

[10.4] TERRAIN EFFECTS CHART

Terrain Feature	Movement Point Cost for...			Reduction of Combat Die Roll when Unit is in Hex or behind Hexside	Effect on Line of Sight
	Hard Vehicle	Soft Vehicle	Foot Mobile		
Clear Hex	1	2	1	no effect	no effect
Town Hex	½	½	½	-3	Blocked
Woods Hex	3	5	1	-2	Blocked
Hilltop Hex	3	5	1	-3	Blocked
Road Hex	½	½	½	no effect	no effect
Bridge Hexside	½	½	½	no effect	no effect
Stream Hexside	+1	+3	+0	no effect	no effect
Crest Hexside	+1	+3	+0	-2	Blocked
Slope Hexside	+1	+3	+0	-2	Blocked
Swamp Hex	4	5	1	no effect	no effect
Lake or River Hexside	cross at bridges only			no effect	no effect

TERRAIN KEY



Clear Hex



Town Hex



Woods Hex



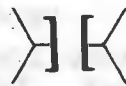
Hilltop Hex



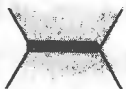
Road Hex



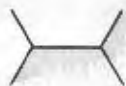
Swamp Hex



Bridge Hexside



Crest Hexside



Slope Hexside



Stream Hexside



Lake or River Hexside

NOTES

Town hexes cost one Movement Point when entered through non-road hexsides. The die roll is reduced by four in attacks against units inside Improved Positions. Wreck Markers in a road hex negate the road benefit for units moving into or out of that hex; bridge hexsides are unaffected by Wreck Markers. Slope hexsides only affect movement when the unit is moving from a hex containing the slope splash symbol, through the slope hexside. Terrain Hexsides never affect H Class Fire.

[4.0] SEQUENCE OF PLAY

The game is played in Game-Turns. Each Game-Turn is structured in successive phases and sub-phases (called segments). This structure, or Sequence of Play, provides a systematic method to plan and then execute combat and movement. This sequence is repeated Game-Turn by Game-Turn until the termination of the Scenario being played.

During a Game-Turn, a Player is free to use his units as he sees fit. He may move some, all or none of his units. He may attack with some, all or none of his units. But he must execute this activity within the restrictions of the Sequence of Play. This Sequence of Play combines Simultaneous Play for Combat with Sequential Play for Movement.

[4.1] SEQUENCE OF PLAY OUTLINE

1. MUTUAL PLOT PHASE

Both Players secretly and simultaneously plot the intended actions of their units for that Game-Turn (see 5.0). Each Player notes which of his units are firing Direct Fire, which are firing Opportunity Fire, which are firing Indirect Fire and what the respective target hexes are. Then each Player notes which of his units shall move. They then allocate any Off-Board Artillery or Air Support.

2. PANIC DETERMINATION PHASE

Both Players execute the Panic Procedures (see 14.0) and determine which of their units are subject to Panic.

3. DIRECT FIRE PHASE

First one Player, and then the other, executes Direct Fire tasks as plotted. Pin, panic and disruption markers are then placed according to the results of both Players' fire.

4. MOVEMENT PHASE

The First Player moves all of his units for which movement is plotted. (The First Player is defined in each Scenario.) He may move these units as he sees fit (see 7.0) subject to the Movement Rules, interruption by the opposing Player's Opportunity Fire and the effect of Mined hexes. When the First Player is finished moving his units, the Second Player then may move all of his units subject to the same restrictions. Note that a Player may only move units he had plotted to move, and that he must move every unit that he had plotted to move, which is capable of moving.

5. PIN AND DISRUPTION REMOVAL PHASE

Each Player removes the Pin Markers from his units. Each Player attempts to remove the various Disruption Markers from his units.

6. INDIRECT FIRE PHASE

First one Player, then the other Player, executes and then applies the results of any Indirect Fire, Off-Board Artillery and Close Air Support (CAS) which has been plotted.

Note: The foregoing sequence must be followed rigidly. For example, it is essential that Disruption Removal precede Indirect Fire Application.

PANZER '44 CHARTS AND TABLES

[6.8] COMBAT RESULTS TABLE

Net Attack Superiority (as per Attack Procedure)

Die Roll	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	Die Roll
-3	•	•	•	•	•	•	Pin	Pin	Pin	Pin	(P)	D-1	-3
-2	•	•	•	•	•	Pin	Pin	(P)	(P)	(P)	D-1	D-2	-2
-1	•	•	•	•	Pin	Pin	(P)	(P)	(P)	D-1	D-1	D-2	-1
0	•	•	•	Pin	Pin	(P)	(P)	(P)	D-1	D-1	D-2	D-2	0
+1	•	•	Pin	Pin	(P)	(P)	(P)	D-1	D-1	D-2	D-2	D-3	+1
+2	•	Pin	Pin	(P)	(P)	(P)	D-1	D-1	D-2	D-2	D-3	D-4	+2
+3	Pin	Pin	(P)	(P)	(P)	D-1	D-1	D-2	D-2	D-3	D-3	D-4	+3
+4	Pin	(P)	(P)	(P)	D-1	D-1	D-2	D-2	D-3	D-3	D-4	D-4	+4
+5	(P)	D-1	D-1	D-1	D-2	D-2	D-2	D-3	D-3	D-4	D-4	D-4	+5
+6	D-1	D-1	D-1	D-2	D-2	D-3	D-3	D-3	D-4	D-4	D-4	D-4	+6

Attacks at Superiorities less than "-3" are prohibited; greater than "+8" are treated as "+8."

COMBAT RESULTS KEY:

• = No effect.

Pin = Target Pinned (may not move in its next Movement Phase).

(P) = Delayed Panic (target Panics in the next Panic Determination Phase).

D-1, D-2, D-3 = Target disrupted to the degree indicated. Disrupted units may not move or fire.

D-4 = Target Destroyed.

See 6.82 for a full explanation of these effects.

[6.83] DISRUPTION REMOVAL TABLE

State of Disruption	Die Roll Necessary to Remove
D-1	1, 2 or 3
D-2	1 or 2
D-3	1

[6.91] RANGE ATTENUATION TABLE

Range in Hexes	Attenuation effect on Attack Strength
1	Doubled
2 or 3	No Effect
4 or 5	Subtract 1
6, 7 or 8	Subtract 2
9 or 10	Subtract 3
11 or more	Subtract 6

NET ATTACK SUPERIORITY OF MINED HEXES

Hasty Mine:	-1
Preventative Mine:	+1
Defensive Mine:	+7

Mines "attack" when a unit enters and leaves the hex. See 17.0 for full explanation.

[6.85] ATTACK PROCEDURE CHART

PROCEDURE SEQUENCE

Class of Attacking Unit versus Target Type	1. Modify Attack Strength for Range	2. Subtract Defense Strength of Target	3. Roll Die	4. Reduce Die Roll for Terrain Effect(s)	5. Read Combat Result
M vs. All Types	Yes	Yes	Yes	Yes	Yes
R vs. Hard (Close Assault)	No	Yes	Yes	No	Yes
R vs. Soft	Yes	Yes	Yes	Yes	Yes
HT vs. Hard	No	Yes(4)	Yes	No	Yes
HL vs. Hard	No	No	No	No	No
HT vs. Soft	No	No	Yes	Yes	Yes
HL vs. Soft	No	Yes	Yes	Yes	Yes

[6.86] Notes on the Attack Procedure Chart:

Read the appropriate line (based on the class of the attacking unit paired with the target type) following the indicated procedures from left to right on the chart.

Note that when H Class, Tight Pattern Fire (HT) is used against Hard Targets, the target is always

considered to have a Defense Strength of "4", regardless of its actual printed strength. When a "No" indication occurs in the "Read Combat Result" column, this is simply another way of saying that that particular Weapon/Target combination is prohibited.