

PANZERBLITZ CLARIFICATIONS AND ANSWER BOX (2023)

By
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The following article is compilation of the Panzerblitz Question Boxes from *The General*, *The Wargamer's Guide to Panzerblitz*, and various questions sent in and answered by Avalon Hill but never published. With *The General* and *The Wargamer's Guide* long out of print and getting harder and harder to find, I felt that it was time to put all the rules questions and clarifications into one article for easy reference.

I am also including parts of the article, "Deciphering the Panzerblitz Rules", by Dave Giordano, published in *The Boardgamer* Vol. 3, No.3. Dave, a past Panzerblitz tournament champion, started to tackle some of the unclear rules in his article and I am indebted to him for the insights that it gave me.

Over the years there have been many articles about and arguments for combining the Panzerblitz and Panzer Leader rules into one system or simply retrofitting the Panzer Leader rules to Panzerblitz. This is understandable as the latter game was developed out of the former one. However, all questions and clarifications in this article will be answered solely by the letter and intent of the Panzerblitz rules.

This article was originally published in *The Boardgamer's Panzerblitz Special Issue* back in 2001 and subsequently posted on *The Imaginative Strategist* website following *The Boardgamer's* demise. But as the years have passed since then more questions have come up and deserved to be answered, thus this update of the article.

This article will be divided into thirteen main sections, which are as follows: Movement, Combat, Mines, Obstacles and Elevation, Spotting, Wreckage, Positional Defenses, Game Procedure, Optional Rules, Experimental Rules, Units, Scenarios, and Pansari Salama.

MOVEMENT

General:

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

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

Q: May wagons move from a gully to a slope hex?

A: Yes, any movable unit may always move one hex per turn regardless of the movement cost.

Forbidden movements are still forbidden such as vehicles moving into swamps or through green hexsides. (Note that this differs from Panzer Leader where only infantry units may always move one hex per turn regardless of movement costs.)

Q: Are cavalry considered to be "vehicles" on the TEC?

A: Yes, except that they may move through green hexsides without cost.

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

A: Yes, this is clearly stated in the Sequence of Play section.

Q: The TEC states that it costs a truck unit two Movement Factors to enter a clear terrain hex, does this mean EACH clear terrain hex?

A: Yes, this applies for all movement penalties of this sort.

Q: Does a unit moving along a gully have to pay three Movement Factors to leave the gully if it moves into a ford hex or a road hex along the same gully?

A: No. The rules state that ford and road hexes allow a unit to leave a gully at no extra cost due to both hexes being considered to be clear hexes.

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

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

Transporting Units:

Q: Can a carrier unit move after it has unloaded if it has any Movement Factors left?

A: Yes.

Q: Can two Russian carrier units, or three in the case of the Germans, unload in the same hex on the same turn?

A: Yes, but they must have Movement Factors remaining to enable them to move away from the hex.

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

A: The passengers are immediately unloaded. If this would violate the stacking limits in the hex, they are eliminated. Note that the passengers would also be immediately unloaded only if the armored unit was attacked and dispersed since they share the same fate as the vehicle.

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 units in a town hex are attacked together and any passenger units in the hex are ignored although they share the same fate as their carrying unit.

Road Movement:

The road movement rules have been a major source of controversy in Panzerblitz, most specifically the passing rules. This is primarily because passing units in Panzerblitz on a road is a two-hex maneuver, whereas in Panzer Leader it is a one-hex maneuver. This is further compounded when passing through green hexsides and swamp hexes. Hopefully the questions and answers that follow will solve many of the controversies.

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

A: Yes.

Q: Does a unit or wreck negate the road movement on a road in a town hex?

A: Yes, but they do not negate the ½ Movement Factor cost of the town hex itself. Therefore, a unit performing a passing maneuver on a road in a town hex would still only expend ½ Movement Points for the town hex itself. (It is assumed that the passing unit is using a side street to go around the unit or wreck on the main road.)

Q: Can a unit cross a green hexside while moving along the road at the road movement rate to enter a

road hex containing another friendly unit or wreck?

A: Yes, but to enter such a hex would be at the Movement Factor cost of the terrain in that hex. (This is the opposite of Panzer Leader where you cannot enter the hex.)

Q: Can a unit cross a green hexside while moving along the road from a road hex containing a friendly unit or wreck on it?

A: No. This is because the green hexside interferes with the passing maneuver.

Q: Does a unit that starts the turn in a stack on a road hex move off onto the next road hex at the road movement rate or at the cost of the surrounding terrain in the hex?

A: It may move off onto the next road hex at the road movement rate. This is stated in paragraph "F" in the road movement rules. In fact, each unit which starts the turn in a stack on the road hex may move off along the road at the road movement rate. (It is assumed that the units in the stack start the turn on the road.) It should be noted that units in a stack on the road can cross an adjacent green hexside because of this rule but only from the starting hex. Once they have started moving then the normal rules for passing apply.

Q: Can a carrier unit which starts the turn on a road hex unload its passengers then move off down the road at the road movement rate?

A: Yes, again paragraph "F" allows for it. (The carrier unit is assumed to be on the road when it unloads its passengers.)

Q: Can a unit which is on a road hex and has not yet moved, have other units stack on top of it during the turn, yet still be able to move onto the next road hex at the road movement rate during that turn?

A: Yes, since it has not yet moved.

Q: Can a carrier unit which, while moving along the road, drops its passengers on the road hex, then move onto the next road hex at the road movement rate?

A: No. Once the carrier unit started moving then paragraph "G" no longer applies and the carrier unit must obey the rules for passing, even for its own passengers which it dropped off along the way.

Q: How is moving and passing along the road in swamp hex handled?

A: Due to the restrictive nature of swamp terrain the rules were modified. Use the following guidelines:

- 1) Non-vehicular units may stack together on a swamp/road hex, but not travel at the road movement rate. Non-vehicular units may also stack with wrecks on a swamp/road hex.
- 2) Vehicular units cannot stack with other vehicular units on swamp/road hexes at any time, not even during movement.
- 3) Vehicular units may stack with non-vehicular units on swamp/road hexes, but not travel at the road movement rate. In this case, it would move onto such a swamp/road hex at a cost of one MP. This rule allows for the loading of non-vehicular units in swamp/road hexes.
- 4) Vehicular units may move onto but not through non-vehicular units on swamp/road hexes. They must cease all further movement for that turn.
- 5) A vehicular unit which starts the turn stacked with non-vehicular units on a swamp/road hex may move out of the stack normally as per paragraph "E". This even applies if it is a carrier unit that drops off its passengers before starting its move. In short, passing units on a swamp/road hex is a two-turn maneuver.

Q: Can a vehicular unit perform a passing maneuver where only the second hex of that maneuver is a

swamp/road hex?

A: No. In a case like this the vehicular unit would have to stop in the first hex with the other unit, stacking limits permitting, then on the next turn it could move onto the swamp/road hex at the road movement rate as per paragraph "E" in the movement rules.

Q: Is a unit moving along a road required to use the road movement rate?

A: No, a player may move the unit along the road at the non-road movement rate of the other terrain in the hex. In fact, it is required when making an Overrun or CAT attack.

Stacking

Q: The rules state that stacking limits do not apply during movement, only before and after movement. Therefore, may units pass through a hex already occupied to its maximum stacking ability by wrecks?

A: Yes, except as qualified by the road movement rules.

Q: What are the stacking limits for inside fortifications?

A: Three units for the Germans, two units for the Russians – i.e. the same as normal.

Q: What are the possible combinations of unit stacking in a hex with one or multiple wreck counters?

A: Use the following guidelines:

- 1) One German wreck + one Russian unit or up to two German units.
- 2) Two German wrecks + no Russian units or one German unit.
- 3) Three German wrecks + no Russian or German units.
- 4) One Russian wreck + one Russian unit or up to two German units.
- 5) Two Russian wrecks + no Russian units or one German unit.
- 6) One Russian wreck and one German wreck + no Russian units or one German unit.
- 7) One Russian wreck and two German wrecks + no Russian or German units.
- 8) Two Russian wrecks and one German wreck + no Russian or German units.

Mapboard:

The following terrain notes refer to commonly made mistakes in relation to the hexes in question.

- 1) No vehicular unit can move directly from Hex 1BB10 to Hex 1AA10 or Hex 1BB11, it must first exit the swamp to Hex 1AA9. Non-vehicular units can make those moves due to them being allowed in the swamp without the use of the road.
- 2) No vehicular unit can move directly from Hex 1DD9 to Hex 1DD8, from Hex 1EE8 to Hex 1DD8, or from Hex 1EE8 to Hex 1EE7. It must first exit the swamp at Hex 1FF8. Non-vehicular units may make those moves due to them being allowed in the swamp without the use of the road.
- 3) Hex 2G10 is considered to be a partial road hex. When entering Hex 2G10 from Hex 2G9 and when entering Hex 2G9 from Hex 2G10, the road movement rate may be used due to the road crossing the hexside. When entering Hex 2G10 from any other hex, including from off-board, the MF cost of the other terrain in Hex 2G10 is used, namely one Movement Point for clear terrain. (The popular motion that Hex 2G10 was a full road hex came from the Panzerblitz Series Replay in *The General* Vol 13, # 6. In that re-play the hex was considered to be a full road hex as an optional ruling to help balance the situation.) Note that there are three other

hexes where the road actually ends only partway through: Hexes 1D9, 2D5, and 3AA10. However, since each of those hexes are also town hexes the point is moot.

- 4) Hex 3C4 is a clear hex, the gray hexside that borders it and Hex 3D5 does not make it a town hex.
- 5) Hex 1C9 is a combined town/woods hex. For both movement and combat purposes it is considered to be a town hex.
- 6) When moving from one streambed hex to an adjacent streambed hex that is not connected, (Examples: Hexes 3V4 to 3W3, Hexes 3X4 to 3X5, and Hexes 3W6 to 3X6.), a vehicular unit must pay the exit MF cost for leaving the streambed hex in addition to the entry cost.
- 7) The pond hex may not have any units set up in it, including forts, mines, and blocks, nor may any units enter that hex. (While the pond hex is treated as a clear hex when frozen over by variant weather rules, a unit may still not set up in it although they may move through it.)
- 8) If a hex contains two separate slope symbols, the movement cost is still four Movement Points for trucks and three Movement Points for all other vehicles. (Example: Two Board Ones placed end to end so that the half-hex "A" Hexrow of each form a solid hexrow shared by each. Hexes 1A5 and 1A6 each would have two separate slope symbols.)

COMBAT

General:

Q: Since units in towns and forts are treated as armored targets, can they be attack by I-class units that are two hexes away?

A: No.

Q: If a 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: Are units outside of a fort totaled in addition to the fort's Defense Factor in cases of CAT and combination attacks?

A: Yes.

Q: Assume three Anti-Tank Guns (each with an Attack Factor of 7) are firing at an infantry unit, is the total Attack Factor

$3+3+3=9$ or

$7/2+7/2+7/2=21/2=10?$

A: The total is 9. Units are halved and fractions are dropped individually. Note that this is the converse of Panzer Leader.

Q: If a unit's Attack Factor is reduced due to terrain, weapons type, and/or target type to less than 1, can it still make an attack?

A: No. Again, since all fractions are dropped, the Attack Factor would be 0. Again, this is the converse of Panzer Leader.

Q: The Combat Results Table shows results for die-roll subtraction to minus 2, but it is possible to have minus 3 die-roll. What happens?

A: On a die roll of 1 take the result from the minus 1 line of the next higher odds column. Therefore

minus 3 at 1-4 odds = Double Dispersed, minus 3 at 1-3 odds or better = Eliminated.

Q: If a unit is fired upon from a woods hex or town hex, can it return fire without meeting the Spotting Rule conditions?

A: No, it cannot. It can however in Panzer Leader.

Q: If there are several units in a hex that have identical Defense Factors, how is it decided which is the “weakest” when making a selective or multiple attack?

A: You may attack any one of the units in this case.

Q: When a unit becomes dispersed, does it still have a zone-of-control within 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: May a unit fire through a green or gray hexside through the width of road in that hex?

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

Q: When making a combination attack on stack of units, 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 in a combination attack.)

Q: What happens in a combination attack when 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 has one German Panther unit and one dismounted Rifle unit in it. The attackers are a Russian SU-152 at a range of six hexes, a T-34c at a range of three hexes, and an MG unit at a range of two hexes. The SU-152 has an Attack Factor of 20 due to firing at an armored target at greater than half range, the T-34c has an Attack Factor of 6 due to firing at a non-armored target, and the MG cannot fire at all due to the armored target in the hex.)

Q: Can either side voluntarily destroy their own units?

A: Yes. This is done during a player turn after the player has resolved all minefield attacks against an enemy player but before he announces which of his units are firing on which enemy units. Units are simply removed from the board and any armored units so removed are replaced with wreck markers at that time. Note that this rule does not apply to mines, any positional defenses, or any unit restricted from self-destruction by the Special Rules in a situation. Self-destroyed units do count towards the enemy player's victory conditions for destroyed enemy units. (See Note 1)

Q: Can a dispersed unit be self-destroyed?

A: No.

Overrun:

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

A: Only if it moves onto the 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 overrun attacks be conducted on a unit on a stream ford or road/streambed hex?

A: Yes, as both types of hexes are considered to be clear terrain.

Q: Are units on hilltop hexes such as the plateau-like hilltop on Board 2, that are not woods or town hexes, subject to the overrun rule by armored units?

A: Yes, only hexes with orange hexsides are hilltop hexes. A clear hex is a clear hex no matter what its elevation is. Clear hilltop hexes are clear hexes.

Q: Since armored units cannot use the road movement rate while executing an overrun attack, can they still use the road to go through obstacles such as green hexsides or up slope hexes while moving at non-road movement rate?

A: No. This is a very major difference between the Panzerblitz and Panzer Leader rules. To utilize roads in Panzerblitz you must move at the road movement rate of ½ MP per hex traversed. This is why another unit in a road/woods hex always blocks movement of another vehicle when crossing a green hexside. Similarly, a vehicle moving up a slope on a road hex without the road bonus movement would pay three MP per hex, not one.

Q: Since a unit must not use the road movement rate when making an overrun attack, what happens when it moves through a town hex?

A: The unit pays one Movement Point for moving through a town hex when making an overrun attack. (Units making an overrun attack are assumed to have their individual vehicles spread out in some tactical formation which prevents them from using the road. In a town hex, they would keep to their formations, thus slowing them down as each vehicle would move up its own individual street to stay spread out.)

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 may overrun a defending unit upon entry onto the board. In this case the exit hex must be a hex that the overrunning unit can enter and be opposite of the imaginary off board entry hex.
- 2) A vehicle unit may overrun a defending unit while exiting off the board 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 Movement Point.
- 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 (as in Situation 5).

A vehicle unit may not overrun a unit at the edge of the board and exit the board if the situation's special rules or victory conditions do not allow exiting off the edge in question.

Q: Can a unit making an overrun attack move through a swamp on a swamp/road hex?

A: No. (Again, since the unit is spread out when making an overrun attack it could not use a swamp road because its vehicles could not spread out in the swamp.)

Q: Can cavalry units make overrun attacks?

A: No.

Q: Can more than one armored unit overrun the same target hex, each using a different entry and exit hex?

A: Yes. The entry hex of one overrunning unit could even be the exit hex of another.

Q: Can multiple units overrun the same target hex even if the individual units do not start in the same hex?

A: Yes. In this case, all overrunning units are moved to the same target hex performing the overrun maneuver, then the combat odds are tabulated and the attack resolved.

Q: Can an overrun attack be performed if the final modified combat odds are less than 1-4?

A: No. In this case, the overrunning units would be moved back to their respective entry hexes and finish their movement there. (This eliminates the unrealistic tactic of performing a useless overrun to get to a desired hex.)

Q: What new units that been introduced into Panzerblitz over the years can or cannot conduct overrun attacks?

A: As the number of new units introduced is too great to be listed here, it is suggested that players consult the various Unit Function Charts that have been published over the years for new units to check on their individual capabilities.

Close Assault Tactics (CAT Attack):

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

A: Yes. Note that in Panzer Leader only the die rolls are affected.

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 assault attacks. Therefore, units while being transported are ignored.

Q: Can a truck, wagon, or halftrack drop off infantry units for a close assault attack and then retreat?

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

Q: Since a unit may not use the road movement rate when making a close assault attack, what happens when it moves into a town hex?

A: The unit pays one Movement Point for moving through the town hex when making a close assault attack. (Units making close assault attacks are presumed to be having their personnel performing fire and movement tactics when closing with the enemy, hence slowing them down even in a town hex. This is why a close assaulting unit may not move more than one hex in the turn it attacks.)

Q: Can engineer units 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 some other type of infantry or cavalry unit. Engineer units which attack by themselves are treated as a normal close assault. (See Note 2)

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 unit?

A: No, their Attack Factor may only be used against one adjacent enemy unit 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: 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 unit attacks only one target hex.

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.

MINES

Q: While dismantling mines, do engineers undergo the mine attack?

A: Not as long as they observe the proper procedure for dismantling mines. If they attempt to cross them without dismantling them they are as liable to be blown up as any other units.

Q: May engineers make a mine attack removal attempt and attack other units in the same turn?

A: No.

Q: Are mines placed in towns, woods, and swamp hexes subject to the “add 1 to the attacker's die roll” rule of the Terrain Effects Chart?

A: No.

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 actual hex.)

Q: If there is a stack of units on the minefield, is each unit attacked at 2-1 odds or is the whole stack attacked at 2-1 odds?

A: Each individual unit in the stack is attacked at 2-1 odds. Therefore, if there are three units on the

minefield, there are three 2-1 attacks.

Q: If two or more engineer units are adjacent to a minefield, can they each make a mine removal attempt in the same turn?

A: Yes, minefields can be subject to multiple attempts in the same turn as long as each attempt is from a separate engineer unit.

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

A: Yes.

Q: Can minefields be set up in swamp hexes?

A: Yes. (Minefields represent more than just mines buried in the ground, they also represent above-ground mines and booby traps, items which would be used in great numbers in built-up areas like town hexes and areas of increased vegetation such as woods and swamps.)

OBSTACLES AND ELEVATIONS

General:

Q: Isn't it true that the Terrain Effects Table is incomplete and therefore misleading as a quick reference?

A: Yes. Add the following to your Terrain Effects Table.

Note A to units firing from hilltops at units on ground level.

Note E to units firing from hilltops at units on slopes.

Note E to units firing from slopes at units on hilltops.

Q: If I had a unit on a slope hex directly behind a brown hexside, is my unit in the Line of Sight of a unit firing from a hilltop (assuming there are no other obstacles)?

A: Yes. Brown hexsides do not block the Line of Sight from hilltop to slope and slope to hilltop.

Q: Does a brown hexside block the Line of Sight from a unit on a slope hex to a unit on another slope hex?

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

Q: Does a colored hexside obstruct the Line of Sight?

A: In some cases, yes. It depends on the respective elevation of the attack and defender. Consult the Terrain Effects Table and Examples of Play card as there are many different situations.

Hill and Slope Defense Exceptions:

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 the unit on a slope hex is attacking a unit on an adjacent hilltop hex.

Q: Is the Attack Factor of a unit on a slope hex halved when attacking a unit on an adjacent slope hex through a brown hexside?

A: Yes.

Streams and Gullies:

Q: Can a unit in a streambed/woods hex be seen by units on a slope or hilltop hex?

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

Q: Can units in a ford or road/streambed hex be seen units in non-adjacent ground level hexes?

A: Yes, subject to Line-of-Sight obstructions.

SPOTTING

Q: Can trucks and wagons spot?

A: Yes, unlike Panzer Leader where they cannot spot.

Q: Can you explain “spotting” more?

A: There are four things to keep in mind;

First, since firing occurs prior to movement, a spotting unit must be in place at the beginning of the turn.

Second, even after a unit is spotted, the firing unit must still have a clear line-of -fire to the target unless the optional Indirect Fire rule is being used.

Third, if the spotting unit moves away, the fire may no longer be directed at units that were previously spotted.

Fourth, if you are using the Indirect Fire rule, the CP unit must be able to see the spotting unit.

WRECKAGE

Q: Does a wreck on a streambed/road hex negate both the road movement rate and the ford function of the hex?

A: The wreck only negates the road movement rate. A wreck never negates the ford function of either a ford hex or a streambed/road hex.

Q: Can movement be blocked into a hex occupied by a stack containing the maximum number of wrecks (two for the Russians, three for the Germans)?

A: No, a stack with the maximum number of wrecks never blocks movement into a hex except as qualified by the road movement rules. The stack with the maximum number of wrecks would prohibit a unit from stopping there though.

Q: Paragraph “F” states that units may enter hexes containing wreck as long as they do not exceed stacking limits. This contradicts the above ruling. Which one is correct?

A: Paragraph “F” as it is written is incorrect. It should read “Units may enter hexes containing enemy and/or friendly Wrecks as long as they do not exceed stacking limits if they stop in the hex.” (See Note 3)

POSITIONAL DEFENSES

Blockage:

Q: Can blocks ever be destroyed by engineers or artillery?

A: No, unlike in Panzer Leader.

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 block be set up in a swamp hex?

A: Yes.

Fortifications:

Q: If a fort is occupied, can enemy units move directly through that hex?

A: No. They may move onto the fort in one turn, but they cannot move off until next turn.

Q: If there are three German units or two Russian units in a fort, can there also be three German units or two Russian units on top of that fort?

A: Yes.

Q: Are units outside of a fort destroyed if the fort is eliminated?

A: No.

Q: If a unit moves into a fortification, does it cost him a movement factor to enter under the fortification counter rather than sit on top of it?

A: There are no movement penalties for moving onto or under a fortification counter. During a turn units, even those with no movement factors such as most artillery units, may freely reposition between being either under or on top of a fortification counter. However, they may fire in the same turn in which they reposition and cannot violate stacking limitations.

Q: May a fort be set up in the same hex as a mine or block counter?

A: No.

Q: Does a fort on a road hex negate the road movement rate in that hex?

A: No, unlike in Panzer Leader where they do.

GAME PROCEDURE

Q: When making the initial set up of units, can half hexes on the sides of the boards be used if a unit in such a hex would be half on one board and half on the other?

A: No. Units must be completely on that one board as indicated. Units must set up in whole of half hexes that belong to that particular board alone.

Q: If victory conditions require units to be on a particular board, can they be on a half hex of that board and an adjoining board?

A: No. Units must be completely on that one board as indicated. Units may be on whole of half hexes that belong to that particular board alone.

Q: Which board are the half hexes considered to be part of?

A: As a general rule of thumb, consider the half hexes to be part of the middle board, but keep in mind that they are not considered when setting up or in determining victory conditions. This rule is for the purpose of determining grid coordinates for the hexes on the board.

Q: When a group is supposed to enter the board, either at the beginning of the game or on a designated turn, must all units enter on the same turn?

A: Yes. However, if some units cannot enter on the designated turn due to being in road march order or because the enemy set up precludes it, then they must enter on the soonest turn possible.

Q: What is road march order?

A: It is when the units are lined up to enter the board on a road at a given rate. A group may take several turns to bring all of its units on the board in this case.

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 attack? (Example: The opposing player must enter anywhere along the A Hexrow of Board 3. The defending player sets on units in hex of Hexrows A and B of Board 3, thus preventing entry.)

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. In essence, if the game is set up but the attacking player has neither moved or fired, there is no battle and therefore no victory to be gained by either player. If, however the attacking player has fired or moved at least one of his units towards the defending player's units, then the battle is considered to have started and the situation's victory conditions apply. In a meeting engagement where both players are the aggressors, either player can refuse to move or fire.

Q: When the victory conditions state that a side must be in control of an objective at the end of the game such as a town or hilltop, how is this accomplished?

A: Each hex which comprises the objective must either be physically occupied by a friendly unit or have been last passed through by a friendly unit. Enemy wrecks do not deny friendly control of a hex. Friendly units may overrun enemy units in an objective hex and if they destroy them, are considered to have passed through the hex for control purposes. Friendly units which close assault enemy units on an objective hex on the last turn of the game and destroy them, are not considered to control the hex since they are not able to enter the hex before the game ends.

Q: For victory conditions do you count trucks and wagons units?

A: Yes, unless the victory conditions of the situation specifically exclude them. However, you do not count counters which contain no men such as blocks, mines, or forts unless the victory conditions of the situation specifically includes them.

Q: In situations where there are multiple victory levels for each side, how do you determine the winning player's overall victory level if both players have achieved one of their victory conditions?

A: Consider each victory level to be a numbered level in that a Marginal Victory is Level 1, a Tactical Victory is Level 2, and a Decisive Victory is Level 3. Subtract the loser's level from the winner's level and the resulting level will be the overall victory level of the winner. Example: A Decisive Victory (Level 3) minus a Marginal Victory (Level 1) would result in Level 2 which would mean an

overall Tactical Victory for the winner. Of course, equal victory levels would still mean a Draw.

OPTIONAL RULES

Q: Must a CP unit be unloaded to observe?

A: Yes.

Q: Does a unit using Indirect Fire have its Attack Factor halved against targets on slope and hilltop hexes and against armored targets?

A: Yes! However, if the firing unit is on a hilltop hex it would not have its Attack Factor halved against non-armored targets on other hilltop hexes. It would still be halved against armored targets and targets on slope hexes though. One should note that an indirect firing unit could have its Attack Factor halved twice for any combination of the above-mentioned situations (i.e. an armored target on a slope hex).

Q: Using the Indirect Fire rule, may a friendly unit call in artillery fire even though a friendly CP unit does not see the enemy unit?

A: No – unless using the Experimental Rules.

Q: What other units that have been introduced into the Panzerblitz system use Indirect Fire?

A: As the number of new units introduced is too great to be listed here, it is suggested that players consult the various Unit Function Charts that have been published over the years for new units to check on their individual capabilities. Note that any mortar-based artillery unit can fire indirectly at any range, the rest can only fire indirectly at greater than half range.

Q: Why can't the Russian gun, howitzer, and rocket-based artillery units (and the 160mm Mortar as well) use Indirect Fire?

A: Russian indirect fire techniques were less advanced than the German ones and it took far longer for these artillery pieces to set up for indirect fire. Russian tactical doctrine thus required that they be used in a direct fire role in mobile battles such as those presented in Panzerblitz.

Q: In the optional rules concerning Panzerblitz Assaults, must the infantry unit attack the enemy unit being overrun or can it attack any adjacent unit?

A: It must attack the unit being overrun.

Q: What new units that been introduced in the Panzerblitz system cannot use the Intensive Fire rule?

A: Basically, all rocket-based artillery units such as the German Nebelwerfer and the Russian M-13.

EXPERIMENTAL RULES

These are rules which have been alluded to in the Campaign Analysis book in the game, in the article “Beyond Situation 13” and a few my own. These are not to be confused with the many variant rules that have appeared through-out the years.

Experimental Indirect Fire:

Those Russian artillery units which are listed as having indirect fire capability on the various Unit

Function Charts may now use indirect fire. They may fire indirectly under the following conditions:

- A. These units must start the game set up on the board. If these units enter the board, then they cannot use indirect fire during the game.
- B. Only CP's may spot for these units. Russian Guards infantry units may not spot for them.
- C. If these units are loaded and/or moved in any way during the game they lose their ability to indirect fire for the remainder of the situation. This includes switching locations between from being under and on top of a fortification counter.
- D. The 160mm Mortar may fire indirectly at any range, the others may only fire indirectly at greater than half range. (This represents the indirect fire use of these units from positions where they had already spent the long-required time to preregister their weapons for indirect fire.)

CP's may now spot for indirect fire while mounted on halftrack units. At the beginning of the game players may assign a specific halftrack unit to each CP unit on the board. CP's may only spot from those specific halftrack units. (They are carrying the radios linking them to the artillery units.) CP's may still spot while dismounted. (They are carrying backpack radios.) When spotting while mounted, the halftrack unit may not move in that turn. CP's cannot spot on turns in which they mount or dismount. CP's may still be transported by other vehicles, even by halftracks not assigned to them, but may not spot while on these other vehicles.

Halftracks assigned to CP's may not transport any other type of unit during the game. Note that there are also special Kubelwagon units with the CP symbol printed on them. These have the CP permanently mounted on the vehicle. These units function the same as those which carry a CP except that there is no dismounting or mounting of the CP. Any German formation may use this rule. Only Russian formations with the Guards designation may use this rule. (This represents the forward mobile observer units that both sides used in their mechanized forces. The Germans had them during the entire war but the Russians only had them in the latter part and only with the Guards units.)

Experimental Mounted MG Fire:

The Russian MG unit may now fire while mounted on a halftrack unit. While mounted its attack and range factors become the attack and range factors for the halftrack. Thus, the halftrack carrying the MG unit would have an Attack Factor of 6 and a range factor of 6. The halftrack may use these factors when performing direct fire and overrun attacks. The MG unit may not fire on the turn that it is either loaded or unloaded, though the halftrack unit may use its own printed attack and range factors when loading or unloading. An MG unit may not unload on the turn the halftrack uses its Attack Factor in an overrun attack. (This represents the Russian attempt at making a better combination self-propelled anti-aircraft and ground support vehicle than the Zis 42-AA unit that they started the war with.)

Emplacing Minefields:

This rule is for emplacing minefields during the course of the campaign game and not during a situation, although that is possible given enough time. Note that minefields that are included in the situation cards are already set up on the board, they do not have to be emplaced. Engineers may emplace minefield counters during the game assuming that time is available in the game to do so. Minefield counters are carried on the by a truck or wagon unit like any other unit. To emplace a minefield counter, use the following procedure:

- 1) Have the minefield counter unloaded on the desired hex to be mined. The minefield counter is

- inverted when unloaded. Any hex that they transporting unit can move into may be mined.
- 2) Engineer units emplacing the minefield counter must occupy a hex adjacent to that of the inverted counter during the entire time of emplacement. It takes one engineer unit sixteen (16) turns to emplace a minefield counter, two engineer units eight (8) turns, and three engineer units four (4) turns. Minefield counters may not be emplaced any faster. The turn in which the minefield counter is unloaded does not count towards the time of emplacement.
 - 3) At the end of the last player turn of the emplacement, the minefield counter is turned up and becomes effective.
 - 4) During emplacement, the engineer unit may not engage in any other task or attack. If the engineer unit is dispersed while emplacing, the emplacement is temporarily stopped. This is true even if there are other undispersed engineer units emplacing the same minefield counter. When the engineer unit becomes undispersed, the emplacement resumes on the same turn it stopped in. If an engineer unit is destroyed and there is no other engineer unit engaged in emplacing the same minefield counter, the emplacement must start all over again when a new engineer unit moves adjacent to the inverted counter.
 - 5) During emplacement of the minefield counter the minefield counter makes no attacks during the time it is inverted if any unit moves into the hex containing the inverted counter. (If the rules look familiar to Panzer Leader players it is because the rules for emplacing minefield counters in that game grew out of these rules.)

Temporary Bridges:

(This rule is for the employment of the two bridge counters which are included in the Campaign Analysis book in the game. Again, these rules would be used in a campaign game and not during a situation although that would be possible given enough time.)

There are two types of bridges, "B" class bridges are used for trucks, cavalry, and wagons and "J" class bridges are used for all other vehicular units. Dismounted unit with a movement factor of one may use either bridge. Bridges may only be emplaced on streambeds in either clear or woods hexes. Bridges are transported in the same way as minefield counters. The procedure for emplacing bridges is the same as that for emplacing minefields. The "B" bridge requires two engineer units and ten turns to emplace. The "J" bridge requires four engineer units and fifteen turns to emplace.

Once the procedure is finished the bridge transforms the hex into a ford hex in all aspects except for movement of armored vehicular units through a "B" bridge hex who would have to treat the hex as a regular streambed hex.

Temporary bridges may be voluntarily destroyed in the same manner as other friendly units but require an engineer unit to be adjacent to them on the turn of destruction and the engineer may not move or fire or perform any other activity on that turn. Enemy units may attack temporary bridges using direct and indirect fire. Indirect fire units have their attack factors halved when firing indirectly. Only an "X" result on the Combat Results Table destroys the temporary bridge, all other results are treated as "No Effect". Upon destruction, the bridge counter is removed and the hex returns to be a streambed hex. (Again, if these rules look familiar to Panzer Leader players it is because the rules for emplacing temporary bridges in that game grew out of these rules.)

UNITS

This section deals with the capabilities of certain units in the Panzerblitz system, both those which came with the game and those which have been introduced since then. Note that for individual units, players should consult the various Unit Function Charts.

Q: What are the capabilities of cavalry units?

A: Cavalry units are classified as non-armored targets on the Weapons Effectiveness Chart. They have a movement factor of three and are 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 except on roads and they may not stack on swamp/road hexes. They must move before any non-vehicular units move. They cannot make overrun attacks, but they can make close assault attacks, even against units in swamp hexes, providing they do not move more than one hex on the turn that they close assault. Cavalry units may not be transported nor can they transport other units. (Cavalry units are in reality infantry mounted on horses. They fight as infantry, using the horses only as transport. While there have been rules published for cavalry charges in Panzerblitz, these are variants and thus remain outside the main rules of the game.)

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, they are usually treated as regular armored vehicles for movement purposes on the Terrain Effects Chart and not as trucks. (But check the Units Function Charts for individual armored cars as there are some that do use truck movement.) 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 armored vehicular units.

Q: What are the capabilities of motorcycle units?

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 Effectiveness Chart and not as trucks. They may make overrun attacks but only against 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. (Motorcycle units in Panzerblitz represent recon units mounted on motorcycles. They do not represent infantry units mounted on motorcycles which was a common occurrence from the early to midpoint of the war.)

Q: What are the capabilities of HMG units?

A: HMG units are infantry units and are classified as non-armored targets on the Weapons Effectiveness Chart. They have an "I" class weapons class. HMG units may make direct fire attacks. They may also make close assault attacks if they are stacked with another infantry type unit (Rifle, Security, Engineer, or SMG) that are close assaulting the same defending units. They may not make close assault attacks by themselves. They may not make Panzerblitz Assaults, even if they are dropped off with another infantry unit in the same hex attacking the same defending units. They follow all the other rules for infantry type units. (See Note 4)

Q: What are the capabilities of amphibious tank units?

A: Amphibious tank units are those vehicular units that can travel across Pond, Swamp, and River hexes. It costs them their entire Movement Allowance to move into one of these hexes. They may not fire while in one of the hexes nor may they be transporting units either. They receive a plus two (+2) to the die roll of any attack against them while in one of these hexes.

Q: What are the capabilities of ski units?

A: Ski units are rifle units mounted on skis. They are only used in scenarios where winter conditions exist. They have a Movement Factor of three and are not subject to any winter movement restrictions. They may make direct fire and close assault attacks but may not make overruns. They may be transported by carrier units. See the rules for any particular nation's ski units for any particular ability or restriction.

Q: What are the capabilities of bicycle units?

A: Bicycle units are rifle units mounted on bicycles. They have a Movement Factor of two and a Defense Factor of two. They use the truck movement rate and they may cross green hexsides. They may make direct fire attacks but not overruns or close assault attacks. On turns that they neither move or fire, they may be exchanged on a one-for-one basis for their side's standard rifle unit.

Q: What are the capabilities of limber units?

A: Limber units are special wagon units which can only transport towed gun (artillery) units. Other than that they have all the capabilities of regular wagon units.

Q: What are the capabilities of Flame Vehicle units?

A: Flame Vehicle units are armored vehicles that are armed with flame throwers. This gives them a very powerful Attack Factor but a very short-range factor. Note while some Flame Vehicles had a functioning main gun, it is the flamethrower which the Attack Factor and range factor represents in all Flame units.

SCENARIOS

This section deals with corrections to situations, both those in the game and those in the article "Beyond Situation 13" which have become the second dozen official scenarios for Panzerblitz. Granted, many of the corrections were included in later editions of the game and others were altered before being included, but the original answers are recorded here. Those corrections will be so noted.

Q: What happens in Situation 1 if three German units are destroyed?

A: Decisive victory (a printing error).

Q: In Situation 1, may all of the CP units be placed in one fort, or may two be placed in one fort, or only one be placed in each fort?

A: All three may be in one fort, but the fort, as stated, must be on a hill top (one with six Orange hexsides).

Q: In Situation 1, if the German player sets up all of the forts in Bednost and surrounds the town with mines and blocks, then piling all of his units either inside or on top of the forts, the Russian player has no chance of winning. What can be done about this?

A: Place one fort on the hilltop hexes on each hill and place the third fort at three hexes away from one of the other two forts. This spreads out the German defense and gives the Russians a chance of victory. (Corrected in later editions in an altered form.)

Q: In Situation 3, if the Russians set up their mines and blocks in a line across the width of Board 2, the Germans cannot win. What is the remedy for this?

A: Remove the mines and blocks from the Russian set up. (Corrected in later editions in a different

form.)

Q: In Situation 5, do all the German units have to move off the east edge of Board 2?

A: No. But before any given unit can count towards the victory conditions, it must leave and stay off for three turns.

Q: In Situation 6, the Russians have no chance of victory given the current German set up with mines and blocks. What can be done?

A: Remove the mines and block counters from the German set up. (Corrected in later editions.)

Q: In Situation 7, the “meeting” occurs on the 11th hex of the Russian second turn. What is the movement situation from that point?

A: The Russian column stops its movement and beginning on Turn Three units of both sides may leave the road and proceed at full speed in their respective turns. Remember that there is a time/space ratio to be satisfied here. If a column moves at the set rate of twelve hexes per six-minute turn, it must of necessity use 11/12 of its movement capabilities by the time it reaches its 11th hex.

Q: In Situation 8, it states that CP units may only spot for 120mm Mortars within four hexes. Does this refer to the enemy within four hexes of the 120mm Mortars?

A: No. It means that the CP units must be within four hexes of the 120mm Mortars to spot.

Q: In Situation 9, the card calls for four Russian 120mm Mortar units. Is this correct?

A: No, they should only have three 120mm Mortar units. (Corrected in later editions.)

Q: In Situation 10, may the Germans win a marginal victory by destroying all twelve Russian units on Board 1 without even entering Board 3?

A: Yes, but if the Germans have not entered Board 3 by the last turn, then the Russians may move their units onto Board 3 on their final player turn, regardless what the rules say, and win a decisive victory. Also note that there is an error in this situation, the north direction indicator should be pointed to the left (towards Board 2). (Corrected in later editions in a different form.)

Q: In Situation 12, the card calls for six German wagons, but there are only four provided for in the game. How many do they receive?

A: They get four wagon units. (Corrected in later editions.)

Q: In Situation 12, the Wespe and Hummel units cannot move. Can they be transported by trucks or wagons?

A: Yes. In this situation those units represent towed divisional artillery units. Alternately, players may replace the Wespe and Hummel units with the equivalent towed artillery units provided for in the Campaign Analysis book in the game.

Q: In Situation 14, the card says that the Germans enter on the west edge of Board 2 on Turn One. Is this correct?

A: Yes. Just treat Board 3 as if it is not there on Turn One, but after that turn it is considered to be a playable board.

Q: In Situation 15, are there any additional special rules that were left off the scenario card due to lack of space?

A: Yes. Here they are:

- 1) Germans set up first.
- 2) The Russian player may choose any five of the seven villages (towns) on the board, regardless of whether the villages have German units in them or not.
- 3) Only one set of Partisans (one Recon and one Wagon) may be set up within three hexes of each of the five chosen villages (towns).
- 4) The Russian Partisan units may set up inside town hexes.
- 5) The Russian Partisan units must set up at least two hexes away from the nearest German unit. (At least one empty hex in-between them.)
- 6) Neither player may self-destroy the CP unit. (As these represent supplies and is much too valuable to destroy when in one's possession.)

Q: In Situation 16, is Route 61 considered to be the entire east-west road running from the east side to the west side of the board or just the section of the road on Board 2?

A: The entire east-west road is considered to be Route 61.

Q: In Situation 17, if the Germans follow a particular strategy as outlined in *The General* Vol. 20, No. 3, the Russians have no chance of winning. What can be done to correct this?

A: The Russian force that enters on the south edge of Board 3 on Turn One now enters on the south edge of Board 1. In addition, add to this force one Recon and one Truck unit.

Q: In Situation 18, is the north direction indicator pointed in the wrong direction?

A: Yes, it should be pointed to the left (towards Board 2). (Corrected in later editions.)

Q: In Situation 20, if during the course of the game the Russians get ahead of the Germans in victory points, they stop advancing and pull back and form up a defense, forcing the Germans to attack (not exactly the essence of a "Screening Action"). What can be done about this?

A: Add the following to the victory conditions: "Award the Germans 5 points if the Russians have not exited any units off the west edge of Board 3 by the end of the game."

PANSSARI SALAMA

Panssari Salama is a variant of Panzerblitz which was written by Michael Bennighof and published in *The Grenadier* No. 21. It has since been improved by Byron Henderson and myself and made into its own game. As Panssari Salama uses the Panzerblitz rules, all of the previous questions and answers in this article apply to it as well. But Panssari Salama has its own set of unique questions and so will be answered in this section.

Q: Are the winter rules applicable to any scenario in Panzerblitz?

A: No, they are only applicable to the scenarios of Panssari Salama as they deal with winter in the far north.

Q: Why are trucks, wagons, and limbers restricted to the roads and town hexes during the winter conditions?

A: During the winter, the snow was so deep that wheeled vehicles would mostly get immobilized in the snow when moving cross country so they stuck to the roads.

Q: What about armored cars moving cross country in the winter?

A: Same as above, armored cars are restricted to road and town hexes in the winter.

Q: What are the movement capabilities of Aerosans?

A: Aerosans are only used during winter and ignore the winter movement restrictions. Instead, it costs them one Movement Point to move into a clear, town, ford, or bridge hex, two Movement Points to move into a woods hex, three Movement Points to move into slope hex from a hilltop hex, and five Movement Points to move into a slope hex from another slope hex or a ground level hex. They can not move into gullies/streambed hexes but may cross them at ford or bridge hexes. They may move into pond, swamp, and river hexes at the of one Movement Point per hex. Aerosans may not use the road movement rate when moving along roads and may not cross green hexsides.

Q: Why can't Aerosans use the road movement rate on the roads?

A: Aerosans were cross-country vehicles designed to travel in the snow. They were not any faster on roads than they were in clear terrain. In fact, they usually avoided traveling on roads themselves, instead moving along-side them, in order to avoid wearing out their skis on the pavement of the snow cleared sections of roads.

Q: Why can't Aerosans cross green hexsides using roads, even if they cannot use road movement rate?

A: Aerosans had large propellers which their operators did not want to risk breaking on the trees when moving along the forest roads, so their operational doctrine was to go around forests, not through them, even on roads. Besides, the rules only allow the crossing of green hexsides on roads when moving at the road movement rate.

Q: If the above is true, then why can they enter woods hexes?

A: Aerosans would travel along the edge of the woods and if they wanted to enter into them would stop and the crew and passengers would dismount and push them into the woods with the engine off.

Q: What are the movement capabilities of Sleds?

A: Sleds are used in the winter and are not subject to winter movement restrictions. It costs them one Movement Point to enter clear, town, woods, bridge, and ford hexes. It costs them their entire movement allowance to enter a slope hex. They may not enter or move along gully/streambed hexes but may cross them at bridge or ford hexes. Sleds may not use the road movement rate when moving along roads, instead using their movement cost for the surrounding terrain. Sleds may use the roads to move through swamp/road hexes and bridge/river hexes at the rate of one movement point per hex. Sleds may cross green hexsides but only on roads moving at the non-road movement rate. (Sleds could use roads but were not any faster on them than they were cross country, hence the reason why they cannot use the road movement rate. Their ability to cross green hexsides on roads listed above is an exception to the standard rule.)

CONCLUSION

It is my hope that these rule clarifications and questions and answers help those Panzerblitz players who have struggled with questionable rule definitions over the years with the game.

Note 1 – In early 1971 Avalon Hill ruled that a player could destroy his own units, though they did not see much point in doing so. And at the time that was true. However, by the end of that year scenarios started to appear where the players would earn victory points for destroying enemy units. Now

destroying one's own units made sense as a gamey tactic to deny victory points to your opponent by destroying your own units before he did. This tactic was used sparingly, usually reserved to the last turn of the game situation where one had the lead in victory points but had several units in danger of imminent destruction during his opponent's player turn, with a chance of gaining the lead in victory points if he succeeded in killing them. So, one would destroy his own units before this could happen. One may not have gained any victory points for killing his own units, but you made sure your opponent did not get them either. Several letters were written to Avalon Hill about this but were ignored as this tactic seemed to have occurred rarely. All this changed in 1974 when the "Beyond Situation 13" scenarios came out in the General Vol.11, No. 4. Among them were Situations 14 and 15, both with units that are worth big victory points if an opponent killed or captured them. This encouraged the owning player to self-destroy them on the first turn of the game in order to deny them to the opponent. Again, letters were sent to Avalon Hill and again they were ignored. In fact, when the Panzerblitz Gamer's Guide came out in 1976, Avalon Hill reaffirmed their original ruling. That was the last time that Avalon Hill ever ruled on the matter. Since then, players have reversed-engineered the no self-destruction of unit rule from Panzer Leader to Panzerblitz, but Avalon Hill never gave their approval or dis-approval on that move. Avalon Hill did approve the procedure for self-destructing units in the Nineties, but never published it.

Note 2 – Engineer units did have infantry training and could be expected to function as infantry as a secondary mission. However, their infantry training was defensive in nature as offensively they were trained to support other infantry units with their special abilities, not do it all themselves. Thus, when they attacked by themselves, they were not quite as good as the regular infantry. This is simulated by denying them their one column shift when attacking by themselves.

Note 3 – In 1974 Avalon Hill ruled that Paragraph F from the Wreckage section had precedence over Paragraph D from the Stacking section of the rules. However, this was found to give the Germans a huge advantage in games as they could freely move through a hex with two Russian Wrecks in it because of their three-unit stacking, whereas the Russians could not move through a hex with two wrecks of any kind in it. This led to the unrealistic German tactic of setting up and moving their armored units at two units to a hex. Thus, if they were destroyed, they would form a barrier that the Russians could not move through and in objective hexes prevented the Russians from ever capturing them. Many letters were sent in to Avalon Hill complaining about this and in 1976 in the Panzerblitz Gamer's Guide they reversed their ruling, giving Paragraph D precedence and in effect voiding Paragraph F.

Note 4 – HMG units as such normally do not exist in Panzerblitz. These units, which consist of about four to six heavy M34 or M42 machine guns and their crews, were usually broken up and spread out among the Rifle/SMG units (which give the Rifle units their Range Factor of six). So, they are there but assumed to be within the other units. This was the standard tactical doctrine of the time. However, there were times where companies and battalions would have extra machineguns which were given out to the line platoons, allowing the HMG platoons to remain intact. This gave commanders the choice to hold them back as a reserve or more often place them in the front lines when extended frontages had to be covered. Thus, the unit exists for purposes of DYO scenarios only, they are not going to be retrofitted into existing scenarios.