

# ASSAULT

# Panzer Grenadier

## ASSAULT COMBAT CHART

Roll	Fire Value							
	1	3	5	9	13	18	24	30+
1	-	-	-	-	-	M	M1	M2
2	-	-	-	-	M	M1	M2	1
3	-	-	-	M	M1	M2	1	1
4	-	-	M	M1	M2	1	1	2
5	-	M	M1	M2	1	1	2	2
6	M	M1	M2	1	1	2	2	3

### Results

- No effect.
- M All enemy units in hex check morale (14.1).
- M# Same as M except add # to morale check dice roll.
- # a) # step losses to enemy combat units of any type in hex;  
b) *and* # step losses to enemy wagon, truck, prime mover or sledge in hex.  
In each unit category (a and b), first step loss must be taken by unit with best morale status. On "2" or "3" result, assault causes 2 or 3 step losses (respectively) to each category, and at least one of the step losses must be taken by AFV (any type) if present. Step losses to absent unit categories are ignored (7.63). All surviving units check morale as M2.

### Column Modifiers

All are cumulative and may sometimes apply to both sides. There are no maximum negative or positive modifiers (10.3).

- 2 assault against defending units occupying entrenchment or town hex
- 2 to attacker in Major River on first round of assault if neither side includes ENG (5.75).
- 1 assaults against defending units occupying woods.
- +1 all units of attacking side have higher morale than all defending units. Leaders have no effect on morale for this purpose.
- +1 side includes undemoralized friendly regular leader (not tank leader)
- +1 all enemy units are demoralized
- +1 side includes at least one undemoralized closed-top AFV *and* at least one infantry of any type except HMG. Other friendly units may also be in hex. Modifier only applies to Germans in all scenarios; Soviet Guards in scenarios taking place after 1942; Polish, US and Commonwealth in scenarios taking place after 1943.
- +1 side includes ENG unit in town or entrenchment hex.
- +1 all units of the side are Finnish, Gurkha or Japanese infantry of any type except HMG.
- +1 charging cavalry (15.41).
- +1 assault against enemy AFV(s) in town or woods without enemy infantry of any kind present (enemy HMGs and enemy infantry loaded on APCs/transport do not count).
- +1 to defender in a hill hex on first round of assault, *if* assault hex is higher in elevation than all hexes attacker entered from, or contains elevation line higher than all hexes attacker entered from.