

PANZERGRENADIER DELUXE QUICK REFERENCE SHEET

GAME TURN: 1. HQ Impetus/Initiative. 2. Command: a) Phasing player - b) Non-Phasing player. 3. Exploit. 4. Morale.

HQ IMPETUS & INITIATIVE

ROLL 1D6 + modifiers	Highest score wins.	Germans win Draws: 1939-44. Lose Draws: 1945.	
German 1939-44 = +1	British & US 1943-45 = +1	All Other HQs = 0	All Out Command Effort = +2 & Win Draws
Winner - Takes / Passes 1st Command Phase & gains Exploit Phase.			
NOW ADD COMPANY HQ's TO SCORE FOR HQ IMPETUS TOTAL			

COMMAND PHASE

COMBAT GROUP COMMAND RADIUS

SIZE	Up to 5 Sections + Command Section. (Maximum = 6 sections.)					
COMMAND RADIUS	INFANTRY	4" [6"]	RADIOLESS TANKS	6" [9"]	TANKS	12" [18"]
	COMBINED ARMS		HALFTRACKS & TRANSPORTS		AFVS	
	DEPLOYED GUNS		TOWED GUNS		(with radios)	

COMBAT GROUP ACTIVATION: ROLL 2D6		IF NOT IN HQ CONTACT = 1 HQ Impetus*
IN HQ CONTACT = 8" [12"]	AFV HQ IN CONTACT = 12" [18"]	* = N/A if lead by Elite or Battle Hardened.
7+ = ACTIVE! Issue Orders.	6 - 5 = HESITANT! May add HQ Impetus or Do Nothing.	4 = Command Confusion! No HQ IMPETUS LEFT = Command Phase Ends.
DOUBLE 6 = Gain 1 HQ Impetus & +6" Tactical Move.		DOUBLE 1 = Lose 1 HQ Impetus.

USE HQ IMPETUS TO:	Increase Activation Score. Request Artillery Mission or Air Mission = 1
Use Combined Arms Combat Group = 1 (No cost if German/US 1941-45.). Order Coordinated Assault or Human Wave = 1.	

Advance Rule: DOCTRINE - Add Impetus to Activation Score?

German 1939-44 = To any section.	German 1945 = 1. Any Command section. 2. Any section if "In HQ Contact".
Russian & All Others = ONLY if Command section.	British & US = 1. Any Command section. 2. Any section if "In HQ Contact".

COMBAT GROUP ORDERS

FIRE! Inc. Intensive Fire & Indirect Fire.	TACTICAL MOVE! Standard Tactical Move.	TACTICAL MOVE & FIRE! (& vice versa.) Russians/Militia/Radioless AFVs must Move/Fire as a platoon.
TACTICAL MOVE & RECON! (& vice versa.) May Fall-Back. No Fire. Requires Command or Recon Section.	RAPID ADVANCE! Tactical Move + D6s. No Fire.	COORDINATED ASSAULT! 1 HQ Impetus. 2 Platoons coordinate a Close Assault. Both Platoons must be In HQ Contact.
RALLY! No Move. No Fire.	WITHDRAW! Tactical Move. Inc. Suppressed sections. No Fire. If Targeted = -1 to hit modifier.	HUMAN WAVE! 1 HQ Impetus per Turn. Up to 3 Platoons. Must be lead by Company HQ.

MOVEMENT

MOVEMENT = May move up to the maximum distances shown below

SECTION TYPE	TACTICAL	RAPID ADVANCE - (ROAD)	Vehicle in Difficult Terrain
INFANTRY & HQs	6"	+2D6" (Road = +2D6")	Tactical Move only & Bogged Down Test
SLOW AFVs	6"	+2D6" / Very Slow = +1D6" (Road = Same)	Vehicle Reversing = 6" maximum move.
MEDIUM AFVs / FAST AFVS	10"	+2D6" (Road = +3D6" / +4D6")	Crossing Obstacle = -3".
TRUCKS & JEEPS	6"	+2D6" (Road = +4D6")	Mount/Dismount Infantry = -6".
CAVALRY & HORSE DRAWN	10" / 6"	+2D6" (Road = +2D6")	Infantry move after dismounting = 6" [9"]
MANHANDLE GUNS	1D6" - Small & Medium Guns only.		Exploit & Reaction move = 6" [9"]
LIMBER/UNLIMBER GUNS	Small Guns= -6". Medium & Large Guns = Full Move. (No Fire.)		Fall-Back = 6" [9"].

BOGGED DOWN CHECK: ANY "1" if CROSS-COUNTRY or ANY VEHICLE in DIFFICULT TERRAIN: Roll 2D6

RESULT	3 or Less = Damaged & Suppressed. (Destroyed if Soft-skin.)	4 - 5 = Stuck. (No Move/Fire.)	6 - 8 = Half Speed
MODIFIERS	(Result) 9+ = No Effect	Heavy or Unreliable AFV = -1	
	In Deep Mud or Deep Snow = -1	In Buildings = -1	In Marsh -3
			Truck or Jeep = -1
			Elite / Militia AFV = +1 / -1

SPOTTING & RECON

MAXIMUM SPOTTING DISTANCES:

SPOTTER is:	TARGET is: Infantry / Small Guns		TARGET is: AFVs / Other Guns / Vehicles		Terrain Feature
Infantry / Gun / AFV section	In Cover = 18" [26"]	In Open = 24" [36"]	In Cover = 36" [54"]	In Open = 48" [72"]	
HQ / Artillery Observer / FAC	In Cover = 24" [36"]	In Open = 36" [54"]	In Cover = 48" [72"]	In Open = 60" [90"]	60" [90"]

RECONNAISSANCE: SELECT RECON AREA (Max. 6" wide); ROLL 2D6 & APPLY MODIFIERS:

RECON Modifiers	≤ 8" [12"] = +2.	9" - 18" [26"] = 0.	19" - 36" [54"] = -2.	Elite = +1.	Militia = -1.
RECON Results	Score of 7		Score of 8 - 10		Score of 11 - 12+
	1 x AFV or Gun Spotted.		1 x AFV or Gun or Infantry Spotted. (1 x Fog of War card revealed.)		2 x AFV or Gun or Infantry Spotted. (Inc. Ambush Camouflage Sections.)

DIRECT FIRE

WEAPON RANGES : ROLL 2D6 + MODIFIERS

WEAPON	Close	Effective	Long	Anti-Tank Value
SMG Section	0 - 4" [6"]	4+ - 6" [9"]	-	(-2) +1 per support
Rifle Section	0 - 4" [6"]	4+ - 12" [18"]	-	(-2) +1 per support
LMGs (& AFV LMGs)	0 - 4" [6"]	4+ - 14" [21"]	-	(-2) +1 per support
MMGs / HMGs (& Vehicle MMGs/HMGs)	0 - 4" [6"]	4+ - 16" [24"]	16+ - 20" [30"]	0 / 1
Light Mortar (+ US 60mm)	-	4+ - 16" [24"]	(60mm= 16+ - 24" [36"])	(-2) +1 per support
AT Rifle section	0 - 4" [6"]	4+ - 12" [18"]	-	0
PanzerFaust / PIAT	-	0 - 4" [6"]	-	6 / 5
PanzerSchreck / Bazooka	-	0 - 6" [9"]	-	6 / 4
20mm / 20mm Quad	0 - 8" [12"]	8+ - 18" [28"]	18+ - 30" [45"]	2 / 5
37mm, 45mm, (37mm Autocannon & US 37mm)	0 - 8" [12"]	8+ - 18" [28"]	18+ - 30" [45"]	2 (3)
British 2pdr, Long 45mm, 47mm, Short 50mm	0 - 8" [12"]	8+ - 18" [28"]	18+ - 30" [45"]	3
German Long 50mm, British 6pdr	0 - 8" [12"]	8+ - 24" [36"]	24+ - 36" [54"]	4
Infantry Gun 75mm / 76mm	0 - 8" [12"]	8+ - 18" [28"]	18+ - 30" [45"]	2
German Short 75mm / Early Russian 76mm L11	0 - 8" [12"]	8+ - 18" [28"]	18+ - 30" [45"]	3 / 4
US 75mm (If Early gun version*)	0 - 8" [12"]	8+ - 24" [36"]	24+ - 36" [54"]	5 (*4)
Russian 76mm	0 - 8" [12"]	8+ - 24" [36"]	24+ - 36" [54"]	5
German Long 75mm, US 76mm	0 - 8" [12"]	8+ - 28" [42"]	28+ - 40" [60"]	6
German Panther 75mm, British 17pdr, US 90mm	0 - 8" [12"]	8+ - 32" [48"]	32+ - 48" [72"]	8
Russian 85mm	0 - 8" [12"]	8+ - 28" [42"]	28+ - 40" [60"]	7
German 88mm L56 / L71	0 - 8" [12"]	8+ - 32" / 36" [48/54"]	32+ / 36+ - 48" [72"]	8 / 10
Short 95mm / Short 105mm / Russian Short 122mm	0 - 8" [12"]	8+ - 18" [28"]	18+ - 30" [45"]	4 / 5 / 5
Russian Long 122mm	0 - 8" [12"]	8+ - 28" [42"]	28+ - 40" [60"]	9
Short 150mm & 152mm / Russian ML20 152mm	0 - 8" [12"]	8+ - 18" [28"]	18+ - 30" [45"]	7 / 9
Flamethrower: Ranges: Infantry = 0-4" [6"]. AFV = 0 - 6" [9"]. Hit on 6+. Fail any morale test = Disperse/Destroyed.				APDS / HVAP = +2

DIRECT FIRE MODIFIERS

DIRECT FIRE MODIFIERS	MODIFIER
1. Firing Unit is: Elite or Militia:	+1 / -1
2. Firing Unit is: On Tactical Move & Fire Order & Regular or worse. (If Inferior AFV = -2 & No Long Range Fire.)	-1 (-2)
3. Firing Unit is: Low on Ammo or a Damaged AFV:	-1 for each
4. Target is at: Close Range / Effective Range / Long Range: (If Inferior AFV.)	+2 / 0 / -2 (-3)
5. Target is in Cover / Hard Cover* / Strongpoint*: (*Reduce these cover types by one level if 150mm+ firing.)	-1 / -2 / -3
6. Target is Small or Fast or on Withdraw Order:	-1 for each
7. Target is Stationary Infantry in the Open, (or any Infantry Target in Open if AFV firing.):	-1
8. Target is on a Rapid Advance Order or is a moving Militia AFV:	+1
9. Defensive Fire & Out of Arc: Tank/Gun = 45°. Inferior/Casemate/Bunker = 22°. (AFV Pivoting or Inferior AFV = -2.)	-1 (-2)

REACTIONS: Defensive Fire = Activation Required. Automatic inf: Inf : ≤ 4" [6"]. AFV/Guns ≤ 8" [12"]. Fall-Back = Activation always required.

SCORE OF 6 + = HIT! - SCORE OF 5 OR LESS = MISS! IF A/T FIRE NOW ADD ANTI-TANK VALUE.

AFV CLASS	FRONT	SIDE/REAR	NOW SUBTRACT AFV ARMOUR FACTOR
A	8	5	TIGER II, JadgTiger, Elephant.
B	7 [*KV1= 6]	4 [*Panther = 3]	TIGER I, PANTHER*, JadgPanther*, Churchill VII-VIII, IS2, KV1*.
C	5	3 [*JgPanzer = 2]	JADGPANZER IV*, MATILDA 2, Churchill I-VI, T34/85.
D	4	2	Late PANZER IV, Late PzIII, STUG, Char B, Cromwell, SHERMAN, T34.
E	3	2 [*M10 = 1]	PANZER IV, PANZER III, Somua, Crusader, Lee/Grant, M10*.
F	2	1	Early PANZER IV & Pz III, M13/40, H35/39, STUART, T70, HEAVY Armoured Car.
G	1	0	PANZER I & Early Pz II, Chi-Ha, M18, T26, T60, SdKfz 251/250, MEDIUM Armoured Car.
H	0	0	Ha-Go, M3 HALF-TRACK, Bren Carrier, Tankette, LIGHT Armoured Car.

DIRECT FIRE RESULTS 5 or Less = No Effect!					
SCORE:	6	7	8 - 9	10 - 11	12 +
ANTI-TANK	No Effect	Suppression Test	Disengage Test	Damage Test	Destroyed Test
Firing Sections:	ANTI-INFANTRY MORALE TEST RESULTS				
1 SECTION	No Effect	Suppression x 1	Suppression x 1	Disengage x 1	Disperse x 1
2 SECTIONS / 1 x LMG (Up to 70mm Guns)	Suppression x 1	Suppression x 1	Disengage x 1	Disengage x 2	Disperse x 1 + Disengage x 1
3 SECTIONS (75mm - 90mm Guns)	Suppression x 1	Suppression x 2	Disengage x 1 + Suppression x 1	Disperse x 1 + Disengage x 2	Disperse x 2 + Disengage x 1
4 SECTIONS / 1 x MMG (95mm - 150mm Guns)	Suppression x 2	Disengage x 2	Disengage x 2 + Suppression x 1	Disperse x 1 + Disengage x 3	Disperse x 2 + Disengage x 2
Double Six! Minimum Result = INFANTRY/GUN = Target section Dispersed! AFV = Damaged!					

Low on Ammo	Double 1 = AFV's/Guns/MMGs/A/T Section*	4 = 100mm+ AFV/Guns or Intensive Firer	5 = AFV F/T	5 = INF F/T Out of Ammo*
-------------	---	--	-------------	--------------------------

MORALE TESTS

Roll 2D6 + modifiers	HQ or Elite = +1	Battle Hardened = +1		Militia = -1	Flank or Rear Fire = -1
RESULT	4 or less	5 - 7	8	9	10+
SUPPRESSION TEST	Disengage	Suppressed	Obey Orders!	Obey Orders!	Obey Orders!
DISENGAGE TEST	Disperse! AFV Damaged & Disengage	Disengage	Suppressed	Obey Orders!	Obey Orders!
AFV DAMAGE TEST	AFV Destroyed!	AFV Damaged & Disengage	Disengage	Obey Orders!	Obey Orders!
DISPERSE TEST AFV DESTROYED TEST	Disperse! AFV Destroyed!				Disengage (Guns Low on Ammo) AFV Damaged & Disengage
DISENGAGE = SUPPRESSED & FALL BACK up to 6" [9"] TO COVER. May Remain in Hard Cover. Heavy Gun crews do not Fall-Back.					
ANY Double 1! = Minimum result of - Infantry/Guns Disperse : AFV = Damaged! ANY Double Six = Obey Orders & React! (Move 6" [9"] or Fire)					

RALLY TESTS - Roll 2D6 per section.						
GRADE / SCORE	2	3	4 - 5	6	7	8+
Veteran & Elite	Rout!	Fail.	Fail.	Rally!	Rally!	Rally!
Regular	Rout!	Fail.	Fail.	HQs & Pltn. Cmdrs Rally!	Rally!	Rally!
Inexperienced & Militia	Rout!	Rout!	Fail.	Fail.	HQs & Pltn. Cmdrs Rally!	Rally!
• Base to base with Command section = Rally as Command section. (1 section only.) • Battle Hardened = Rally as Command section.						
DOUBLE SIX! = BATTLE HARDENED; REPAIR DAMAGED AFV or REPLENISH AMMUNITION!						

CLOSE ASSAULT

1. CHECK COMMAND RESTRICTION. 2. ROLL 2D6 & ADD/SUBTRACT MODIFIERS. (Sections within 1" of an Enemy Section Fight.)		
AFVs; Elite & Veteran Inf. = No Restriction.	Regular Inf. = Commanded or in HQ Contact.	Inexperienced/Militia Inf. = Must be Commanded.

INFANTRY vs. INFANTRY				INFANTRY vs. AFVs (+ Infantry)			
Each SMG or ASSAULT RIFLE section or ASSAULT ENGINEER section		+1 (up to +2 max.)		Each ASSAULT ENGINEER section		+1 (up to +2 max.)	
ELITE or BATTLE-HARDENED section present		+1		INFANTRY A/T section/team present (A/T Rifle = +1)		+2	
50%+ of Defenders are in BUILDINGS or STRONGPOINT		+1		ELITE or BATTLE-HARDENED section present		+1	
50%+ are US RIFLES		+1		Vs. OPEN TOP / MEDIUM / HEAVY AFVs		+1 / -1 / -2	
50%+ are AGGRESSIVE or ON RAPID ADVANCE ORDER		+1		50%+ are AFVs in DIFFICULT TERRAIN or COVER		-2	
50%+ are GUNS or HEAVY WEAPONS		-1		50%+ are DAMAGED AFVs or AFVs with NO MG		-1 for each	
50%+ are MILITIA		-1		50%+ are GUNS or HEAVY WEAPONS (N/A if Inf. A/T section)		-1	
50%+ are SUPPRESSED		-2	100% are SUPPRESSED	-3	50%+ are SUPPRESSED		-2
100% are SUPPRESSED		-3		100% are SUPPRESSED		-3	
Inf. Flamethrower = 3 sections		Attack 1st if: Rear Attack on AFV		Each AFV = 2 Sections (AFV Flamethrower = 4 sections)			

RESULTS	5	6 - 7	8 - 9	10 - 11	12+
1 SECTION	No Effect	Suppression x 1	Suppression x 1	Disperse/Damage x 1	Disperse/Destroyed x 1
2 SECTIONS	No Effect	Suppression x 1	Suppression x 2	Disperse/Damage x 1 Suppression x 1	Disperse/Damage x 2
3 SECTIONS	Suppression x 1	Suppression x 2	Disperse/Damage x 1 Suppression x 1	Disperse/Damage x 2	Disperse/Damage x 2 Suppression x 1
4 SECTIONS	Suppression x 2	Disperse/Damage x 1 Suppression x 1	Disperse/Damage x 2	Disperse/Damage x 2 Suppression x 1	Disperse/Damage x 3 Suppression x 1
Any Result of <4 = No Effect.		May split results between Infantry & AFVs.		Damaged AFVs are also Suppressed.	
Results are immediately applied and are not morale tests.			Results must be shared equally as possible between sections.		
WINNER = Bonus 1D6" Move. Overrunning AFVs take remaining move. DRAW = Attacker Wins! LOSER = Fall Back 6" [9"]. Guns Disperse.					

ARTILLERY (REQUIRES OBSERVER)

ON TABLE ARTILLERY	
IN HQ CONTACT - 8" [12"]	7+
NOT IN HQ CONTACT	7+ & 1 HQ Impetus

OFF TABLE ARTILLERY MISSIONS			
Cost 1 HQ Impetus. Roll 2D6 to Request:			
Type:	BRITISH - US 1942-45	GERMAN 1939-44	ALL OTHERS
DIRECT	7+ = Available	7+ = Available	8+ = Available
GENERAL	8+ = Available	8+ = Available	9+ = Available

ACCURACY TABLE - Roll 2D6.				
2 = DANGER CLOSE !	3 - 4 = SAY AGAIN OVER?!	5 - 6 = NEAR MISS!	7 - 9 = ON TARGET!	10+ = DIRECT HIT!
3D6" Deviation.	Radio contact lost! Off Board Mission not used.	1D6" Deviation.	If Rocket Artillery = 1D6" Deviation	+1 to FFE ROLL! Double 6! = +2 to FFE roll!
Artillery Ranged In! = Same target area & On Target /Direct Hit last turn = A Near Miss result converts to On Target. (N/A if Rockets.)				

If NEAR MISS: Roll Scatter Die & D6" for Deviation.				
If no Scatter Die use:	1-2 = Undershoot	3 = Left Of Target	4 = Right of Target	5-6 = Overshoot

ON BOARD ARTILLERY TEMPLATES		OFF BOARD ARTILLERY TEMPLATES	
1 - 2 Guns Firing = ¼ Template	3 - 4 Guns Firing = ½ Template	All Direct & General Fire Missions = Full Template.	

FIRE FOR EFFECT RESULTS					
1. FFE - Roll 2D6 + modifiers. 2. Apply Same Modified Score To All Sections Under Template. 3. Apply Majority Cover Type.					
GUN FACTORS	Medium Mortars & 75mm = 0	25pdr to 122mm & Heavy Mortars = +1		150mm+ & Rockets = +2	
Low on Ammo = -1	Single Gun Battery = -1	DIRECT FIRE MISSION = +1		GENERAL FIRE MISSION = +2	
TARGET IS:	*5 - 7	8 - 9	10	11	12
Infantry & Guns in Open or Cover	Suppression Tests *Minimum Result	Disengage Tests	Disperse Test x 1. Remainder = Disengage Tests	Disperse Test x 2 Remainder = Disengage Tests	Disperse Test x 2 Remainder = Disengage Tests
Infantry & Guns in Hard Cover / Bunker	No Effect	Suppression Tests	Disengage Tests	Disperse Test x 1 Remainder = Disengage Tests	Disperse Test x 2 Remainder = Disengage Tests
Light AFV Target	Suppression Tests	Disengage Tests	Damage Tests	Destroyed Test x 1 Remainder = Damaged Tests	Destroyed Test x 2 Remainder = Damaged Tests
Medium AFV Target	No Effect	Suppression Tests	Disengage Tests	Damage Tests	Destroyed Test x 1 Remainder = Damaged Tests
Heavy AFV Target	No Effect	Suppression Tests	Suppression Tests	Disengage Tests	Damage Tests
Low on Ammo - If FFE result = a double 1 = Low on Ammo.			Double 6! or Score of 13+ = Add 1 x Dispersed or Destroyed Test.		

AIR MISSION Cost = 1 HQ IMPETUS. Roll 2D6 for: 1. Availability. 2. Accuracy. 3. FFE.				
AVAILABILITY:	German 1939-43 = 8+.	British & US 1943-45 = 8+.		All Others = 9+.
TARGET IN OPEN	2 = Danger Close! (3D6" Deviation.)	4 or less = Fail. Driven off by flak/fighters!	5 - 6 = Near Miss. (1D6" Deviation.)	7+ = On Target!
TARGET IN COVER			5 - 7 = Near Miss. (1D6" Deviation.)	8+ = On Target!
ATTACK FACTOR	1939-42 = +3. 1943-45 = +4	AA: 20mm = 9+ / 37/40mm = 8+ / Quad = 7+		Each AA Hit = -1 to Attack Factor.

EXPLOIT PHASE

Player with Initiative Only. Exploit Order = 1 per HQ. • Move Combat Group 6". • Deploy Reserve + 1D6" move. • Promote.

MORALE PHASE

NUMBER OF BATTLEGROUP RALLY TESTS: BGHQ = 1D6 + 1 per Company HQ.						
RALLY TESTS - Roll 2D6 per section.						
GRADE / SCORE	2	3	4 - 5	6	7	8+
Veteran & Elite	Rout!	Fail.	Fail.	Rally!	Rally!	Rally!
Regular	Rout!	Fail.	Fail.	HQs & Pltn. Cmdrs Rally!	Rally!	Rally!
Inexperienced & Militia	Rout!	Rout!	Fail.	Fail.	HQs & Pltn. Cmdrs Rally!	Rally!
Base to base with Command section = Rally as Command section. Battle Hardened = Rally as Command section. Double 6! = Battle Hardened/Repair Damaged AFV/Replen Ammo!						

BATTLEGROUP BREAKPOINT TEST: Once over 25% Battlegroup Losses test every Morale Phase.	
ROLL 2D6:	6 - 5 = RETREAT! - All Suppressed Sections Fall-Back 12" [18"].
8+ = HOLD! - No Effect.	4 or less PANIC! - All Suppressed Sections Rout!
7 = FALTER! - All Suppressed Sections Fall-Back 6" [9"].	Double 1! = DISGRACE! As 4 or less and Battlegroup HQ also Routs!