

BOMBARDMENT

Panzer Grenadier

BOMBARDMENT TABLE

Bombardment Value										
3	5	8	12	16	21	30	42	55+	70+	
Friendly Fire Numbers										
(1)	(2)	(3)	(4)	(5)	(6)					
Die Roll										
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

Column Modifiers

- -2 target is in an entrenchment or town.
- -1 target hex is woods
- -1 target is Dug In (16.2). Not applicable in town or woods.
- +1 target hex contains a minfield belonging to the firing player.
- +1 target unit is artillery/mortar/AA/AT.
- +1 target is cavalry.
- +1 target is spotted by firing unit.
- +1 target unit is being transported by truck or wagon.
- +1 three units stacked in target hex.

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 one step from a personnel unit. Also eliminate one wagon, truck or weapon unit. All non-AFV units check morale as M2. AFVs check as M.
- #X = Eliminate # of steps from a personnel unit. Also eliminate # of wagon, truck or weapon units. All non-AFV units check morale as M2. AFVs check as M.