

PANZER GRENADIER

Assault Chart

Roll	1	3	5	9	13	18	24	30+
2	M2	1	1	2	2	2	3	3
3	M	M2	M2	1	1	2	2	3
4	-	M1	M1	M2	1	1	2	2
5	-	-	M	M1	M2	M2	1	2
6	-	-	-	M	M1	M1	M2	1
7	-	-	-	-	-	M	M1	M2
8	-	-	-	-	M1	M1	M2	M2
9	-	-	M	M	M2	M2	1	1
10	-	M	M1	M1	1	1	1	2
11	M	M1	M2	M2	1	1	2	2
12	M1	M2	1	1	1	2	2	3

Column Modifiers

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

-2 Against defending units occupying town, entrenchment, or cave (vs. entrenchment in town, still only -2).

-2 Against Major River hex on first round of assault if neither side includes undemoralized ENG (5.75).

-2 Uphill across a cliff hex side (must be good order and Commando or assisted by ENG).

-1 Against defending units occupying woods, jungle, heavy woods/jungle, swamp, rocky, wire, or railroad embankment.

+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 leader (not tank leader) and at least one non-AFV unit.

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 non-APC transport 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.

+1 All enemy units are demoralized.

+1 Side includes at least one undemoralized closed-top Efficient AFV (see 11.2) and at least one infantry of any type except HMG/WPN. Other friendly units may also be in hex.

+1 Side defending higher elevation slope hex from attacks on lower level.

+1 Side includes undemoralized ENG unit in town or entrenchment hex.

+1 All units of the side are Finnish, Gurkha, Maori, or Japanese infantry of any type except HMG/WPN.

+1 Attacking units are charging cavalry (15.31).

+1 Assault against enemy AFV(s) in town, woods, or jungle without enemy infantry of any kind present (enemy HMGs/WPNs and enemy infantry loaded on APCs/transports do not count).

+1 Attacker is assaulting a mired unit (see Optional Rules).

+2 Side defending higher elevation steep slope hex from attacks on lower level.

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