

## PANZER LEADER CLARIFICATIONS AND QUESTIONS BOX (2023)

By  
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The following is a compilation of the Panzer Leader Question Boxes from *The General* and various rules questions that were sent into and answered by Avalon Hill but never published. Bill Scott, a former Panzerblitz tournament champion, wrote an article “Revised Panzerblitz & Panzer Leader Rules” which was published in *The Boardgamer*, which I also consulted. With *The General* out of print, and getting harder to find back in those days, I felt that it was time to put all of the rule questions and clarifications into one article for easy reference. Now that *The Boardgamer* is long gone too, it was time for an update as several new questions have come up over the years and need to be addressed.

There have been many articles which combine the rules of both Panzerblitz and Panzer Leader into one system. This is fine for those rare situations that pit the Western Allies against the Soviets at the end of World War II. Even though both games are related, they are two different games and each should stand or fall on their own set of rules. With that idea in mind all questions and clarifications in this article will be answered and defined solely by the letter and intent of the Panzer Leader rules.

Gamers will note that many of the questions in this article are also listed in the article “Panzerblitz Clarifications and Question Box”. This is understandable as one game was developed from the other. Some will have the same answers in both games while others will have different answers depending on the game. Those that different answers will be so noted.

### MOVEMENT

General:

Q: When units enter the game board, may they start on partial edge hexes?

A: Yes, but such placement counts as a full hex traversed against their Movement Factor.

Q: May units move one hex per turn regardless whether they have sufficient Movement Factors to move one hex or not?

A: Only those units with a Movement Factor of one may move one hex per turn regardless of the movement cost to enter the hex. If a vehicle unit has insufficient Movement Factors to move into a hex then it may not move into that hex. (This is the converse of Panzerblitz where any unit with a Movement Factor of one or greater may always move one hex regardless of the movement cost of the hex in question.)

Q: When moving units are all vehicles moved first, then all dismounted infantry units?

A: Yes, this is clearly stated in the Summary of Turn Sequence.

Q: May wagons cross green hexsides?

A: No. They are vehicles.

Q: When moving or exiting off the board for whatever reason, what is the movement cost?

A: The movement cost is that of the last hex on the board that the unit exited or moved off from.

Transporting Units:

Q: Can three or more carrier units unload in the same hex in the same turn?

A: Yes, providing that stacking limitations are not exceeded in the process. Three carrier units could do it providing they unloaded one at a time and moved out of the hex, but four carrier units could never do so because when the fourth carrier unit would unload, then the stacking limits would be exceeded.

Q: Can an infantry or artillery unit of less than 88mm that starts a turn loaded on a vehicular unit, be unloaded, and then be loaded on to a different vehicular unit in that same hex, all in the same turn?

A: Yes!

Q: If an armored unit is carrying a unit which is attacked and dispersed, what happens?

A: The passengers are immediately unloaded with no Movement Factor expenditure for either the armored unit or the passenger. If this would violate the stacking limits in the hex, then both the armored unit and the passengers are dispersed, with no unloading occurring. Note that if the armored unit becomes dispersed, then the passengers also become dispersed and must immediately unload unless this would violate the stacking limits in the hex.

Q: May passenger units make fire attacks on turns in which they load, unload, or are being transported?

A: No. (Exception: Panzerblitz Assault.)

Q: Can armored AFVs carry 81mm Mortars or "I" type weapons?

A: No.

Q: What new German armored vehicle units cannot carry passengers?

A: Check the current German Unit Function Charts but generally any indirect firing vehicle (M or (H) Class) cannot carry passengers.

Q: Can Allied armored vehicle units (tanks, tank destroyers, etc.) carry passengers?

A: Normally no. However, there are some scenarios which do allow for that in their special rules. In cases like these Allied SPA units (Sexton, M-7, SPA, M-12 SPA, M-21 SPM, and the Recon HQ Troop) may not carry passengers.

Q: Can a unit being carried by an armored unit which is in a town hex be attacked separately from the armored unit?

A: No. In this case all spotted units are attacked together and any passenger units in the hex are ignored although they share the fate of their carrying unit. Even if Opportunity Fire is used to fire at an armored unit moving through a town hex, the passengers would still be ignored.

Q: Which "carrier" rule take precedence for the Bren carrier?

1. A unit on a Bren can be attacked separately with a Defense Factor of 1 because the Bren is an armored unit.
2. The Bren's Defense Factor of 2 must be used for both the passenger and carrier combined.

A: The second rule takes precedence. (This question was based on the fact that the infantry that rode on Brens were partially exposed to fire.)

Road Movement:

The road movement rules in Panzer Leader are much improved over those in Panzerblitz. Even passing

units on a road has been simplified. In Panzer Leader passing units on a road is a one hex maneuver and can still be done at the road movement rate if there are less than three units/wrecks on the road hex in which the passing maneuver is taking place.

Q: Does a unit move at the normal road movement rate even on a road that is on a slope hex?

A: Yes.

Q: Do three units or wrecks in a town hex negate the ½ Movement Point cost to enter that town hex?

A: No.

Q: Are units moving along a road required to use the road movement rate or can they move at the movement cost of the other terrain in the hex?

A: Units may move at the movement rate of the other terrain in the hex, in fact this is required when moving to make an Overrun or CAT attack.

Q: Can a unit cross a green hexside while moving along the road at the road movement rate to enter a road hex containing more than two units or wrecks?

A: No. It cannot enter the hex at all. (This is the opposite of Panzerblitz where one could cross the green hexside and enter the hex at the non-road movement rate for that hex.)

Q: Can a unit which starts the turn in a stack of three or four units on a road hex move off onto the next road hex at the road movement rate?

A: Yes. The unit could even cross an adjacent green hexside from such a stack providing there are not more than two units/wrecks in the road hex on the other side of the green hexside. This rule applies even if other units enter or are unloaded in the hex thus creating a stack, before the unit in question begins its move.

## **STACKING**

Q: Is the stacking limit of four units mean four units at any one time or four units during the whole turn?

A: Four units at any one time. Any number of units can pass through a hex during a turn providing the stacking limit is not exceeded when they do.

Q: What is the stacking limits for inside fortifications?

A: Four units may be stacked under a fortification counter.

Q: Can a player make an overrun attack upon an enemy stack containing four units?

A: Yes, this is the only time that the stacking limits of a hex can be exceeded.

## **COMBAT**

General:

Q: When the attack factors are halved, are fractions dropped or retained?

A: Fractions are always retained in Panzer Leader. (This is the opposite of Panzerblitz where they are dropped.)

Q: If the defending unit receives a Double Dispersed and then a Dispersed result in the same turn, is it eliminated?

A: No, it just remains dispersed.

Q: When a unit becomes dispersed, does it still have a zone-of-control of the hex it occupies?

A: Yes, enemy units may still not move through a dispersed unit except in the case of an overrun attack. The dispersed unit also retains its normal Defense Factor.

Q: Can either side voluntarily destroy their own units?

A: No! (This is the opposite of Panzerblitz where they can. This rule eliminates the unrealistic game tactic of placing a block counter on an objective hex, then during the game moving three armored units on top of it, then destroying them on the following turn in order to make the hex impassable so as to deny victory to the opposing player.) (See Note 1)

Direct Fire:

Q: The rule states that units in a stack may be attacked individually using direct fire. Yet, when attacking enemy units on top of a friendly fort, “the die must be rolled twice, once for the enemy unit and once for the fortification”. Why can't the enemy unit be attacked individually, ignoring the fortification (regardless whether it is friendly or enemy)?

A: It can be attacked individually. (The wording is a hold-over from Panzerblitz!) Replace the third sentence of rule IX.C.10.a with: “Such enemy units may still be attacked. Note, however, in such cases where the enemy unit cannot be attacked individually (Direct Fire into town hexes or Close Assaults) two attacks using normal attack strengths for each are required; one against the enemy unit's defense strength, and one against the friendly fort's defense strength. For Indirect Fire attacks, merely treat the friendly fort as another unit in the stack.”

Q: Rule VII.F.2.b (target predominance) is confusing. If you can fire at individual units in a stack, what is the rule used for?

A: Target predominance is used when attacking several or all of the units in a hex as one combined direct fire attack.

Q: When figuring target predominance, what is used to determine whether the entire stack is armored or non-armored, total number of units of each type or total number of defense factors of each type?

A: Total number of units of each type. (Example: A stack of two dismounted German SMG units and one Tiger II unit would be considered to be non-armored if attacked together as a stack.)

Q: What happens in a direct fire attack on a stack of units where there are an equal number of armored and non-armored units in the defending stack?

A: The defending stack would be treated as the target type least favorable to each individual firing unit in the attack. (Example: A defending stack of one German Panther (SS) unit and one dismounted Rifle unit in it. The attackers are an American M-7 SPA at a range of seven hexes, an M-4 tank at a range of four hexes, and an Armored Infantry unit at a range of two hexes. The M-7 has an attack factor of 20 due to firing at an armored target at a range greater than six hexes, the M-4 has an attack factor of 5 and ½ due to firing at a non-armored target, and the Armored Infantry unit cannot fire at all due to the armored unit in the hex.)

Q: May a unit fire through a green hexside through the width of the road in that hex?

A: No, unless the firing and target units are adjacent in which case the road is not necessary anyway.

Q: The Terrain Effects Chart states that units stacked in a town hex must be treated as combined defense strength for direct fire attacks. But there are certain exceptions to this in the rules/ What are they?

A: There are two exceptions. The first exception is Opportunity fire where only the moving unit may be fired upon. The second exception is that only spotted units in a town hex when there is no adjacent spotting unit to spot them all which would have their defense strengths combined, the unspotted units would be ignored.

Q: Can an armored unit, such as a tank or armored car, that is transporting an infantry unit, make a Direct Fire Attack?

A: Yes.

Q: Is there an error in the Direct Fire diagram in the Examples of Play section in the rulebook?

A: Yes! The Hetzer's Attack Factor is not doubled at its present location. It fires at the M4/75 at 12 to 9 or 1-1. If it were only four hexes away from the M4/75 then its Attack Factor would be doubled and it would fire at the M4/75 at 24 to 9 or 2-1.

Indirect Fire:

Q: When using indirect fire against units in town hexes, is the attack strength divided evenly between the target units or are the defending units treated as one combined defense strength?

A: The indirect fire attack strength is divided as usual. (Combined defense strengths apply only to Direct Fire, Close Assault, and Overrun attacks.) Additionally, the attack strength is halved (units in towns are treated as armored targets) and one (1) is added to the die roll.

Q: May naval and/or regular indirect fire attack unspotted (or unsighted) units by using the Scatter Chart on page six in the rule book?

A: No! Indirect fire may only be targeted (written down one or two turns in advance) into those hexes that are spotted or 'can be seen into' at the time the indirect fire order is written. The Scatter Chart is only used when friendly units that spotted or sighted the hex for the initial targeting are dispersed, move away, or are otherwise no longer in Line-of-Sight when the fire is resolved.

Q: Say an enemy unit fires from a covering terrain hex (town or woods) and is seen by at least one friendly unit who spots the hex for an indirect fire mission which is written down during his player turn. In the subsequent enemy player turn the spotted enemy unit moves out of the hex. In the next friendly player-turn when the indirect fire mission arrives can it still attack the targeted hex even though the spotted enemy unit has moved away from that hex?

A: Yes. Indirect fire attacks all units in the hex, both spotted and unspotted. As long as all requirements were met when the indirect fire mission was plotted it does not matter what goes on in the target hex, the fire mission is still valid. However, if there are no spotted enemy units in the hex then "scatter" must be rolled for final placement of the attack.

Q: There is some confusion about Indirect Fire "targeting". Why can't you fire at the dispersed artillery units (Rule C.3 on page six in the rule book)?

A: To 'target' a unit is to record a target for that unit to hit with indirect fire. "Targeting" in this instance refers to the firing unit. (Ditto for statement seven as well.)

Q: May a unit be subjected to both indirect fire and direct fire attacks in the same turn?

A: No.

Q: If Indirect Fire orders have been written in advance for a turn, the firing unit can still hold its fire, but can it move if it does not fire.

A: Yes.

Q: Can a unit other than the original spotter act as the spotter to prevent “scatter” when the original spotter is no longer present and if no – can you have more than one original spotter?

A: No – Yes.

Q: What happens when indirect fire “scatters” into a hex that already has a spotted indirect fire going into it?

A: The “scattered” indirect fire strength is added to the spotted indirect fire strength for a combined total before being divided by the number of target units in the hex. To avoid problems, it is best to determine the location of all indirect fire attacks, both spotted and “scattered”, for that player turn before actually resolving the results of those attacks.

Q: What other units that have been introduced in the Panzer Leader system use Indirect Fire?

A: Check the most current Unit Function Charts check on the new units. Remember that M class units may indirectly fire at any range and (H) class units can only fire at greater than ¼ range.

Q: The Scatter Diagram works if North points towards the long sides of the board. But what if North points toward the short ends of the board?

A: In cases like these the arrow on the diagram should be pointing East, so that a die roll of one means that the indirect fire impacts on the hex east of the target hex, a die roll of two means that it impacts on the hex southeast of the target hex, etc.

Q: Is Indirect Fire halved due to the target being on a Slope or Hilltop hex?

A: No. (See Rule VII.H.3.)

Q: When calculating odds for an Indirect Fire attack on a stack containing three defending units and a block, is the attack strength divided by three or four?

A: The total attack strength is divided by three. The same rule applies to a stack containing three units and an empty fortification. If the fortification is occupied however, then the attack strength is divided by four.

Overrun Attack:

Q: May armored units overrun enemy units on permanent bridge hexes? On temporary bridge hexes?

A: Yes, in both cases.

Q: May an overrunning unit use the road movement rate prior to entering the target hex?

A: No, it cannot use the road movement rate during that turn. It can however use the roads to negate the effects of the terrain such as crossing a green hexside or crossing a stream using a bridge. Roads do not negate the movement cost of other terrain in the road hex such as slopes. (This is the opposite of that in Panzerblitz.)

Q: Since overrunning units cannot use the road movement rate while executing an overrun attack, what

happens when they move through a town hex?

A: The unit pays one movement point for moving through a town hex when making an overrun attack.

Q: Can an armored unit overrun at odds of worse than 1-4 for positional reasons (i.e., to gain entrance to terrain behind the defender)?

A: No. In this case if the overrun attack has modified attack odds of less than 1-4, the overrunning unit is placed back in its entry hex and finishes its move there.

Q: If a unit moves onto a minefield, can it perform an overrun in that turn?

A: Only if it moves onto a minefield in the exit hex of an overrun attack. If it moves onto a minefield on the entry hex or before then there will be no overrun.

Q: Can a unit in a half hex or full hex on the edge of the board be overrun if either the entry or exit hex would be off board?

A: Yes, under the following conditions:

- 1) A vehicle unit may overrun a defending unit upon initial entry onto the board. In this case, the exit hex must be a hex that the overrunning unit can enter and be opposite the imaginary off board entry hex.
- 2) A vehicle unit may overrun a defending unit providing the victory conditions allow exiting off the board edge in question. In this case, the overrunning unit must have sufficient Movement Points left to move into the imaginary off board exit hex at the clear terrain movement cost of one.
- 3) A vehicle unit may overrun a defending unit while exiting or entering an edge of the board that the special rules allow for leaving and reentering the board during the course of the game.

Q: What is the precise point at which combat is resolved in an overrun attack?

A: After all overrunning units involved in that specific overrun attack have executed their movement.

Note: when using optional Opportunity Fire rule, a few problems arise when more than one unit attempts an overrun. In such cases where the  $\frac{1}{4}$  Movement Allowance criterion is reached when the overrunning unit enters a woods or town hex as its exit hex, the target unit cannot spot that hex for other units attempting Opportunity fire until all enemy units have executed their movement and the overrun is resolved.

Q: May units being overrun execute Opportunity Fire attacks against the units doing the overrunning?

A: Yes, provided the  $\frac{1}{4}$  Movement Allowance requirement is met before the attacking units enter the target unit's hex. If several units are doing the overrunning, the target unit may not Opportunity Fire after the first unit has executed its overrun movement.

Q: What new units that have been introduced into the Panzer Leader system can or cannot conduct overrun attacks?

A: Check the latest Unit Function Charts to find the overrun capabilities of the new units. A few general rules though. Self-propelled mortars and artillery units cannot perform overruns. Vehicles with "I" class weapons may only overrun non-armored units. Some vehicles may be prohibited from conducting overruns during the certain periods of the war because of their lack of armor protecting the gun and crew.

Close Assault Tactics (CAT):

Q: Do terrain qualifications affect odds or die rolls in a close assault attack?

A: Yes, but only the die rolls. Close assault attack strengths are never halved for any terrain, including slopes and hilltops.

Q: If a unit moves onto a minefield, can it perform a close assault attack against an adjacent enemy unit in that turn?

A: Yes. What happens is that the close assault attack is resolved, then in the opposing player's turn the minefield attack is resolved against the close assaulting unit.

Q: May units being transported by tanks be close assaulted without involving the tank?

A: No! The rules state that all units in the stack must be totaled for defense in close assaults. Therefore, infantry units while being transported are ignored.

Q: Can a transporting unit drop off infantry units for a close assault attack and then retreat?

A: Vehicle may unload units and move off but a passenger unit may not fire in the turn of unloading. (Exception: Panzerblitz Assaults.)

Q: May infantry units, using Quick-Time Speed or road movement, perform close assault attacks in the same player-turn?

A: Yes, in both cases. They may even move through town hexes at the road movement rate. However infantry units would be more susceptible to Opportunity Fire attacks when doing so. (Note that this is the opposite of Panzerblitz, where units performing close assault attacks may only move one hex at most.)

Q: Can engineers by themselves close assault an enemy unit and still get the odds increase?

A: No, the rules state that they must attack in conjunction with and have at least one engineer unit stacked with some other type of infantry unit. Engineer units which attack by themselves are treated as a normal close assault. Note that infantry units with dual infantry/engineer capabilities (Paratroops, Rangers, and Commandos) may attack by themselves and get the odds increase providing one of the attacking units acts as the engineer unit.

Q: If more than one engineer unit is involved in the same close assault attack, are the odds increased one column for each engineer unit?

A: No, the combat odds are increased only one column no matter how many engineer units are involved.

Q: Can units split their attack factors between more than one close assault if they are adjacent to more than one enemy units?

A: No, their attack factors may only be used against one adjacent enemy or stacks in a close assault.

Q: Do close assaulting units have to attack from the same hex or from multiple hexes as long as they are adjacent to the target hex?

A: They may attack from as many of the six surrounding hexes as they wish as long as they are adjacent to the target hex.

Q: If MG units are stacked with just engineer units in the same hex, can both close assault the same defender and still receive the odds increase?

A: Yes, each unit counts as another infantry type unit for the other in order for each to fully function in



a close assault.

Q: Can different units stacked in the same hex each be involved in a different close assault attack in the same turn?

A: Yes, as long as each attack only one target hex. Note that MG and engineer units in these situations must attack the same defender with at least one other infantry type in the stack in order to fully function.

Q: Can a close assault attack occur if the final modified combat odds are less than 1-4?

A: No. In this case, no attack occurs.

#### Hill and Slope Defense Exceptions:

Q: The Terrain Effects Chart states that, when firing on units on hilltops, the attacker is not required to halve its attack strength if adjacent to the target hex. Rule VII.H.4 on page eight however, states that the attacker is not halved when on another hilltop hex (no mention of being adjacent). Which is correct?

A: The rule book is correct; the Terrain Effects chart is in error. Delete the last line of that entry on the Terrain Effects Chart and it will agree with the rules.

Q: Is the attack factor of a unit on a slope hex halved when attacking a unit on a hilltop hex?

A: Yes. This is true even if a unit on a slope hex is attacking a unit that is on an adjacent hilltop hex.

Q: Are the hilltop hexes on Board B considered to be full hilltop hexes even though they are not surrounded by slope hexes?

A: Yes. The clear hexes that are adjacent to the hilltop hexes are actually gently sloping ground, where the gradient is so shallow that they are considered to be ground level hexes for game purposes.

#### Line-of-Sight/Line-of-Fire Obstructions:

Q: Does a brown hexside obstruct the Line-of-Sight/Line-of-Fire from a unit on a slope hex to a unit on another slope hex?

A: Yes, regardless of whether the units are on the same hill mass or on different hill masses which the slope hexes are part of. The only exception to this is if the two units are on adjacent slope hexes.

Q: If I have a unit on a slope hex directly behind a brown hexside, is my unit in the Line-of-Sight/Line-of-Fire of a unit on a hilltop hex (assuming no other obstacles)?

A: Yes. Brown hexsides do not block Line-of-Sight/Line-of-Fire from Hilltop to Slope and Slope to Hilltop hexes.

Q: Does a unit in a woods/slope hex have a Line-of-Sight/Line-of-Fire over adjacent ground level green hexsides (Example: Hex C-R-7 to hex C -I-6)?

A: Yes. Rule VII.J.11.c only refers to those green hexsides that are actually on the slope.

#### Streams:

Q: Can a unit remain indefinitely in a stream hex without rolling the die after it has entered it?

A: Yes.

Q: May a unit move from stream hex to stream hex?

A: Yes, but it must successfully roll the die for each new stream hex entered. Failure would leave it in its original stream hex.

Q: Can a unit in a stream/woods hex be seen by units on slope and hilltop hexes?

A: Only if there is a friendly unit adjacent to the unit on the stream/woods hex to spot it.

Spotting:

Q: If several units are stacked in the same woods or town hex and one of them fires, are all of the units on that hex spotted by any unit with a clear Line-of-Sight?

A: No. In the case of the woods hex only the firing unit is spotted and may be fired upon. But in the case of town hexes Direct fire attacks must be made against all spotted units in the hex with one combined defense factor, with any unspotted units in the town hex being ignored in that attack. In the case of Indirect Fire attacks, all units are vulnerable to attack if only one unit is spotted. (This was a change from an earlier Question Box ruling which states that all spotted and unspotted units in the town hex must be attacked in one combined defense strength in Direct Fire.)

Q: May a spotted unit move out of its spotted location and then move back into it in the same turn and become unspotted if the spotting unit is not adjacent?

A: No, it remains spotted.

Q: If one unit in a stack of units, fires and is spotted, then leaves the hex in the next movement phase, are the other units in that hex spotted?

A: No, except in two situations:

- 1) Indirect fire could be targeted into that hex while the spotted unit remains. When it leaves the hex, the indirect fire is subject to 'scatter'.
- 2) If the unit was in a town hex, all other spotted units in that hex may be fired upon also in one combined defense strength.

Q: Suppose an anti-tank gun fires in Turn One and is spotted. On Turn Two it is loaded into a halftrack but does not leave the hex. Are both the halftrack and the anti-tank gun now spotted?

A: Yes.

Q: If an 'spotted' unit moves out of hex and the hex is re-occupied in the same turn by different units, are those new units spotted?

A: No, except that any indirect fire previously targeted into that hex may still be applied to the units subject of 'scatter'.

Q: May a unit that spotting move to a hex with a blocked Line-of-Sight and then to hex with a clear Line-of-Sight, retaining spotting of the same unit with no penalty?

A: Not if the moving unit was the only friendly unit that had a Line-of-Sight to the enemy unit.

Q: If an infantry unit located in a woods or town hex makes a close assault attack and no undispersed enemy units are adjacent after the close assault attack, but another non-adjacent enemy unit can trace a Line-of-Sight to the infantry unit, is that infantry unit spotted?

A: No! Close assault attacks are the only type of attacks which allow the attacking units in town or woods hexes to remain unspotted from non-adjacent enemy units with Line-of-Sight to the attacker's

hex.

Q: May a passenger unit on a truck or wagon spot an enemy unit?

A: No.

Q: Can German infantry units being carried by armored vehicular units spot?

A: Not while being transported.

## **BRIDGES**

Although bridges are not a rules section by themselves in the rule book, the number of questions and answers that have been generated on bridges demands that they have their own section.

Q: Can units on a bridge hex be seen by units in non-adjacent ground level hexes?

A: Yes, subject to Line-of-Sight obstructions, the terrain in the bridge hex, and whether the units in the bridge hex are under the bridge counter or on top of it.

Q: May an infantry type unit set up in the stream under the bridge?

A: Yes, simply place a bridge counter on top of the unit declared to be under a bridge. Units under a bridge counter count towards the stacking limits of a bridge hex, but are considered to be in a stream hex for all other purposes.

Q: May an infantry type unit move into a bridge hex and into the stream under the bridge?

A: No. If a player desires to move a unit into the stream under the bridge, it must start in an adjacent hex and make an entry die roll. Failure means that the unit may not move that turn.

Q: Can enemy units occupy or move through a bridge hex with friendly units in the stream under a bridge counter in the same hex?

A: Yes. In this case, the situation is treated the same as enemy units on top of a friendly fortification with friendly units inside, except that the total number of enemy and friendly units cannot exceed the stacking limits of the hex. (Exception: Overruns.) Also note the combat restrictions below.

Q: May a unit under a bridge use close assault attacks against enemy unit on the bridge?

A: No. In this case it would have to first move to an adjacent non-stream hex.

Q: Can units under a bridge be attacked by units using close assault attacks?

A: Yes. In the case of friendly units being both under and on the bridge, they would have their defense factors combined into one defense strength.

Q: Can units under a bridge be overrun?

A: No. In this case units under a bridge would be unaffected by an overrun even though units on the bridge would be affected by an overrun.

Q: May a unit move from under a bridge directly onto that bridge?

A: No, it must first enter a non-stream hex.

Q: If bridge hexes are “treated as clear terrain for all purposes”, does it become possible to move directly from one unconnected bridge hex to another (i.e. in Grancelles) and thus overrun units on

bridge hexes from other bridge hexes?

A: No!! Certain assumptions must be made. Namely bridge hexes are treated as clear terrain only when moving from one adjacent non-stream hex to another adjacent non-stream hex via the bridge hex.

Q: May infantry and engineer units close assault from a bridge hex to an adjacent bridge hex (i.e. in Grancelles)?

A: Yes, except if they are under the bridge in which case, they cannot due to being in the stream.

Q: May vehicular units, when moving onto or off of a bridge hex, do so via any non-stream hexes or only the ones containing roads?

A: They may use any adjacent legal non-stream hex.

Q: Assume three wrecks and a block on a bridge. Can you move across it?

A: No. The situation card for Situation #20 has been revised however to prevent this from happening. Also note that units under a bridge would be affected by a block counter on a bridge hex.

Q: What restrictions are there on which unit may use temporary Truck and Tank Bridges and do these bridges count for stacking.

A: Any Truck, Wagon, M-3 Scout Car, Bren Carrier, (Motorcycle and Cavalry in Panzer Leader 1940), and non-vehicular units may use a temporary Truck Bridge. Any unit may use a Tank Bridge. Temporary bridges never count for stacking purposes.

## **WRECKAGE**

Q: Can movement be blocked into a hex by the maximum number of wrecks (three) that a hex can contain?

A: No, not by the wrecks alone. However, three wrecks combined with something else like a block or being on a road behind a green hexside can.

Q: Rule VIII.C. Says that wrecks have no effect on combat, yet Rule VII.D.8. says that units in a hex with a wreck cannot be overrun. Which is correct?

A: Both are. Rule VIII.C. means that wrecks do not alter the combat odds or the attack or defense strengths of units stacked with them nor do they convey any die roll modifiers. Rule VII.D.8. merely prevents any overruns from taking place in the hex with a wreck counter in it.

Q: Can a vehicle cross a bridge if there are three wrecks on it?

A: Yes, see Rule VII.K.6. on page six.

## **POSITIONAL DEFENSES**

Mines:

Q: Do minefield attacks from mine counters in a woods or woods/slope hex receive a plus one (+1) die roll modifier for the woods as listed on the Terrain Effects Chart?

A: No. Minefield attacks never receive any die roll modifiers due to terrain. The Terrain Effects Chart refers to any fire or close assault attacks.

Q: If a unit moves onto a minefield and survives the subsequent “attack”, can it attack that turn?

A: On the next friendly player turn a unit on a minefield which has survived the “attack”, may freely move, fire, execute overruns or close assault attacks. It may even remain on the minefield without suffering from further attacks from the minefield itself.

Q: Can a unit on a minefield which has survived a minefield attack and later is dispersed by other forms of attack, be subject to minefield attacks because of its dispersed status?

A: No. (A unit which has survived a minefield attack but still remains in the hex is assumed to have made it through the minefield though still staying in the hex.)

Q: Can close assault attacks be conducted against units that are on a minefield?

A: Yes.

Q: Why can't minefield counters be set up in town, bridge, and swamp hexes like they can in Panzerblitz?

A: Minefields in Panzer Leader represent a standard buried minefield whereas in Panzerblitz they represent any type of minefield. Besides, block counters which can be put into those hexes frequently contained in real life a few mines or boobytraps to hinder the removal of the blocks.

Blocks:

Q: If an infantry unit starts its turn adjacent to a block, may it move onto the block and execute a close assault attack in the same turn?

A: Yes.

Q: Can a carrier unit starting its turn on a block load or unload passengers in that hex?

A: Yes.

Q: Can a unit on a block be close assaulted by infantry/engineer units?

A: Yes.

Fortifications:

Q: Are units outside of a fortification destroyed if the fortification itself (and every unit under it) is destroyed?

A: No.

Q: What is the movement cost to move a unit that stacked on top of a fortification directly to a position of being under (inside) that fortification?

A: The cost is zero (0). During a player's movement phase, any friendly units (even those units with a movement factor of zero) may be “repositioned” to be either on top or inside a fortification. Note also that such “repositioning” would not provide a chance for Opportunity Fire to be used against these units.

Q: May units which “reposition” themselves either inside or outside of a fortification make direct or indirect fire attacks in the same turn?

A: No.

Q: May friendly infantry units stacked on top of an enemy occupied fortification, execute a close

assault attack against that fortification?

A: Yes.

Q: May friendly units stacked on top of an enemy occupied fortification attack other enemy units instead of the fortification they are stacked with?

A: Yes.

Q: Can friendly units both stacked on top and adjacent to a fortification join together in a close assault or direct fire attack against that fortification?

A: Yes.

Q: If the answer to the question above is yes, are the units stacked on top the fortification subject to any consequences such as being attacked by their own direct fire or close assault attack?

A: There are no consequences to a close assault attack. However, the units would be subject to the direct fire attack. In this case, the total direct fire attack strength (which include their own) would be applied twice, once against the fortification and once against the friendly units stacked on top of the fortification. The odds are calculated, the die is roll, and the results applied separately for each of the two attacks.

Q: May Allied units use fortifications?

A: Yes. Although the fortification counters are in German colors, they may be freely used by both sides. The Allied player may even have fortification counters in his initial set up in Design-Your-Own situations.

## **ENGINEERS**

Q: When an engineer unit moves onto an inverted mine counter must it undergo a minefield attack?

A: Not if that engineer unit was the one clearing the minefield.

Q: While clearing a minefield hex, can an engineer unit move to another hex adjacent to that minefield without interrupting the minefield?

A: No. Except for spotting, any engineering task it is engaged in (Rules X.A., X.B., and X.C.4) is its sole allowed action during the time period of that task. If it interrupts its task to perform some other action (such as firing or moving), it would have to begin that task anew. Of course, it is still allowed to move as required by the bridge demolition rules.

Q: Does the use of more than one engineer unit speed up the process of any engineering task?

A: No, the time sequence remains the same, but the probability of success increases when more than one engineer unit is assigned to the same task. However, multiple engineer units must start the task on the same turn and if one or more of them are dispersed during the process, the task is temporarily halted until the units become undispersed or are destroyed. Each engineer unit makes its own die roll for task completion.

Q: Can an engineer unit join in an engineering task after it has already been started by another engineer unit?

A: No, it must wait until all engineer units currently on the task have been eliminated or have moved away and then it must start the task all over again as per Rule X.A.6. on page eleven in the rule book.

Q: May the turn in which an engineer unit unloads count as the first turn of the four-turn sequence for creating a block or demolition work?

A: Yes, providing it started the turn in the hex.

Q: If an engineer's designated vehicle unit is eliminated, can it use another engineer unit's vehicle?

A: Yes, however the new vehicle cannot be assigned to the original engineer unit until the owning player's next turn.

Q: Does the dispersal or destruction of an engineer unit's designated vehicle have any effect on the engineer unit's attempts to destroy a bridge or create/remove a block?

A: The engineer unit's capabilities are not affected by the dispersal of the vehicular unit, but the latter's destruction eliminates the engineer unit's ability to henceforth perform these functions until it is assigned a new vehicular unit. However, an engineer unit may still clear a minefield without its vehicle.

Q: If the vehicle assigned to an engineer unit is dispersed before the engineer unit has completed its task, must it wait until the vehicle is undispersed before it may finish the job?

A: Yes. Also if the vehicle is destroyed, operations cannot be resumed until a new vehicle is assigned and moved to the engineer unit's hex or a hex adjacent to it.

Q: Is there any effect on mine or block removal if during removal operations an enemy unit enters the mine or block hex itself?

A: Yes, the operations must be suspended until the enemy unit moves or is destroyed.

Q: If an engineer unit is destroyed while participating in a bridge demolition sequence, must another engineer unit wishing to blow the bridge start the sequence again from the beginning?

A: Yes.

Q: Do special infantry units with engineer capabilities (Paratroops, Rangers, and Commandos) need a designated vehicle to perform the engineering tasks listed in Rule X.B.?

A: No. However, these units may only perform one of any of those tasks and then they lose the ability to perform them for the rest of the game. This same rule applies to regular engineer units which are part of a paratroop/glider force (Situation #1) or part of an invasion force (Situations #2 and #3). (These units would carry their special equipment and explosives with them, but because of the limited amount that they could carry, would only have enough to perform one engineering task.)

Q: Do bridges in hexes A-V-7 and A-V-8 (Grancelles) count as one or two bridges in each hex for demolition purposes?

A: They count as one bridge in each hex, they're small bridges anyway.

Q: May the bridge carried by the Valentine bridge-layer be attacked separately from the tank as a 'passenger'?

A: No.

## **AMPHIBIOUS LANDINGS**

Q: Assume a landing unit is dispersed on a beach hex. Does it undisperse in time to move off the beach

hex before another unit lands or will they continue to stack up as long as a unit lands in that hex each turn?

A: Units dispersed by Opportunity Fire will undisperse at the end of their current turn so they may move off before the next wave lands. Units dispersed in the German player's turn however do not become undispersed until the end of the next Allied move and therefore will be in the beach hex. However, units dispersed in this manner become undispersed at the end of their turn and may move off the beach during the next turn before the next wave lands.

Q: May an infantry unit landing on a beach hex move one hex off or is its movement allowance expended in landing?

A: An infantry unit's entire movement allowance of the turn is expended in landing.

Q: May more than one unit land on a beach hex in the same turn if they come from different adjacent sea hexes?

A: Yes, but they will become dispersed upon landing.

Q: When a block is placed on a beach hex, does it preclude or delay the amphibious landing on that hex?

A: No. Vehicles landing on a block could not move any farther that turn however.

## **AIRPOWER**

Q: May Fighter-bomber units execute Opportunity Fire attacks against enemy ground units?

A: No, nor may they be fire upon by enemy Anti-Aircraft units using Opportunity Fire.

Q: When using the experimental field-of-fire limitations, must Anti-Aircraft units abide by the field-of-fire limitations.

A: Yes, but note that the field-of-fire includes the hex in which they are located.

Q: In some situations, armaments are not listed for the Fighter-bombers. What do you use, rockets or bombs?

A: Either, at your option. However, the selection must be made prior to game set up as per Rule XIV.B.6. on page fourteen in the rule book.

Q: Is there any that a Fighter-bomber's A class attack strength can be doubled or its H class strength be normal against armored targets?

A: No. The weapons effects listed in Rule XII.C.3.a. apply in all air attacks.

Q: When an aircraft attacks targets on slopes and hilltops, is its attack strength halved?

A: No. All other terrain effects apply though.

Q: May aircraft sight or spot units located in towns or woods that have not fired and are not adjacent to friendly units?

A: No.

Q: Can aircraft spot and attack units in stream hexes?

A: Yes.



Q: Can ground units spot for air units being adjacent to enemy units?

A: No.

Q: Can the German player fire at any planes in range during the Allied air phase or only those Fighter-bombers which are attacking?

A: They can fire at any plane in range during the Allied air phase.

Q: May a Fighter-bomber unit attack an enemy unit that has already been attacked by either Indirect or Direct Fire during the turn?

A: Yes. Rule XII.C.2. simply refers to the method of resolving the air attack, not to the timing in the turn. Note #4 in the Combat Results Table is correct. Also note that Air and Ground unit attacks take place in different phases and therefore cannot be combined.

Q: Are there situations where the German player gets an Air Phase during his player turn?

A: Yes, such as in Panzer Leader 1940 and in certain situations where the German player receives planes. In this case simply reverse the roles of the German and Allied players during the German Air Phase.

Q: What new units that have since been introduced into the game has Anti-Aircraft capability?

A: Check the latest unit function charts for the game to see which units have Anti-Aircraft capability.

## **GAME PROCEDURE**

Q: Are half hexes around the exterior mapboard edge playable for set-up and victory condition purposes?

A: Yes. Rule XIV.B.2. on page fourteen in the rule book refers to half hexes that joined to adjacent boards.

Q: The rules state that you cannot set-up on half-hexes. Does this apply to the sea hexes in invasion situations?

A: No! It refers to the half-hexes in the middle of the playing area. Units spend only one turn on the sea hexes in any case.

Q: Which boards are the half hexes shared by two boards considered to be part of?

A: Although Rule XIV.C. says that they may be identified as belonging to either board, for Play-by-Mail purposes it is best to identify them as belonging to the middle board.

Q: Must all units belonging to a group that is entering the board enter on the same turn?

A: Yes, or else they are considered to be eliminated. (This is the opposite of Panzerblitz where they may enter as soon as is possible, if not on the turn indicated.)

Q: What happens when a player sets up his units in such a way that precludes the opposing player from entering the board, even by overrun attacks?

A: Nothing happens, no battle, no victory for either side, despite what the victory conditions say for the situation in question.

Q: What happens when the game is set up and one player refuses to attack?

A: Again, nothing happens, no battle, no victory for either side.

Q: What happens if the Special Rules of a situation allow for a violation of the rules in the game (i.e., Allied infantry riding on tanks, permanent bridges being attacked by indirect fire, etc.)?

A: The Special Rules take precedence, but only for the situation in question. (Special Rules usually reflect unique occurrences in the battle being simulated.)

Q: May a unit be set up in a hex that it could not normally move into or be transported to during the normal course of the game?

A: No. A unit may not set up in a hex that it could not enter during play, unless the situation specifically states otherwise in the Special Rules.

Q: Rule XIV.B.4. states that the player that “sets-up last ... must initially place units ... out of the Line-of-Sight/Line-of-Fire of ... enemy units...”. If it is impossible to set-up out of the Line-of-Sight/Line-of-Fire because the first player has placed his units in positions such that there are not enough unspotted hexes for the second player, may the second player set-up some of his units in the Line-of-Sight/Line-of-Fire of enemy units?

A: Yes, but as many units as is physically possible must be set-up in unspotted hexes before any are allowed in spotted hexes. The choice of which units are set-up in spotted hexes is under the control of the second player (the controlling or owning player).

Q: Rule XIV.B.4. states that “the side that sets up last ... must initially place units ... out of Line-of-Sight/Line-of-Fire of, or unspotted by, enemy units unless otherwise specifically indicated”. Which situations are the exceptions “specifically indicated”?

A: Only Situations #2 and #3 which involve invasion set up rules. Note that Situation #13 may also involve a few units in violation of Rule XIV.B.4. Players may choose to ignore this rule for play balance reasons but all players in the game must agree or else the rule is enforced.

## **OPTIONAL RULES**

Infantry Quick Time:

Q: May infantry units moving from sea hexes to beach hexes in an amphibious landing use Quick-time speed to move two hexes upon landing?

A: No. The landing unit uses up its entire movement allowance moving onto the first beach hex. It may use Quick-time speed on any turn thereafter.

Q: What's the difference between infantry units using road movement and using Quick-time speed?

A: Road movement can only be used on roads but has the advantage of no chance of dispersal for the moving unit. Quick-time speed allows units to move through two non-road hexes, using roads as necessary to get through difficult terrain.

Q: May the road movement rate and Quick-time speed be combined to move two hexes?

A: No. A player may only use one or the other when moving his infantry units two hexes. It is suggested that player state at the beginning of his movement phase which of his infantry units are using road movement and which ones are using Quick-time speed. (This eliminates the unrealistic gamesmanship tactic of using Quick-time speed to move into the first hex and then road movement to move into the second hex in order to avoid the chance of dispersal and the halved defense strength the Quick-time speed entails.)

Q: Can Cavalry units (Panzer Leader 1940) use Quick-time speed?

A: No.

#### Opportunity Fire:

Q: During Opportunity Fire may more than one unit fire (and combine attack factors) against the same enemy unit?

A: Yes, as long as  $\frac{1}{4}$  of the Movement Factors of the target unit has been expended in the Line-of-Sight/Line-of-Fire of each firing unit at the point where the attack is made.

Q: In Rule XV.B.1. it states "An enemy unit that expends  $\frac{1}{4}$  (rounded DOWN) ...". What exactly do you mean by the term "rounded down"?

A: Ignore the term "rounded down". (The wording was a hold-over from the play test version of the rules.)

Q: May player "A" use Opportunity Fire against player "B" when it is the last turn of the game and player "A" has already had his last player turn?

A: Yes.

Q: Suppose a unit is in hex "Y", and another unit moves into hex "Y" and at that instant is hit by Opportunity Fire. Can the moving unit be attacked separate from the other units in the hex?

A: Yes. This includes town hexes as Rule XV.B.11. on page fifteen in the rule book states that only the moving unit in a town hex is attacked during opportunity Fire, the other units in the town hex are ignored in this case.

Q: May a unit which expends  $\frac{1}{4}$  or more of its movement factors by loading, unloading, attempting to enter a stream but failing, or using the turreted AFV rule, but does not actually move out of the hex, be immediately fired upon an enemy unit using Opportunity Fire?

A: Yes, if the movement factors are expended in a movement related activity such as loading, unloading, entering a stream but failing, etc. Firing using the turreted AFV rule, although it does consume movement point in terms of time expended, is not a movement related activity.

Q: Rule XV.B.6. states that passenger units may be subject to Opportunity Fire when they unload. When does the Opportunity Fire occur in this case?

A: It occurs after the passenger unit has unloaded. If the carrier unit is also attacked, its dispersal or destruction would not affect the passenger unit while unloading is going on.

Q: Can passenger units be subject to Opportunity Fire while loading?

A: No, because the Opportunity Fire would occur after the loading was done in which case the carrier unit would be the target. An exception to this would be German infantry units riding on AFV's, who could be fired on once they are on top of the tanks.

Q: For units with a movement factor of one, where is the Opportunity Fire upon them resolved, in the hex they left or the hex they entered?

A: The hex that they entered.

#### Naval Support Fire:

Q: Can Naval Support Fire in the Direct Fire mode use Opportunity Fire?

A: Yes.

Q: Is Naval Support Fire in the Direct Fire mode halved when firing at targets on slope and hilltop hexes?

A: Yes. In this case, the fire is presumed to be coming from ground level (or sea level) as far as the Target Elevation Table and Terrain Effects Chart are concerned.

Panzerblitz Assault:

Q: What are the 'unloading' costs when dropping off German infantry units in a Panzerblitz Assault?

A: There is no Movement Point cost for either the passenger or carrier units when executing a Panzerblitz Assault.

Q: Can either the German infantry unit or the AFV unit be subject to Opportunity Fire at the instant the infantry is dropped off?

A: No. They can still be subject to Opportunity Fire if they had expended at least ¼ of the AFV's movement allowance at the time they entered the entry hex though.

Q: Can the dropped off German infantry unit close assault any other adjacent hex other than the one being overrun?

A: No, it must close assault the hex being overrun in the Panzerblitz Assault. If the enemy units in the overrun hex were destroyed in the overrun, the infantry units do nothing.

## **EXPERIMENTAL RULES**

Functional Mobility of Turreted AFVs:

Q: Can a turreted AFV which has fired (thereby using half of its Movement Factors without moving) be fired upon immediately by Opportunity Fire?

A: No.

Artillery Field-of-Fire Limitations:

Q: Are artillery units with Anti-Aircraft capability subject to the Field-of-Fire limitations when firing at aircraft?

A: Yes.

Smoke Shell Concentrations (SSC):

Q: May a unit whose Line-of-Sight to a target has been obscured by a Smoke Shell Concentration, use Direct Fire at that target if it is spotted by another unit.

A: No.

Engineers Emplacing Minefields:

Engineer units may emplace minefields during the course of the game. (This is usually done during a long scenario or campaign game.) Minefield counters are carried on board by carrier units. One carrier

unit carries one minefield counter. To emplace a minefield counter, use the following procedure:

1. Have the minefield counter dismounted on the desired hex to be mined. The minefield counter counts as an artillery unit over 88mm for purposes of transport. The hex must be one where a mine counter may be placed according to the rules. The minefield counter is inverted when it is dismounted.
2. The engineer unit(s) stay in the hex with the inverted counter during the whole period of emplacement. It takes one engineer unit sixteen (16) turns to emplace a minefield counter, two engineer units eight (8) turns, or three engineer units four (4) turns. Minefield counters can not be emplaced any faster. The turn in which the minefield counter is dismounted does not count towards the time of emplacement.
3. On the last turn of emplacement, the engineer unit(s) move off of the counter. At the end of that player segment the minefield counter is turned up and becomes effective.
4. During emplacement, the engineer unit(s) may not engage in any other task or attack. If an engineer unit is dispersed while emplacing, the emplacement is temporarily stopped. This is true even if there are other undispersed engineer units on the same counter. When the engineer unit becomes undispersed, the emplacement resumes on the same turn that it stopped in. If the engineer unit is destroyed and there are no other engineer units stacked on the counter, the emplacement must start all over again when a new engineer unit moves on the counter. If there are surviving engineer units on the counter, the time left to emplace is changed to reflect the lesser number of units on the counter based on the following ratio: One engineer – four turns = two engineers – two turns = three engineers – one turn.
5. During the emplacement of the minefield counter, the minefield counter makes no attacks during the time it is inverted if any unit, friendly or enemy, moves into the hex containing the inverted counter.
6. Minefield counters that part of the starting forces of a situation start the game set up on the board and are fully effective, they do not have to be emplaced.

#### Emplacing Temporary Bridges:

Engineer units may emplace Temporary Bridges during the course of the game. (This is usually done during a long scenario or campaign game.) Bridge counters are carried on board by carrier units. One bridge counter is carried by one carrier unit. To emplace a bridge counter, use the following procedure:

1. Have the bridge counter dismounted in a hex adjacent to the stream hex to be bridged. Both bridge counters count as an artillery unit over 88mm for purposes of transport. The counter is inverted when dismounted.
2. On any succeeding turn the bridge counter, stacked with an engineer unit, is moved into the stream hex to be bridged. The engineer unit does not have to check for stream entry in this case, it is automatic.
3. The two types of bridges are constructed in the following number of turns by the indicated number of engineer units. A truck bridge takes twelve (12) turns and one engineer unit to construct it. A tank bridge takes thirty-six (36) turns and four engineer units to construct it.
4. Engineer units must remain in the construction hex for the required number of turns. All units must remain undispersed or none may be used to construct the bridge. If dispersed, engineer units may resume construction when undispersed. If eliminated, they may be replaced other engineer units with no loss of construction time.
5. On the turn of completion, the bridge counter is turned over and becomes effective. While inverted it cannot be used to cross the stream. Bridges may be attacked as per Rule X.C.4. on

page twelve in the rule book, both during and after construction.

## UNITS

This section deals with the capabilities of certain units in the Panzer Leader system, both those that came with the game, those in Panzer Leader 1940, and those have been introduced since then.

Q: What are the capabilities of cavalry units (PL 1940)?

A: Cavalry units are classified as non-armored targets on the Weapons Effectiveness Chart. They have a movement factor of three and classified as vehicular units in terms of movement and for Terrain Effects Chart purposes. They may cross green hexsides unlike other vehicles. They may not enter swamp hexes although they may attack units in them. They must move before any non-vehicular units move. They cannot make overrun attacks. They can make close assault attacks providing they only move one hex or not at all in the same turn. Cavalry units cannot be transported nor can they transport other units. (Cavalry units are really infantry mounted on horses. They fight as infantry, using the horses only as transport.)

Q: What are the capabilities of armored car units?

A: Armored car units are classified as armored targets on the Weapons Effectiveness Chart. Even though they are wheeled vehicles, most are treated as regular armored vehicles for movement purposes on the Terrain Effects Chart. (Though some are treated as trucks.) They may make overrun attacks but those armored cars with I class weapons may only overrun non-armored targets. They follow all other rules pertaining to vehicular units.

Q: What are the capabilities of motorcycle units (Panzer Leader 1940)?

A: Motorcycle units are classified as non-armored targets on the Weapons Effectiveness Chart. Even though they are wheeled vehicles, they are treated as regular armored vehicles for movement purposes on the Terrain Effects Chart and not as trucks. They may make overrun attacks but only on non-armored targets. They may not make close assault attacks. They may not transport other units. They follow all other rules pertaining to vehicular units.

Q: What are the capabilities of flame tank units?

A: Flame tank units are armored vehicles that are armed with flame throwers. This gives them a very powerful attack factor but also a very short range-factor. Note that while some flame tanks had a functional main armament, it is the flamethrower which the attack and range factor represent.

Q: Which vehicular units besides trucks are treated as trucks for movement purposes on the Terrain Effects Chart?

A: Check the latest Unit Function Tables for both sides to find out which vehicles move like trucks.

Q: Are the strengths, movement allowances, etc., of the Panzer Leader and Panzerblitz counters the same that they are in effect, interchangeable?

A: For the most part, yes. There are a few identical vehicle counters in each game which have different values, in which case they should only be used with the game they are part of. For the record, they are as follows:

German – Pz III (Panzer Leader 1940), Pz IIIId (Panzerblitz)  
Pz IIIj (Panzer Leader), Pz IIIj (Panzerblitz)

Ferdinand (Panzer Leader), Elefant (Panzerblitz)  
HMG (Panzer Leader), HMG (Panzerblitz)

## SCENARIOS

This section deals with corrections to situations included in the game. These were sanctioned by Avalon Hill back in *The General* Vol.12, No.1.

Make the following corrections to the situation cards:

Situation #5 – 12 Allied Rifle instead of 12 Armored Infantry.

Situation #7 – 9 Allied Armored Infantry instead of 9 Rifle.

Situation #13 – One German 37mm H instead of two.

Situation #14 – One German 37mm H instead of two.

Situation #15 – 1. One German 37mm H instead of two.

2. German 276 VG – Change four Trucks and one Wagon to one Truck and four Wagons.

Situation #18 – Six German Trucks instead of seven.

Situation #20 – Two German Halftracks instead of three.

Q: In Situation #11 may the Belgian and American units fire outside of the sector boundaries even though they may not move outside those boundaries?

A: Yes, the restrictions concern movement only.

Q: In Situation #11 is the American sector (in which he must a 3-1 superiority) Boards C and D combined, despite the fact he only deploys on only Board D?

A: Yes.

Q: In Situation #14 when the special rules state that “Allied engineers may not attempt bridge demolition until the Germans are within five hexes”, does this refer to the commencement of the four turn procedure or the die roll for actual demolition?

A: “Demolition attempts” refers to the actual die roll.

Q: In Situation #14 may German units on Board C move into the half-hex at C-T-11 which it shares with Board D?

A: No! The prohibition concerning reentry onto Board D also includes the half-hexes it shares with Board C.

## PANZER LEADER 1940

This article would not be complete without questions and answers to Panzer Leader 1940. The expansion by Ramiro Cruz, with further rules by Ronald A. Bell, became one of the most popular variants for any game produced by Avalon Hill.

Q: Why can't the German PzJg 47 and GW-1 make overrun attacks?

A: Both vehicles lacked sufficient armor protection for the main armament to risk them in an overrun attack at that time period. (Both vehicles literally had their guns bolted down on top of the hull with

only the gun shields to protect the crews. After the campaign, the Germans started to add armor plating on the front and sides to form a proper fighting compartment for the crews, plus a machine gun to deal with enemy infantry.)

Q: Why are armored cars allowed to use the Functional Mobility for Turreted AFV's rule in Panzer Leader 1940 but not in regular Panzer Leader?

A: Turret traverse mechanisms were less sophisticated in 1940 and most AFVs only had manual turret traverse. This meant that armored cars had turrets that were as fast or faster in traversing than most tanks. Thus in 1940 they are allowed to use the rule. After 1940 tank turrets became more sophisticated whereas the armored cars did not for the most part (because of their small size) and thus, they lost their traversing parity with tanks.

Q: Are there any errors on the counters to the expansion?

A: Yes.

German – Pz I tank should have an I class weapon, not an A class weapon.

Allied – Daimler armored car should have an I class weapon, not an H class weapon.

Panhard armored car should have an A class weapon, in addition to the I class weapons and there should be two of each.

Note: Correction to these counters were made in later printings of the expansion.

Q: Is there an error to the map configuration for Situation #28?

A: Yes. Board B should be switched around so that the sea edge of the board is on the west edge of the playing area.

Q: Are there any rules in the rule book that are not used in Panzer Leader 1940?

A: Yes. The Panzerblitz Assault rule and the rules pertaining to the transporting of German infantry units on AFVs. (Both of these tactics were adopted by the Germans from the Russians during the war on the Eastern Front, a conflict which had not yet occurred in 1940.)

The following Experimental Rules by Ronald A. Bell (with a couple of minor corrections by myself) are highly recommended for Panzer Leader 1940 and can only be used with that variant. These rules cannot be used after 1940 in Panzer Leader or Panzerblitz.

1. When infantry units make close assault attacks against armored vehicular units, they receive no die roll modifier. The presence of engineer units in a given combat still raises the odds by one column, but no close assault die roll modifier is used against the armored vehicular units. If there are non-armored units and/or fortifications stacked in the same target hex as the armored vehicular units, the attacker would receive the close assault die roll modifier, but only against these units. This rule is true even if non-armored units are stacked in town hexes, thus making them armored targets. All other close assault rules apply.

(Due to the virtual non-existence of man-carried anti-tank weapons, except an occasional anti-tank rifle, and the lack of training in anti-tank warfare, infantry units were severely limited in their ability to affect armored vehicles. During the campaign, the infantry had to develop anti-tank tactics from scratch. By the end of the campaign the infantry was well on its way in learning to deal with tanks on their own. They were, however, trained to assault fortifications and in house-to-house fighting, thus they can perform close assault attacks against forts and non-armored units in towns with no penalty.)

2. When an armored vehicular unit is in a woods or town hex and there are no infantry, engineer, cavalry, or motorcycle units stacked with it, the armored vehicular unit does not get the plus one (+1) terrain modification to the die roll if it is close assaulted by enemy units from adjacent



woods, slopes, or town hexes.

(This rule reflects two things. First, terrain modifiers to die rolls are reflection of the greater amount of protection offered by “cover”. This “cover”, however, could work against an armored vehicular unit. It was common practice not to send tanks into a town alone because enemy infantry, hiding behind walls could easily immobilize tanks with grenades. Furthermore, buildings and trees limited the fields of fire of the tanks crews and enemy snipers forced the tank crews to “button up”, which greatly reduced the tank's visibility and tactical flexibility. Second, tanks at this time lacked weapons for self-defense at close quarters as machine guns mounted on top of the turret and/or sub machine guns for the crews to use when outside of the tanks. By the end of the campaign these deficiencies were recognized and steps were taken to correct them.)

3. Armored vehicular units may overrun non-armored type units in woods, slope, and woods/slope hexes. In this type of overrun, the attacking unit does not receive the odds column shift nor the die roll modifier for overruns. Armored units may not be overrun in woods, slope, or woods/slope hexes and if these are stacked with non-armored units in those hexes, then they prevent them from being overrun too. All other aspects of overrun combat and terrain modifiers remain the same.

(This rule reflects the helplessness of “I” class weapons and artillery and some of the lesser caliber anti-tank guns against tanks. Tank crews on both sides were more brazen with their vehicles and there were many incidents of German, French, and British tanks just driving right on through infantry and gun units because there was literally nothing to stop them. The close terrain would keep the attacking vehicles from having any particular advantage but the infantry and artillery units just could not stop them. By the end of the campaign as the infantry units started developing crude but effective anti-tank tactics, this tactic became more dangerous as tanks were beginning to get knocked out when they performed this type of overrun. Because of this, the tactic was discontinued after the campaign was over.)

## CONCLUSION

It is my hope that these rule clarifications, questions, and answers help those Panzer Leader players who have had to struggle with questionable rule definitions over the years with the game.

Note 1: Avalon Hill never made a rule prohibiting the self-destruction of one's own units in Panzer Leader, neither in the rules, nor in the various question boxes. The rule was completely player derived. At first it was merely passed on by word of mouth, usually as an agreement as to what was not allowed in a game. Then game masters started to incorporate it into their Panzer Leader Tournament rules in the late Seventies. However, it did not start to appear in unofficial compilations of rules questions and answers for Panzer Leader until the mid-Nineties. I say unofficial because the individuals who made these used the Avalon Hill logos and name in the printed copies of these compilations (without Avalon Hill's permission of course). Avalon Hill could have put a stop to this since it was not from them, but their company attitude at the time was to concentrate on supporting new games that came out and if individual gamers supported older games, to let them. In other words, Avalon Hill never officially approve them, but they never denied them either.