

ASSAULT

Panzer Grenadier

ASSAULT COMBAT

Fire Value	1	3	5	9	13	18	24	30+
Die Roll								
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 units in target hex except AFVs check morale (14.1).
- M# = Same as M except add the # to the dice roll.
- #X = Eliminate # of steps from personnel units. Also eliminate # of wagon, truck or weapon units. If number is 2 or 3, at least one AFV step must be eliminated if present. All units check morale as M2.

Column Modifiers

- -2 assault against defending units occupying an entrenchment or town hex.
- -1 assaults against defending units occupying a woods hex.
- +1 all units of the side have higher morale than all defending units. Leaders have no effect on morale of this purpose.
- +1 side includes undemoralized friendly leader.
- +1 all enemy units are demoralized.
- +1 side includes both undemoralized AFV (not including APCs) and infantry (INF, SMG, ENG). Modifier only applies to German in all scenarios; Soviet Guards in scenarios taking place after 1942; Polish, US and Commonwealth in scenarios taking place after 1943).
- +1 side includes engineer unit assaulting a town or entrenchment hex.
- +1 all units on the side are Finnish, Gurkha or Japanese infantry or engineer units.
- +1 charging cavalry (15.4).
- +1 assaults against AFV without INF, ENG or SMG of the same side present in town, city or woods.