

Double-Blind for Panzer Grenadier

Basics

Units or leaders create and maintain observation points (OPs). All of a player's undemoralized combat units must be observable by friendly or enemy observation points. Observation points are what actually see other units. In multiplayer games, allied observation points may be used, depending on player agreement. Allied observation points do not fulfill observation requirements for friendly units, friendly units must still be observed by friendly or enemy observation points.

Observation point creation

1. Observations points are created at the beginning of the game, or at the end of an action segment.
2. An observation point may be created in any hex with an undemoralized combat unit or leader. (Unarmed transport may not create observation points.)
3. If stationary infantry, cavalry, or “scout” units are present an observation may be created in an adjacent hex.
4. Any spotted or observed unit is automatically considered to be an observation point.

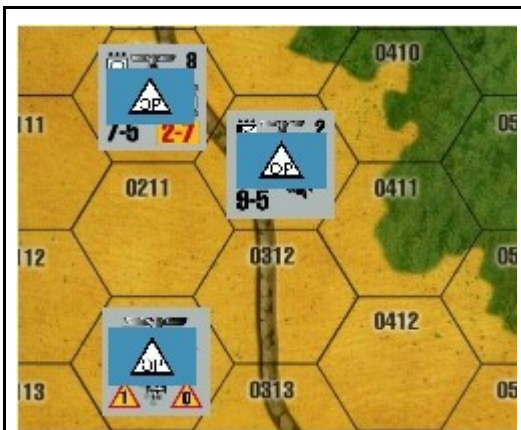


Illustration 1: Any combat unit or leader may create an observation point.



Illustration 2: Stationary infantry or scout units may create Observation points in an adjacent hex.

Observation Point Removal

Observation points are immediately removed when all units in the hex with them become demoralized. If all infantry, cavalry, or “scout” in a hex are demoralized, their adjacent observation points they created are removed. Observation points created in adjacent hexes disappear when the creating unit(s) move, unless the observation point was created by recon infantry. Adjacent observation points created by recon infantry move with the recon infantry unit.

Procedure

Each player reveals their own units and lone leaders observable by the other player. Revealed units and lone leaders, which are now observation points, may reveal more units and lone leaders. This continues until every unit or loan leader, visible to each side has been declared.

Observing Leaders

Leaders stacked with personnel or weapons units are not revealed (they would blend in). Values of lone leaders are not revealed (it is just a couple of guys).

Observation Ranges

Observation ranges for stationary observation points is just like in the game, 12 hexes or 3 hexes in limiting terrain. Units in assault hexes may only observe units in adjacent hexes. Demoralized units cannot observe anything.

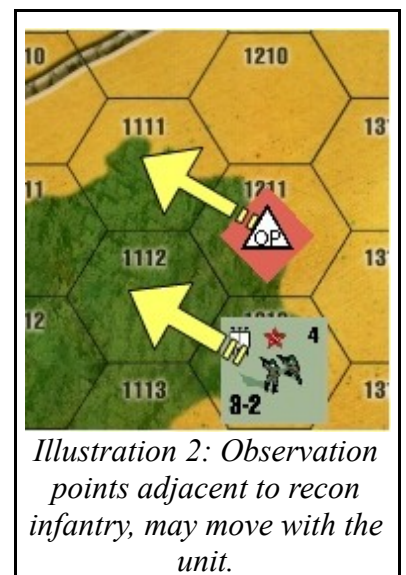


Illustration 2: Observation points adjacent to recon infantry, may move with the unit.

Hidden Units

Units which are allowed setup hidden, or become hidden, do not need to be under observation by the owning player.

Collisions

When an unobserved unit moves into another unobserved unit's hex, a collision occurs. The default result is the moving unit bounces back to the adjacent hex from whence it entered and stops moving.

If the moving unit was accompanied by a leader, the player may opt to assault the unit(s) in the hex. Other units which activated in the hex with the leader may join the assault, if they have not already moved. No other units may join the assault. The assaulting units get first fire against the defenders.

Leaders which collide with enemy combat units must make a survival roll according to rule 6.71. Should the leader survive, he is displaced to the hex from whence he came.

Blind Artillery Fire

Artillery may fire into hexes even though no units have actually been observed in the hex. Such fire must still be directed by a spotting leader which has a line of site to the hex. Such fire is conducted at half strength.

Air Attacks vs. Unobserved units

When aircraft are attacking, designate a target hex and roll for aircraft arrival. Should the aircraft arrive, unit types in unobserved hexes within 3 hexes of the target hex are declared. Numbers of units in unobserved hexes are not declared. If the unobserved hex is limiting terrain, and not the target hex or adjacent to the target hex, that hex is only declared to be occupied. The actual hex to be attacked is decided after any unobserved unit types or occupied hexes are declared.





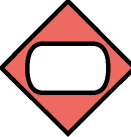




Razvedka

When applicable, the Axis player rolls for each hex occupied, but is not observable. When a Razvedka roll is successful against an unobservable hex, the Axis player informs Soviet player of the type of units in the hex. The Axis player does not reveal numbers of unit types unless the hex is in line of sight of a Soviet observation point. Leaders are never revealed by Razvedka.

Optional Additions

1. Moving personal units may only observe enemies in clear terrain at 6 hexes and limiting terrain hexes normally. Moving vehicles and undefined observation points only observe enemies at 3 hexes in clear terrain, and 1 hex in limiting terrain. Observation ranges for moving units remain in effect until the end of the opposing player's next activation.
2. Units difficult to identify at longer ranges. Do not reveal specific units at ranges beyond 12 hexes in clear terrain, until they fire. Before they fire. Mark the unit type with an enemy unit counter.
3. Dug in personnel units and low profile weapon units are treated as being in limiting terrain when the observation point is at the same or lower elevation. Low profile weapons would include infantry guns and 57mm or smaller AT guns.

Counters & Definitions

	Friendly Observation Point: These are the observation points you place to observe your opponent, and potentially your allies. You would then inform other players of their locations.
	Enemy Observation Point: Place these as your opponent informs you of the location of his observation points.
	Allied Observation Point: Your teammates place and inform you of these. They may not be used for friendly observation.
	Enemy Infantry: Includes all types of personnel units, and limbered mortars. Included for air attack determination, or for use at player discretion.
	Enemy Armor: Includes tanks, tank destroyers and assault guns. More generally, any tracked AFV. Included for air attack determination, or for use at player discretion.
	Enemy Weapons: Any weapon unit or unlimbered mortar. Included for air attack determination, or for use at player discretion.
	Enemy Armored Car: Armored cars, or more generally, any wheeled AFV. Included for air attack determination, or for use at player discretion.
	Enemy Armored Transport: APCs, and prime movers with an armor value. Included for air attack determination, or for use at player discretion.
	Enemy Unarmored Transport: Any transport unit without an armor value. Included for air attack determination, or for use at player discretion.