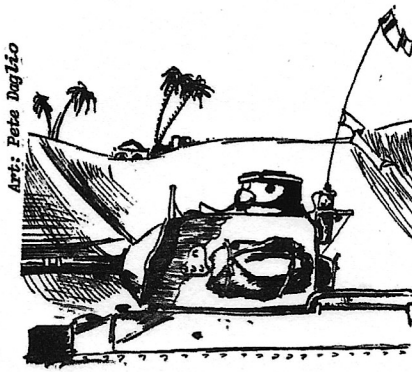


COMBAT RESULTS IN PanzerArmee Afrika

BY: Clifford L. Sayre, Jr.



PANZER ARMEE was one of the first games to employ a differential rather than a ratio combat results table. The game also requires mandatory counterattacks. After suffering several disastrous counterattacks, I thought that I had better learn how the new system worked. Using the average result as indicated from the following table, I calculated and plotted results for a variety of situations.

(Atkr - Def) 0 1 2 3 4 5 6 7 8 9 10
avg. loss 0 1 2 3 3 4 5 6 7 8 8

The results of one set of calculations are shown in Figure 1. These results have been converted to attacker:defender ratios. The ratios are for normal attacks...British Vs. Italian, German Vs. British, and Italian Vs. British (attacker and defender are supplied). attacks > 2:1 are likely to produce defender eliminated.

2:1 > attacks > 1.4:1 are likely to give a counterattack in the 0 or +1 column
1.4 : 1 > attacks > 1.3 : 1 are likely to produce counterattacks as costly to the attacker as the original casualties to the defender.

1.3 : 1 > attacks- the attacker is likely to suffer much greater losses than the defender

Although graphs were made for the rest of the cases, I will only summarize the results. Maximum attacks supply, defender supplied; the ratio is based on the doubled face value:

attacks > 2.2 : 1 are likely to produce defender eliminated.

2.2 : 1 > attacks > 1.7 : 1 produce a counterattack in the 0 or +1 column

1.7 : 1 > attacks > 1.5 : 1 counterattack as costly to the attacker as to the defender.

1.5 : 1 > attacks - attacker suffers more severe loss than defender.

In the case of an unsupplied defender, the counterattacks were based on the face value of the counter (and not 1/2 of face value). British Vs. Italian, German Vs. British, Italian Vs. British (attacker supplied, defender unsupplied)

If the ratio of printed strength values is exactly 1:1, the counterattack will probably occur in columns 0, +1, or +2. If the ratio of printed strength values is less than 1:1, very damaging

counterattacks can occur, even if the face value of the defender is only one point larger than the attacker.

If the printed strength point value of the defender is one point less than the printed strength point value of the attacker, the probability of defender eliminated is good.

British Vs. German (normal attack, defender supplied): See the results for British Vs. Italian, maximum attack, defender supplied, except that in this case the ratios should be based on the printed strength values.

British Vs. German (normal attack, defender unsupplied): Assuming that the German counterattack is based on 4 times the surviving strength, the initial British attack should have a ratio of printed attack strengths of at least 1.5:1 to obtain a defender eliminated or counterattack in the 0 column. If the ratio of printed attack strengths is less than 1.25:1, very damaging counterattacks can occur.

British Vs. German (maximum attack, defender supplied): If the printed strength values are equal, the attack is likely to produce a defender eliminated or counterattack in the 0 column. If the printed attack value of the British is one point less than the German, a very damaging counterattack is possible.

If you have difficulty in interpreting these comments and suggestions, I suggest that you refer to Figure 1 and compare with the first set of recommendations. Similar graphs can be constructed for the other cases. It would also be possible to base the calculations on a "probable result" from the CRT rather than the "average loss" used in my calculations. □

ARE YOU MOVING ??

If you are... please make sure we hear about it, too. Send us the old address and the new address. It makes it easier to trace you and to ensure that your copies of P&D reach you.

SUBSCRIBE