

## Panzer '44 and Mech War '77 Solitaire

SiMove Plotting is eliminated in favor of the a new Turn Sequence. Panic rules are changed to avoid the strange effects of the hex rows on the game.

*Remember: units can either fire or move, not both, in a turn. Mark units that have fired or moved by rotating them 60 degrees.*

### Turn sequence

#### **Indirect Fire/CAS Fire and Plotting Phase**

- Indirect Fire and CAS attacks that were plotted last turn arrive on target or scatter.
- The attacks for next turn are then plotted. The firing units are then marked as "fired".

#### **Direct fire phase**

- Roll a die to see which side shoots first. Alternate firing units (the side that wins the die roll makes one attack, then the other side makes one attack, then back to the winning side, etc.)
- Both sides alternate firing or pass until all fire is done or both players pass in a row.

#### **Movement phase**

- Roll a die to see which side moves first. That side moves one unit. Then the other side moves one unit.
- Continue to alternate moving or passing until both sides have moved all desired units or both players pass in a row.
- Panicked units MUST move, in any order that the owner chooses.
- Opportunity fire may be made by any opposing unit that has neither moved nor fired.

#### **Pin/Disruption removal phase.**

- Remove pin markers and test to remove disruption markers.

### Panic rules

Each time the player tries to do something with a unit (fire, move, opportunity fire), he checks to see if that unit panics.

*Exception: Only the unit at the head of a column of units all going to the same place has to check for panic. If it fails, then the whole column follows that lead unit.*

To check for panic, roll a D10. If the D10 is equal to or below the panic rating of the unit, then the unit panics.

A D10 "1" = 10%, a "0" = 100%, etc.

If the unit panics, then it responds as follows: do nothing if it panics while firing (mark with a PIN counter), or move randomly if it panics while trying to move.

#### TIPS:

- Roll a D10 along with the D6 whenever shooting. If the unit panics, then the D6 is ignored.
- At the very start of the movement phase, each player throw a whopping handful of D10s and randomly assign each D10 to a unit. Units that fail are marked with a (P) counter.
- One way to randomly assign a ton of dice to units is to line up all the D10s in a row after tossing them and then assign each to a unit on the map - reading the map from top to bottom and left to right like reading a book.