

# BOMBARDMENT

# Panzer Grenadier

## BOMBARDMENT TABLE

Roll	Bombardment Value									
	3	5	8	12	16	21	30	42	55	70+
Friendly Fire Numbers										
	(1)	(2)	(3)	(4)	(5)	(6)				
2	M	M1	M2	M2	X	X	2X	2X	2X	2X
3	-	M	M1	M1	M2	M2	X	X	2X	2X
4	-	-	M	M	M1	M1	M2	M2	X	X
5	-	-	-	-	M	M	M1	M1	M2	M2
6	-	-	-	-	-	-	M	M	M1	M1
7	-	-	-	-	-	-	-	M	M	M1
8	-	-	-	-	-	M	M	M1	M1	M1
9	-	-	-	M	M	M	M1	M2	M2	M2
10	-	-	M	M	M1	M1	M2	X	X	X
11	-	M	M	M1	M1	M2	X	X	2X	2X
12	M	M	M1	M2	M2	X	X	2X	2X	2X

### Results

- No effect.
- M All units without armor values in target hex check morale (14.1).
- M# Same as M except add # to morale check dice roll.
- X
  - a) One step loss to one combat unit in hex (except closed-top AFVs)
  - b) *and* one step loss to one wagon, truck, prime mover or sledge unit in hex. Owning player decides which unit in each of category (a and b) takes step loss. Step losses to absent unit categories are ignored. All closed-top AFVs in hex must make M morale check. All other units in hex must make M2 morale check (7.61).
- #X Same as X, except each unit category takes # step losses rather than one step loss. Also, at least one of the step losses must be inflicted on open-top AFV if present in hex (7.61).

### Column Modifiers

All are cumulative, with no maximum negative or positive modifiers (10.3). Modifiers applicable only to specific unit types do not affect other types in same hex (make one attack roll but resolve attack on separate columns, 7.51).

-2 target hex is town or contains entrenchment (modifier still -2 if both town and entrenchment)

-1 target hex is swamp

-1 night turn

-1 targets are Dug In (16.2).

+1 target hex contains minefield belonging to firing player

+1 target is artillery/mortar/AA/AT

+1 target is cavalry

+1 target hex is spotted by firing unit

+1 target is loaded truck, prime mover, wagon or sledge

+1 three combat units stacked in target hex (4.4)