Panzer Leader Sequence of Play

Stacking Limits per Hex: 4 units at all times; includes Wrecks, Blocks, and Fortifications

Player Segment (Per player per Turn; Turn is 6 min of real time; each hex is 250 m)
1. Attacking player writes Indirect Fire orders for next turn.
2. Attacking player resolves any Minefield attacks against defending units.
3. Attacking player resolves all **Indirect Fire Attacks**, rolling the die once for each attack ordered in the previous turn, inverting units as they are fired, to signify that they may not move or load.
4. Attacking player resolves all **Direct Fire Attacks**, rolling the die once for each attack, inverting units as they are fired, to signify that they may not move or load.
5. Attacking player moves any face-up VEHICULAR units, making **Overrun Attacks** (with Armored units and Halftracks, no SPA units) <u>while</u> doing so.
6. Attacking player moves any face-up NON-VEHICULAR units, making **Close Assaults** (with Infantry and Engineer units, no Halftracks) <u>after</u> doing so.
7. Attacking player turns ALL units FACE-UP, including those dispersed in the previous turn.
8. After second Player Segment, indicate passage of Turn on the Turn Record.

Indirect Fire Attack (Artillery (H) units at > ¼ range and M units; no Direct Fire against same hex)
1. Use Range for each attacker to confirm target hex is within firing range
2. Determine if scattered fire applies, and follow remaining steps in accord with outcome
3. Use WEC and range to determine effects on AS for each attacker, using predominant defender type; if evenly divided, then use defender type least favorable for each attacker
4. Use TEC to determine defender terrain effects on AS for each attacker and die roll modifier
5. Determine combined AS firing at target hex, and divide by number of defenders
6. Use this averaged AS to determine AS-to-DS ratio for each defender
7. Use CRT and modified die roll to determine result for each defender
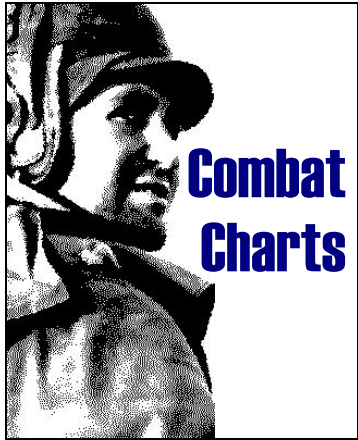
Direct Fire Attack
1. Attacker chooses any combination of defenders in target hex, using combined DS
2. Use Range for each attacker to confirm target hex is within firing range
3. Use TET to confirm LOS to target hex for each attacker
4. Use WEC and range to determine effects on AS for each attacker, using predominant defender type; if evenly divided, then use defender type least favorable for each attacker
5. Use TEC to determine defender terrain effects on AS for each attacker and die roll modifier
6. Determine combined AS-to-DS ratio
7. Use CRT and modified die roll to determine result

Overrun Attack (Armored units; Halftracks against Non-Armored units; no German SPA units)
1. Use MA and TEC for each attacker to confirm defender is within movement range (may <u>not</u> use road rate; defender must be in unobstructed clear or clear-road terrain)
2. Determine combined AS-to-DS ratio (WEC not used)
3. Increase AS-to-DS ratio by 1
4. Use CRT and die roll modified by −2 to determine result

Close Assault (Infantry & Engineer units; Allied MG units stacked with Infantry; no Halftracks)
1. Use MA and TEC for each attacker to confirm defender is within movement range (<u>may</u> use road rate)
2. Use TEC to determine defender terrain effects on die roll modifier (<u>no</u> terrain effects on AS)
3. Determine combined AS-to-DS ratio (WEC not used)
4. If an Engineer unit is <u>stacked</u> with an Infantry unit, increase AS-to-DS ratio by 1
5. Use CRT and die roll modified by −2, and any terrain modifier, to determine result

COMBAT RESULTS TABLE (CRT)

DIE ROLL	COMBAT ODDS						
	1-4	1-3	1-2	1-1	2-1	3-1	4-1+
−2	DD	DD	X	X	X	X	X
−1	D	DD	DD	X	X	X	X
0	D	D	DD	DD	X	X	X
1	*	D	D	DD	X	X	X
2	*	*	D	DD	DD	X	X
3	*	*	*	D	DD	DD	X
4	*	*	*	*	D	DD	X
5	*	*	*	*	D	D	X
6	*	*	*	*	*	D	DD
7	*	*	*	*	*	*	D
8	*	*	*	*	*	*	*

KEY:

X – Target unit eliminated and removed from the mapboard.

D – Target unit DISPERSED. Unit is immediately inverted. Dispersed units may not attack, move, load, or unload. Unit is turned face-up and becomes undispersed at the end of its own player segments. NOTE: Subtract 1 from the die roll of all subsequent attacks against it during the current player segment.

DD – Special Dispersal. If target unit was already dispersed by a previous attack during the current player segment, unit is eliminated. If unit was previously undispersed, treat as a normal dispersal.

* – No Effect.

NOTES:
1. Odds worse than 1-4 not allowed. Odds greater than 4-1 are treated as 4-1.
2. Odds are always simplified and rounded off in DEFENDER'S favor. Thus, odds of 10 to 11 (attacked to defender) round off to 1-2, odds of 11 to 10 round off to 1-1, odds of 19 to 10 round off to 1-1, etc.
3. Die roll additions or subtractions due to terrain, type of attack, previous dispersal, etc., are combined into one net figure. EXAMPLE: −2 (for a CAT attack) and a +1 (for defender in woods hex) are combined for a net die roll change of −1.
4. A unit could conceivably be attacked as many as four times in one player segment: a) by a minefield 'attack'*; b) by a regular direct or indirect fire attack in the combat phase; c) by an aircraft attack in the air phase; and d) by a CAT attack in the close assault phase. (*NOTE: if the target unit is not on a minefield, it could also be attacked by an overrun attack during the movement phase. In this case the sequence would be: direct/indirect attack – air attack – overrun attack – CAT attack.)

TERRAIN EFFECTS CHART (TEC)

TERRAIN TYPE	EFFECTS ON: MOVEMENT	COMBAT	OTHER
CLEAR HEX (ground or hilltop)	Cost trucks 2 MP to enter. Cost others 1 MP to enter.	Overrun attacks possible in clear terrain hexes only.	
TOWN HEX	Cost ½ MP to enter.	Units treated as armored. Combine DS of units in hex for direct fire. Add 1 to die roll for all attacks. Units must be spotted.	Town hex obstructs LOS/LOF; see section VII.J.
ROAD HEX	Cost ½ MP to enter from road hex of same road. No road rate if more than 2 other units in hex.	No overrun attacks at road rate. Other terrain in road hex has same effect as without road.	
WOODS HEX	Cost trucks 2 MP to enter. Cost others 1 MP to enter. Vehicles may not cross green hex sides.	Add 1 to die roll for all attacks (except minefields). Units must be spotted.	Green hex sides obstruct LOS/LOF; see section VII.J.
SWAMP HEX	Vehicles may not enter. Cost others 1 MP to enter.	Add 1 to die roll for all direct or indirect fire.	
HILLTOP HEX	Cost as per other terrain in hex.	½ AS for direct fire except when on another hilltop hex.	Orange hex sides obstruct LOS/LOF; see sections VII.H & J.
SLOPE HEX	Cost trucks 5 MP to enter. Cost others 3 MP to enter.	½ AS for direct fire except when adjacent, via non-brown hex side.	Brown hex sides obstruct LOS/LOF; see sections VII.H & J.
SLOPE/WOODS HEX	Cost same as slope hex. Vehicles may not cross green hex sides.	Combined effects for both woods and slope hexes.	Green hex sides obstruct LOS/LOF; see section VII.J.11.c.
CLIFF HEX SIDE	Only infantry and engineers may cross, on die roll of 1. If unsuccessful, may not move that turn	No CAT attacks across cliff hex sides.	Orange hex sides obstruct LOS/LOF; see section VII.J.
STREAM HEX	Vehicles may only enter on bridges. Others may enter on die roll of 1-3. If unsuccessful, may not move that turn.	No attacks of any kind from stream hexes except on bridges.	Stream hexes sometimes obstruct LOS/LOF; see sections VII.K.4 & 5.
BEACH HEX	Cost vehicles 2 MP to enter. Cost others 1 MP to enter.	Add 1 to die roll for all direct or indirect fire.	See section XI. Amphibious Landings.
SEA HEX	Units may only enter during initial placement as outlined in Amphibious Landing rules.	Non-DD units treated as armored with DS of 8. DD units retain normal DS, and add 2 to die roll for all attacks.	Units may remain on sea hexes for only 1 turn.

TARGET ELEVATION TABLE (TET)

FIRING HEX	TARGET HEX											
	Ground				Slope				Hilltop			
	G	B	O	T	G	B	O	T	G	B	O	T
GROUND	●	●	●	●	1, 2	●	●	1	1	2	●	1
	ALL OBSTRUCT				1) VII.J.3; 2) VII.J.11.c				1) VII.J.3; 2) VII.J.5			
SLOPE	1, 2	●	●	1	●	●	●	1	1	●	●	
	1) VII.J.2; 2) VII.J.11.c				1) VII.J.11.c				1) VII.J.11.c			
HILLTOP	1	2	●	1	1	●	●	1	1	●	●	1
	1) VII.J.2; 2) VII.J.4				1) VII.J.11.c				1) VII.J.9			

G = green (woods) hex side; B = brown (slope) hex side; O = orange (hilltop) hex side; T = town hex

KEY:

● = Hex side type ALWAYS obstructs LOS/LOF.

1 = Conditional obstruction; see referenced rules section for details.

☐ = Hex side type does not obstruct LOS/LOF.

NOTES:
1. Hilltop or slope to stream is treated as hilltop or slope to ground level.
2. Cliff hex sides are exactly equivalent to orange hex sides for LOS/LOF.
3. For explanation of the unusual terrain on mapboard 'B', see VII.J.11.d & e. Failing that, use common sense.
4. As a last resort to resolving LOS/LOF problems, use a friendly roll of the die.

WEAPONS EFFECTIVENESS CHART (WEC)

WEAPON CLASS	TARGET TYPE		
	ARMORED		NON-ARMORED
	At ≤ ½ range	At > ½ range	At all ranges
I	CAT attack only	Attack not allowed	Normal AS; '*' units may fire up to 2x range at ½ AS
A	2x AS	Normal AS	½ AS
H & (H) in DF	Normal AS at ≤ range 6	½ AS at > range 6	Normal AS
(H) in IF	½ AS	½ AS	Normal AS
M	½ AS	½ AS	Normal AS

AS = attack strength; DF = direct fire role; IF = indirect fire role; 2x = double.

NOTES:
1. When halving AS, do not round off; retain fractions.
2. H-class weapons used in AA role: 2x AS at ≤ ½ range, normal AS at > ½ range.
3. (H)-class weapons used in DF: functions like regular H-class.
4. Naval (H)-class used in DF: ½ AS at armored targets.
5. H-class weapons at range ≤ 6 against armored targets always use normal AS. **Ranges are rounded DOWN.**
6. See the UNIT FUNCTION TABLE for further clarifications on individual units.

Combat Charts