assault hex or assault units in a hex they already occupy. They may defend against assaulting units at one-quarter of their normal direct fire strength. If demoralized units start their activation in an assault hex, they must attempt to recover morale, and if they fail to do so they must exit the hex. If no adjacent hex is clear of enemy units, the demoralized unit is eliminated.

**12.2 Required Combat.**

Assault combat must be resolved immediately when active units enter a hex containing enemy units and no friendly units. Resolve the assault after all units directed by a given leader have finished entering the hex. All units in the hex must participate.

**12.3 Optional Combat.**

If an activated unit enters a hex already occupied by both friendly and enemy units, or if the turn begins with units in an assault hex, the active player may choose whether or not to declare an assault with those units this turn. If he or she declares an assault, any units that moved into the hex this turn, plus any undemoralized friendly units and leaders that began the turn in the assault hex and have not been activated this turn, may participate if desired. Not all units must attack. However, all the enemy units in the hex defend as one combined strength.

**12.4 Assault Procedure.**

Each player totals the direct fire values of his units in the hex, as modified by disruption or demoralization. Each player finds the column on the assault table whose value either equals or does not exceed his total modified

direct fire value in the hex. Apply any column modifiers (see Assault Table — there are no minimum/ maximum/modifiers). Each player then rolls one die and cross-references the result with the appropriate column. Results are implemented simultaneously (EXCEPTION: First Fire, 12.43). Note that the defending units in the assault are NOT considered to have activated and are not marked with a "FIRED" or "MOVED" marker.

**12.41 Column Modifiers.** All terrain modifiers, plus dug-in, entrenchment and bunker modifiers, only benefit the defender in the assault.

**12.42 Minimum Strength.** All units with no direct fire factor, except trucks, sledges and wagons, have an assault combat strength of 1. Leaders have no assault strength, but may add their combat modifier to the fire strength of any one unit in the hex.

**12.43 First Fire.** When conducting an assault against enemy units that are dug-in, entrenched or in a bunker, the defending units occupying these fortifications resolve their assault combat first. Combat results are applied against attacking units before they resolve their assault. If the hex contains defending units that occupy such fortifications AND defending units which don't, the defending player may choose to resolve assault combat first using only those units in the fortifications, OR use all units present and resolve the assault simultaneously with the attacker.

**12.5 Restrictions.**

**12.51 Leaders.** A leader adjacent to an assault hex may not influence units in the assault hex. Only leaders in the assault hex may do so. Leaders in the assault hex may direct units in adjacent hexes to enter the assault hex, but may not influence them in any other way.

**12.52 Fire Types.** Units in an assault hex may not conduct direct fire attacks or bombardments, and may conduct anti-tank fire attacks only against enemy AFVs in the same hex. Units may not conduct opportunity fire against enemy units entering their hex to initiate or reinforce an assault (EXCEPTION:

Cavalry Charges, 15.43).

**12.53 Unit Types.** Halve the direct fire values of HMG and anti-aircraft units initiating an assault, unless at least one friendly infantry, SMG or engineer unit also participates in the assault.

**13.0 Opportunity Fire**

Inactive units which have not yet activated this turn may attack a spotted, moving individual enemy unit within range with direct or anti-tank fire. Each eligible unit may conduct up to two opportunity fires each turn using direct fire. Multiple units may combine direct fire normally against the moving unit. AFVs are allowed to conduct as many AT opportunity fires as they would normally be allowed in one action segment (see 11.2). Weapon units with AT fire capabilities may only conduct one AT opportunity fire per turn. Weapon units with both direct and AT fire capabilities may use either type of fire in a turn as opportunity fire (but not both). Such a unit could use its direct fire capability twice in one turn.

**13.1 Procedure.**

The inactive player designates the firing unit(s) and its/their target during the target unit's movement. Resolve the attack using the direct or anti-tank fire procedure. In the case of direct fire or AT fire by AFVs that can shoot twice per turn, on the first opportunity fire place both a "FIRED" and a "MOVED" marker on the unit. The second time, remove the "MOVED" marker leaving only the "FIRED" marker. This indicates that the unit may not fire or activate again this turn. In the case of anti-tank fire by units that can only shoot once per turn (AT fire by weapon units and some AFVs), place a "FIRED" marker on the unit after it fires once to indicate that it may not fire or activate again this turn.

**13.11** A target unit may be attacked in any hex(es) it enters along its movement path. During the unit's movement, the inactive player must tell the moving player to stop moving the unit momentarily so that he or she may conduct opportunity fire. Fire must be resolved before the unit enters a new hex. The firing player may not wait to see where the unit will end its movement

before announcing opportunity fire.

**13.12** The +1 column modifier against a hex containing three enemy units does not apply for opportunity fire, because only the individual moving unit is affected.

**13.13** A moving unit forced to check morale by opportunity fire may be assisted by a leader moving with the unit, or by a non-moving good-order leader in the same or an adjacent hex.

**13.14** A moving unit that fails a morale check stops moving immediately. A unit that suffers a step loss but does not fail a morale check may continue moving.

### 13.2 Restrictions.

**13.21** In a single action segment, a moving unit may only be attacked once in a particular hex by the same enemy unit. Multiple units may fire at the moving unit when it enters the hex, but each firing unit that could fire twice may not fire a second time unless and until the moving unit enters a new hex.

*Example:* A Soviet cavalry unit moves within range of two Finnish infantry platoons occupying the same hex. In the first hex which the Soviet unit enters, the Finnish units may conduct one opportunity fire attack against it (either individually or by combining their fire). The Finnish units may not conduct their second opportunity fire attack unless the cavalry unit enters another hex within spotting and weapons range.

**13.22.** Opportunity fire attacks may be performed by multiple units in any order desired. Opportunity fires are designated one at a time, allowing the player to wait to see how one opportunity fire turns out before performing another.

**13.23** Demoralized units may not conduct opportunity fire attacks.

**13.24** Opportunity fire may not be conducted against units in a hex occupied by friendly units.

## 14.0 Morale

All units and leaders have morale values. Leader morale values are printed on the counters; others have one value for full strength and another for

reduced strength specified in the scenario instructions (the number before the slash is full-strength morale, the number after the slash is reduced strength morale).

### 14.1 Morale Checks.

When a combat result requires a morale check, the owning player rolls two dice for each affected unit or leader and adds any applicable modifier (for example, M2 adds two to the result). If the modified result is less than or equal to the unit/leader's morale (as modified by leader bonuses), the unit or leader passes and is not affected. If the result is greater than the unit or leader's morale by one or two, it fails and becomes disrupted (14.2). If the unit or leader fails by three or more it becomes demoralized (14.3).

*Example:* Two French infantry platoons plus a leader are forced to check morale (M, no additional penalty). The leader has a morale of 9 with a morale modifier of 1, and the infantry platoons have a morale of 8. First, the French player rolls a 7 for the leader, who passes his morale check. He adds the leader's morale modifier of 1 to the morale of the infantry platoons, giving them a morale of 9. He rolls a 10 for the first platoon, meaning it is disrupted. He then rolls a 12 for the second platoon. Since this platoon failed by 3, it is demoralized.

**14.12 Compound Morale Failure.** A leader or unit that is already disrupted and fails another morale check becomes demoralized. A demoralized leader or unit that is again demoralized (by failing another morale check by 3 or more) suffers a step loss. There is no additional effect on a demoralized leader or unit that fails a morale check by 2 or less.

**14.13 "After you, Sir!"** Roll morale checks for leaders first, before units, in order of seniority. Leader morale failures apply immediately, so if a leader becomes demoralized he can't add his morale bonus to other units this segment.

### 14.2 Disruption.

A disrupted unit or leader:

- Has all its combat strengths halved
- May move only one hex per turn.

- May not enter an enemy-occupied hex.

### 14.3 Demoralization.

A demoralized unit or leader:

- May not conduct direct, indirect or anti-tank fire, or initiate an assault.
- May defend against an assault but at one-quarter its direct fire value.
- Has its morale reduced by one.
- Must attempt to recover morale (14.4) on its activation.
- If it fails to recover, it must move away from enemy combat units that have range on it and are capable of obtaining a combat result on it through direct or anti-tank fire. So, a demoralized AFV is not required to flee from enemy infantry. Mark the unit as "MOVED" once it finishes moving away.

**14.31** Demoralized units and leaders that fail to recover must move toward a town, city or woods hex, or toward a location where enemy units can no longer spot or fire on them. They must expend their entire movement allowance in moving away from enemy units towards such hexes. If they cannot move to such a hex on the first turn, and if they fail to recover on future turns, they must continue moving until they occupy a town, city, woods, or other hex where they cannot be spotted by an enemy combat unit. EXCEPTION: A demoralized leader or unit in a hex containing a bunker or entrenchment is not required to move, but may do so if desired.

**14.32** Demoralized units and leaders may only enter hexes farther away from enemy units capable of harming them this turn. If this is not possible, they may enter hexes at an equal distance from such enemy units. If this is also not possible, they may remain in place.

**14.33** If a demoralized weapon unit with a movement allowance of 0 fails a recovery attempt (14.4) and is required to move, it is eliminated (the crew abandons the weapon).

### 14.4 Recovery.

Players may attempt to improve the morale status of their demoralized and disrupted units. This is called "recovery." Units attempting recovery must

be activated and may conduct no other action during the turn. Place a “MOVED” marker on any unit that attempts recovery (whether it is successful or not), and any leader who assists a recovery attempt. A leader may not move in the same action segment in which he assists a recovery attempt, except to accompany a fleeing demoralized unit that fails to recover.

**14.41 Procedure.** Determine the morale of units attempting recovery. Add to this the morale modifier of any one leader assisting the recovery attempt. Roll two dice. On a result less than the modified unit morale, it recovers. A demoralized unit that recovers becomes disrupted; a disrupted unit that recovers returns to good order.

**14.42 Required Recovery.** Every demoralized unit must attempt recovery at some point during the course of a turn (owning player chooses when). Thus, a player may not “pass” if he or she has demoralized units that haven’t activated this turn — they must try to recover.

**14.43 Automatic Full Recovery.** A demoralized unit or leader attempting recovery immediately returns to good order (skipping disruption) on an unmodified result of “2.”

**14.44 Leader Desertion.** A demoralized leader attempting recovery is immediately removed from play on an unmodified result of “12.”

**14.45 Recovery Bonuses.** Add 1 to the morale of units attempting recovery if they occupy an entrenchment, bunker or town hex.

**15.0 Special Unit Types**

**15.1 Headquarters (HQ).**

In some scenarios, headquarters are present as units. HQ units indicate the morale of a side’s forces. The numbers in white/red in the lower right-hand corner of the HQ unit correspond to the full/reduced strength morale of that side’s units specified in the scenario instructions (see 14.0).

The loss of an HQ unit is catastrophic; no friendly unit within 15 hexes of where the HQ unit was destroyed may move during the remainder of the current turn or during the two subsequent turns.

**15.2 Aircraft.**

Aircraft appear in some scenarios in the scenario special rules, or through the optional random events table included in some games in this series. Aircraft fire values are printed on the counters. A player receiving aircraft flips the counter (like a coin) to determine which side of the counter is used.

**15.21 Air Attack.** An aircraft unit may attack any hex on the board. Each aircraft unit may attack one hex per turn. The owning player selects the target hex(es) and places at least one aircraft unit in each of those hexes. Up to three aircraft units may attack a single hex. He or she rolls one die for each aircraft unit. On a result of 1 or 2, the aircraft misses the hex, is removed from the board and may not attack this turn. On a result of 3 through 6 it attacks the hex.

**15.22 Friendly Fire.** If an aircraft misses the hex, use the friendly fire procedure (9.5) to determine if any adjacent friendly units are hit.

**15.23 Damage.** Total the attack values of all aircraft which successfully hit each hex, roll two dice and consult the Direct Fire table. Reduce the column used by one if an undemoralized enemy anti-aircraft unit is within three hexes of the target hex (anti-aircraft units have no other effect on air units). Once the air attack is complete, remove the aircraft counters from the board.

**15.24 Anti-Aircraft.** Aircraft never take losses from anti-aircraft fire. Anti-aircraft units only reduce an aircraft’s chance of inflicting damage (15.23).

**15.3 Armored Trains and River Vessels.**

Armored Trains and River Vessels are always treated as having a leader for movement purposes, but these leaders may not activate other units or spot for artillery. They are treated as AFVs for combat purposes and may be destroyed by anti-tank fire. They may move and fire in the same action segment, moving first and then firing. If they conduct opportunity fire, they may still move.

**15.31 Armored Trains.** An armored train may only enter railroad track hexes (as designated by the scenario special rules). Its movement allowance is 6.

**15.32 River Vessels.** River vessels may only enter major river hexes. They have a movement allowance of 5.

**15.4 Cavalry.**

Cavalry units activated by a cavalry leader may conduct assault movement (12.1) from two hexes away. This is known as a “cavalry charge” (see assault table for column shifts).

**15.41 Opportunity fire (13.0)** may be conducted against charging cavalry in the first hex they enter, before they enter the assault hex.

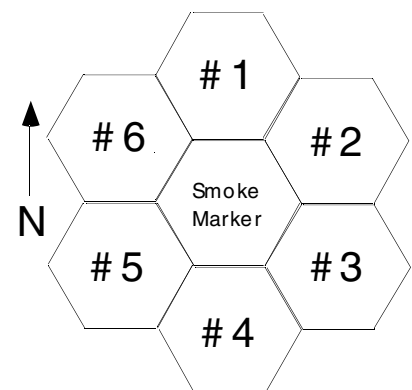
**15.42 Cavalry units** may not be transported.

**16.0 Special Rules**

**16.1 Smoke.**

In some scenarios players may fire smoke. Only artillery (including off-board) and mortar units may fire smoke. A unit or offboard artillery firing smoke may not fire again in the same turn (place a “FIRED” marker on the unit). The active player places one smoke marker on the board for each unit or offboard artillery firing smoke. Roll two dice for each marker. On a result of 8 or less, the smoke marker remains in the hex. On any other result the marker is removed.

**16.11 Effects.** Smoke markers block line of sight. A hex with a smoke marker in it becomes “limiting terrain” (8.2).



**16.12 Dispersal and Drift.** During the marker removal phase, the player who placed the smoke marker determines if

it remains in play. Roll one die for each smoke marker on the board. On a result of 1 the smoke marker remains in place. On a result of 2 the smoke marker moves to one of the adjacent hexes. Roll the die a second time and consult the diagram above this section.

Place the smoke marker in the hex corresponding to the result. If "North" does not lie where indicated, players must agree on hex alignment before rolling. On a result of 3 through 6 the smoke marker is removed.

### **16.2 Digging In.**

Activated, undemoralized units may "dig-in" at any hex except a town, woods or entrenchment hex. Place a "Moved" marker on a unit that digs in. Digging in costs all of a unit's movement allowance and counts as its activation. Place a "Dug In" marker under the unit at the conclusion of the first action segment and on top of the unit at the conclusion of the subsequent action segment of digging in. After the Dug In marker is placed atop the unit, the unit gains the all the benefits of being Dug In (see combat tables and First Fire under Assault).

**16.21** If, after the first segment of digging in but before the second, the unit is interrupted by becoming demoralized or disrupted, firing on enemy units, participating in an assault as the attacker, or moving, the "Dug In" marker is removed. The two-turn process must begin anew in a future action segment.

**16.22** The "Dug In" column modifiers apply only to those units in a target hex actually dug-in. NOTE: Leaders are always considered dug in if any friendly units in their hex are dug in. If the target hex contains both units which are and are not dug-in, the active player does not roll the die twice — apply the results from the appropriate different columns.

*Example:* Two Italian Bersaglieri platoons (total direct fire strength of 10) fire at a hex containing one Australian infantry platoon which is dug in and one which is not. The Italian player rolls the dice with a result of 4. The Australian platoon which is dug in must undergo a normal morale check

(result M, from the 4 column since the column was reduced by one), but the Australian platoon which is not dug in must undergo a morale check with a +1 dice roll modifier (result M1, from the 7 column since there was no column reduction).

**16.23** Cavalry and transports may not dig in.

**16.24** Remove the Dug In marker from the board if the dug-in unit exits the hex.

**16.26** Dug In status is not transferable to other units. Each unit must dig itself in to gain the benefits.

### **16.3 Wrecks.**

When an AFV step is eliminated in a bridge or town hex, place a wreck counter there. Moving a vehicle into a hex with one wreck costs an additional 1 MP. Two wrecks in a hex cost vehicles an additional 5 MPs to enter. No vehicle may enter a hex with three wrecks.

One wreck counter may be cleared by an AFV unit with an armor value of 2 or more. The AFV must spend two consecutive action segments in the hex without moving or firing. The AFV must be in good order and activated in each turn to clear the wreck; place a "MOVED" marker on it each turn. If the wreck-clearing unit is interrupted in any way (see 16.22) the two-turn process must begin anew in a future action segment.

### **16.4 Entrenchments.**

Entrenchment markers give units defensive bonuses against direct and indirect fire and advantages in assault combat. Entrenchments are placed at the beginning of a game and may not be constructed during a scenario.

**16.41** Entrenchments are not removed if the occupying units leave the hex. New units of either side may occupy them.

**16.42** AFVs, cavalry and transport units may enter a hex with an entrenchment marker, but receive no benefit from it.

### **16.5 Entering and Exiting the Board.**

Units may enter or exit the game board as directed by the scenario instructions.

**16.51 Entering the Board.** Units that

enter the board during the course of a scenario should be set up offboard under normal stacking limits. Group the units around leaders as though the units were on the board. When the units are scheduled to enter the board, activate them as any other units and move them onto the board, counting the first hex entered as their first movement point(s) expended.

**16.52 Exiting the Board.** Units exiting the board may not re-enter play, but are not counted as destroyed unless the scenario instructions state otherwise. No unit may exit the game board unless the scenario instructions permit. Those that would be forced to exit (such as demoralized units fleeing enemy fire) remain in the board-edge hex.

### **16.6 Hidden Units.**

In some scenarios, units begin play hidden. Such units are not placed on the game board, but are set aside with their locations recorded. Spotting range for enemy units trying to locate hidden units is reduced to 1/4 normal range (minimum of 1 hex). Thus a hidden unit in clear terrain could only be spotted by a unit three hexes away if the current spotting range is 12 hexes, and a hidden unit in a town hex could only be spotted by an adjacent unit.

A hidden unit loses its special status and must be placed on the board if an enemy unit is able to spot it, or if it moves or conducts any type of fire.

### **16.7 Minefields.**

Some scenarios include minefields. The owning player places them face-down on the board, leaving only the side not showing a number or "dummy" visible. Minefields can be 1, 2 or 3 points in strength, or they may be dummies.

**16.71** When an enemy unit enters a hex containing one or more minefields, the markers are turned to the numbered side and the owning player (the one who placed the minefield) rolls a corresponding number of dice for each unit which entered the hex. On a result of 6 the unit loses a step. On a result of 5 the unit is demoralized. On a result of 3 through 6, the unit must stop moving. On a result of 1 or 2 there is no effect.

**16.72** If an engineer unit is among those entering the hex, reduce the number of dice rolled by one. If the only unit(s) to enter the hex are engineers, reduce the number of dice rolled by two.

**16.73** Dummy minefield markers are removed when revealed.

**16.74** If an engineer unit remains in a minefield hex for three complete turns without interruption (see 16.22), one minefield strength point (owning player's choice if multiple minefields are in the hex) is removed from the hex at the end of the third game turn.

### **16.8 Bunkers.**

Bunkers have the same effects as entrenchments, except that the column modifier for attacking units in the bunker is -3 (the normal entrenchment modifier is -2). This -3 modifier even applies on the direct fire table, which has a normal negative column shift maximum of -2.

**16.81** Assaults against Soviet, Finnish or Japanese defenders in bunkers are conducted with a -4 column modifier.

**16.82** A bunker is destroyed and removed from play at the instant its hex is occupied by an enemy unit with no friendly units present in the hex.

**16.83** A bunker does not count toward stacking limits. A bunker's fire values may be used as though it were a unit. A bunker may not move, but it may use both its Direct and Anti-Tank fire values in the same action segment.

**16.84** An assault against a bunker by units which include an engineer unit is increased by one column.

## **17.0 Optional Rules**

### **17.1 Consolidation.**

A player may combine two reduced units of like type and morale condition to form a single full-strength unit. Both units must start their activation in the same hex and expend all their movement to combine. Place a "MOVED" marker on the combined unit.

### **17.2 Excess Initiative.**

If a player wins initiative (3.0) by enough to conduct three or more action segments before his or her opponent can conduct one, he may "save" one action segment and use it any time during the turn to perform two consecutive action segments.

### **17.3 Strategic Movement.**

Units out of line of sight of enemy units may move at twice their normal movement allowance. Hidden units (16.6) may attack such units with direct fire at a column increase of +2.

### **17.4 Random Events.**

Some volumes of this series include Random Events Tables. During the Initiative Determination Phase, if both players roll the same unmodified result on their initiative attempt, a random event may take place. Once initiative has been determined, each player rolls a die. Add the results together and consult the Random Events Table in the scenario book.

### **17.5 Multi-Player Rules.**

Panzer Grenadier may be played by more than one player per side. To do this, divide all of a side's units and leaders among the players on each side in whatever proportions are desired. Each player will control only those leaders and units he or she has been assigned. Players may wish to refer to the "Background" section of the Scenario Book to construct historically accurate companies and battalions for game play.

**17.51 Commanding Officer.** Before the process of dividing units between players begins, roll a die to determine which player on each side will control that side's highest-ranking leader. If there is more than one leader of the highest rank on either side, select a higher-ranking leader from the counter mix and add that to the order of battle, or designate one of the highest-ranked leaders as having seniority. The player who wins control of the highest-ranking leader is the Commanding Officer (CO) of that side. The CO player mediates the division of leaders and units between players. During play, the CO determines which player may activate units during the side's activation segment. The CO may issue high-level orders to the other players on his side, and is in charge of determining where offboard artillery and air support will be allocated (players will likely give frequent input on these subjects — the CO must mediate these arguments).

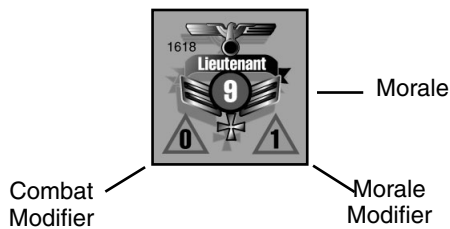
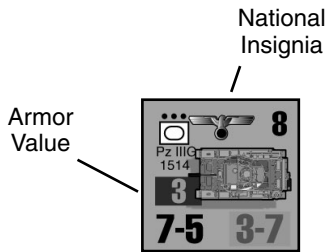
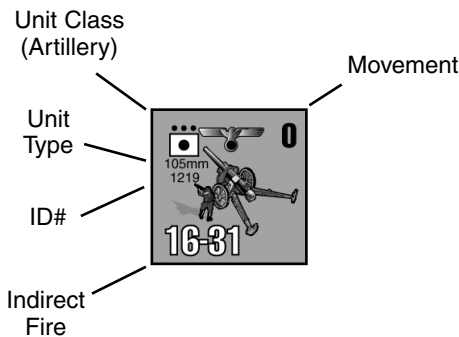
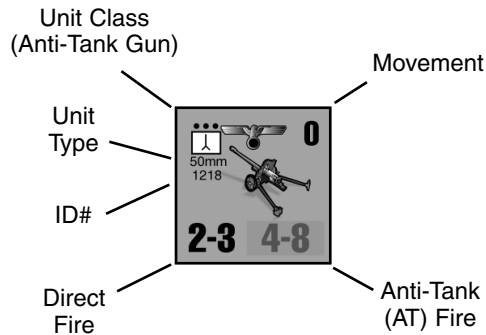
**17.52 CO Casualties.** If the highest-ranking leader on a side is killed, the player with the next-highest-ranking

surviving leader becomes the CO. If there is a tie for seniority, the player who controls the greatest number of steps of surviving combat units is the new CO (roll a die to resolve ties). This may cause another player besides the original CO to become the new CO.

**DESIGN NOTE:** PANZER GRENADIER is a stand-alone system and is not intended to bear any connection to other game systems. Please take the rules at face value and don't read anything into them that isn't there. If the rules don't say you have to do something, you don't have to do it.

# Reading the Counters

Below is a breakdown of all counter components.



Anti-Aircraft

Anti-Tank

Armored Car

Artillery

Cavalry

Engineer

HMG

Infantry

Mortar

Tank

Transport

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**Game Series Development:** Brian L. Knipple

**Basic Game Rules Set:** Doug McNair

**Rules Layout and Design:** Peggy Coleman

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