

Panzer Warrior



Panzer Blitz/Panzer Leader Rules consolidation

Consolidated by Fred Schwarz

Incorporating Optional Rules by Byron Henderson, and some new rules by Fred Schwarz

Developed by Byron Henderson and Keith Plymale

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Preface

I have been playing PanzerBlitz and Panzer Leader since the early 1970s. PanzerBlitz was the first wargame I owned and I have great nostalgic feel for the game. At times it has sat on my shelf unplayed for long but I come back to it now and then. The game has an elegant simplicity and is very good game of positioning and maneuver. But I have always been bothered that nuanced differences exist between PanzerBlitz and Panzer Leader; and I don't like having to make the mental leap each time I change games. Also I have never really liked the lack of Indirect Fire ability in PB but don't like the lethality and record keeping of those rules in PL. So I set about consolidating the two rule books into one, while integrating many of the excellent rule changes done by Mr. Byron Henderson. For a more detailed look at how I set about doing this consolidation and why I made certain decisions, please read the Consolidator's notes at the end of the rules.

This is my first endeavor at doing such a rules consolidation. I hope I have been successful. I ask the gaming community to take some time to play with these rules as written and to provide feedback to me. At some time down the road, I will take another look and see if your thoughts and suggestions should be incorporated. Please keep in mind that the intent is to stay as close to the original games as possible and to keep the elegant simplicity of PB/PL intact. Please send your comments to me at blackcloud6@comcast.net. It would be helpful if you state in your comments as to why you think a change should be made (or something kept as is). Any historical reasons to back up your comment and tell me how often you have played with my rules as written or if you played with your suggested change.

For your convenience this document is written in Microsoft Word 2016 with a linked Table of Contents. However I have locked the "published" version from editing.

I would like to give my thanks to Byron Henderson and Keith Plymale for helping with the editing and development of these consolidated rules. Their effort were most helpful in getting this consolidation accomplished.

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I. General Outline of Play

Each side maneuvers its forces (playing pieces) on the terrain map seeking to destroy the enemy units and/or gain a specific territorial objective as outlined in one of the scene-setting Situation Cards. Players move their pieces and have combat by taking turns. Each complete turn represents six minutes of real time.

The forces in a given Situation may be unequal and one side may have a better chance of winning than the other, but it is primarily the skill of the individual player which determines the outcome of the game. The chance element introduced by the use of the die-roll/Combat Results Table is only that degree of chance consistently present in any real-life combat event. The probabilities of combat outcomes have been worked out using historical and technical data.

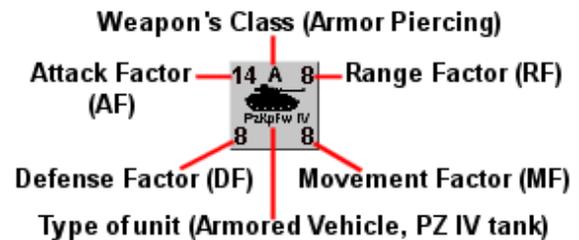
1. The Mapboard

The three section mapboard represents a varied sampling of typical terrain in the Soviet Union or Western Europe. Each section has a number (1, 2, 3 or A, B, C, D, etc.) located just above the fold-line. Situation and/or Map designers may make maps with additional terrain and representing other theaters of war. Such creations should come with appropriate rules for terrain or theater conditions not covered in these rules as needed; with that in mind they should be considered covered by "Optional Rules." The board is "geo-morphic" i.e. capable of being changed by re-arranging the three sections in a variety of juxtapositions. The long edge of each two panel section will line up with the long edge of any other section no matter which way they are butted together. The short edges mate with each other in a similar fashion.

2. The Playing Pieces

The square, cardboard pieces represent platoon or company sized military units of several different types (e.g. Infantry platoons, Tank

platoons, Assault Gun platoons, etc), which are the playing pieces used in PanzerBlitz/Panzer Leader. Hereafter they will be referred to as "units" or "unit counters". The numbers on the unit-counters represent that unit's capabilities with respect to movement, attack, defense, and range of weapons. The other symbols or silhouettes identify what type of unit that counter represents.



Notice that all vehicle units are symbolized with an appropriate silhouette and all other (non-vehicular) units are symbolized with standard military-planning symbols. Note that Cavalry and Motorcycle Units are Vehicular units. Cavalry Units may, however, move through Green hex sides.

3. Factor Definitions

MOVEMENT FACTOR (MF) – The basic, maximum number of hexagons (hexes) which a unit may move in one turn. This capability can be reduced or increased by terrain features.

ATTACK FACTOR (AF) – The basic offensive power of a given unit.

DEFENSE FACTOR (DF) – The basic defensive power of a given unit.

RANGE FACTOR (RF) – The maximum effective distance (in hexagons) that a unit's Attack Factor can be used against enemy units.

For example, a unit with a RF of 8 could fire its weapons (use its attack factor) against any enemy unit within that 8 hex range.

For a full display of all the counters in PanzerBlitz see the Unit Identification Table.

4. Unit Identification Table and the Program Identity Code System (PICS)

The Unit Identification Table shows a full “breakout” of all the units in PanzerBlitz grouped according to general category and function. Unless otherwise stated, all Russian units are COMPANIES and all German, British and American units are PLATOONS. All infantry CP units are PLATOON sized units. Other nations’ forces, not covered in the original PanzerBlitz or Panzer Leader games, will generally be PLATOONS but may be COMPANIES depending on designer intent and should be so indicated by the designer. The Unit Composition portion of the table shows what actually went into the make-up of the various units. (Note: Although the non- vehicular units had organic transport assigned to them, the game-counters symbolize them without this transport – the trucks and wagons being given as separate counters in each Situation.)

Each specific unit type has been assigned a specific code number (example: Hetzer No. 832). Each specific TYPE of unit has a common second digit code number (example: all German “Hetzers” have the number “3” as their second digit). Each FUNCTIONAL CATEGORY is expressed by the leftmost number (example: all Tank Destroyers are in the 800 series).

Roughly comparable Allied and Axis units have been assigned the same TYPE code number group. Towed guns have been assigned two-digit numbers (although they may be thought of as having a FUNCTIONAL CODE of “0”). To fully identify a given unit, write an “A”, “B”, “G” or “R” (nationally) followed by its PIC number: Thus “G/832” means: German/Tank-Destroyer/Hetzer/2nd Platoon.

Note: the right hand digit will only be a zero if there is only one counter of that type supplied. The second digit will only be a zero if there is only one TYPE in that category.

The Program Identity Code system is simply a shorthand method of positive unit identification for use in play-by-mail games and noting the position of units in games which must be interrupted and restarted.

II. Movement

1. Terrain Features

The hexagonal grid superimposed upon the mapboard is used to determine movement and to delineate the boundaries of the various terrain features. A hex is considered to be a given type of terrain if all or any part of it contains that terrain feature. Terrain affects movement and defense as outlined in the Terrain Effects Chart (TEC).

The “heavy-hex-side” symbols (different colored bars superimposed upon some hex-sides) are explained in the OBSTACLE AND ELEVATIONS section of the rules.

Single hexagon pond hexes, such as hex W4 on PanzerBlitz Board 3, may not be entered by any unit. Units may use hexes partially covered by the pond.

The half-hexes on the outer edges of the board are considered playable and may be utilized as if they were complete hexagons.

2. How to Move Units

A- In any one turn a player may move as many or as few of his units as he desires.

B- Units which have fired (used their AF) may not move in that turn. “Dispersed” units may not move (see How to Have Combat and the Combat Results Table).

C- Units may move as much or as little as the player desires within the limits of their MF’s and the terrain effects. Units with a MF of 1 may move one hex per turn regardless of terrain as long as they are otherwise eligible to enter the hex into which they are moving.

- D- Units may move through friendly units.
- E- Units may not move through enemy units. (Exception: see OVERRUN RULE)
- F- Units may not stop on top of enemy units.
- G- There is no movement penalty when moving into or through hexes adjacent to enemy units (i.e. there is no "zone of control" such as in other games).
- H- No enemy movement is allowed during friendly movement.
- I- No combat, enemy or friendly, takes place during movement (Exception: see OVERRUN RULE)

3. Transporting Units

A- The "C" class vehicular units ("carrier units" such as wagons, trucks and halftracks) have the capability of carrying non-vehicular units such as guns, infantry and command posts. Each carrier unit has the capacity to carry one non-vehicular unit. To symbolize that a unit is a passenger in a carrier unit, place the unit being carried UNDER the carrier unit. Players should never place non-vehicular units under vehicular units unless they are being transported by that unit.

B- In any one turn a carrier unit may either "Load", "Transport", or "Unload", or it may perform combinations of these operations depending on the type of unit being transported.

- 88mm or Larger Artillery Units

Artillery units of 88mm or larger (88mm, 90mm, 105mm, 107mm, 120mm, 150mm, 155mm, 170mm, and 8 inch), require the carrier to expend its entire movement allowance to load or unload. That is, the carrier unit and the artillery unit must be in the same hex at the beginning and end of the movement phase.

- Less Than 88mm

Artillery units of less than 88mm, (20mm, 37mm, 40mm, 57mm, 75mm, 76mm, 81mm, 171br), the Nebelwerfer, 25 lbr., and all infantry type units, require the carrier unit to expend half of its movement allowance for that phase (fractions round UP) to load or unload. The carrier unit may move up to half its movement allowance before performing the load or unload operations, or it may perform either of them and move up to half its movement allowance afterwards. The passenger unit may NOT move in the player segment in which it is loaded or unloaded from the Transporting unit.

C- Passenger or carrier units which use their attack strength in the current player segment, or are dispersed, may NOT load in that player segment.

D- A carrier's movement allowance may never be split before and after a load or unload operation in the same movement phase. It may only load or unload in a single movement phase, NEVER BOTH.

E-Stacking Limits: Carrier units may not load or unload in a hex if such procedures violate stacking limits (see STACKING below).

F- A truck or wagon unit and the unit it is transporting have a combined defense factor of 1.

G- When using halftracks as transport, the defense factor (DF) of the halftrack unit is used when attacked. Elimination affects both carrier and passenger. Halftracks may fire while loaded.

H- Passengers and carriers are treated as one unit for stacking purposes (see Stacking Limits). Units are "Loaded" when under the carrier unit. Passengers and their carriers are treated as one unit for combat results purposes. If combat results call for elimination, both are eliminated. If dispersed, both are dispersed.

I- German and Russian Armored vehicle units (tanks, assault guns, etc.) may carry non-vehicular infantry units in a fashion similar to “C” class vehicular units. Each armored unit may carry one passenger unit. EXCEPTION: SPA units may never transport other units. Other Nationalities’ armored units may transport non-vehicular infantry-type units only if allowed by the Situation. Situation designers may add this ability to other nationalities as a Situation specific rule if dictated by historical circumstances.

J- If an armored unit is destroyed while transporting, both passenger and carrier are destroyed. Units traveling on armored units may be attacked exclusive of the armored unit in which case the passenger unit has a DF of 1. The armored unit is unaffected if only its passengers are attacked.

K- Armored units may fire when loading, unloading or carrying passengers. All other transport rules, however, apply.

L-Cavalry and Motorcycle units may NOT be transported by “C” class vehicular units or armored units.

4. Road Movement

Units traveling along roads do so at the road movement rate regardless of the other terrain in the road hexes. All units may travel over all roads of the board regardless of accompanying terrain in the hex. Roads do not alter the defense effects of surrounding terrain.

A- All units move along roads at a cost of $\frac{1}{2}$ movement factor per road hex. Entering a road hex through a non-road hex side is done at the MF cost of the other terrain in the road hex being entered.

B- Units may freely combine road and non-road movement in the same turn.

C- Units may not stack while moving along roads at the road movement rate.

D- Units may not move through or onto other units on a road when moving at the road movement rate.

E- To move through or onto a friendly unit on a road costs the full non-road movement cost of the other terrain in that hex. In effect, you are “passing” the unit sitting on the road by swinging off the road and maneuvering around it. Terrain hexes or hex sides through which a unit would be prohibited to travel when off the road cannot be traveled upon when performing this “passing” maneuver. For example a vehicular unit could NOT move through a unit on a swamp/road hex. It could, however, move ONTO such a non-vehicle unit and move off in the next turn. (see also rule 5. Stacking, Paragraph H.)

F- Units may stack with other units and move along roads at the NON-road movement rate (and a unit in such a stack could split off and move ahead by itself at the road movement rate).

G- Remember: a vehicle with passengers is considered as one unit and it may therefore travel while carrying its passenger at the road movement rate.

5. Stacking (more than one unit per hex)

A- All company size units may stack two units per hex.

B- All platoon size units may stack four units per hex.

C- When a unit is being carried by another unit, the passenger and the carrier is considered as one unit for stacking purposes.

D- Stacking limits apply at ALL TIMES. Units may not enter or move through hexes containing the maximum number of friendly units allowed, including blocks, wrecks, fortification counters,

and combinations thereof. (EXCEPTION: units may overrun enemy units stacked up to four-high).

E- Minefield counters do not count towards stacking limits.

F- Fortifications, and the units in them, count as one unit for stacking purposes.

G- Block counters and Wreck counters ARE counted towards stacking limits.

H- Vehicle units may not stack with other vehicle units on swamp-road hexes.

III. Combat

1. How To Have Combat

The following rules apply to both Indirect and Direct Fire Combat:

A- Basically, to have combat, the attacking unit compares its Attack Factor (AF) to the defending unit's Defense Factor (DF). The comparison is stated as a ratio: AF to DF; then rounded off in the defender's favor to conform to the ratios given on the Combat Results Table (CRT).

Example: 11 to 3 rounds off to 3 to 1. Roll the die and take the action indicated by the CRT.

B- All attacks take place before the movement portion of a player's turn. Only the player whose turn it is may attack, the other player is considered the "defender."

C- Only enemy units within the Range Factor (RF) of the attacking unit may be fired upon by that unit. Infantry units with an asterisk (‘*’) after their range may fire up to twice their printed range at the reduced effectiveness of one half normal attack strength. Note that PanzerBlitz units are not marked as such. But they have, for the most part, greater ranges. Therefore Panzerblitz Infantry Units firing at

half range or greater do so at half their attack factor.

D- A player may make as many or as few attacks per turn as he desires within the restrictions of the rules of combat. A player is never forced to attack. Attacking is an act of volition.

E- Every firing unit firing on the same defending unit must combine their Attack Factors into one large Attack Factor before computing odds. Units may fire only once per turn. For example, if a unit uses Indirect Fire, it may not also use Direct Fire during that same turn.

F- A unit may be fired upon, using either Direct Fire or Indirect Fire, no more than once per turn. Units that are fired upon may still be attacked using Overrun or Close Assault.

G- Units which fire (attack) in the combat portion of the turn may NOT move in the movement portion of the same turn.

H- Different Attacking units may fire at the same target unit. Each firing unit is announced to be firing at a common target, and the combined attack is resolved all at once.

I- Units may not split their attack factor (i.e. a given attacking unit could not apply part of its factor to one attack and part to another). Attack and defense factors are not "transferable" from one unit to another. Each unit is treated as an indivisible set of factors.

J- The Panzer Leader Combat Results Table (CRT) is the Standard CRT used for all games. (Purists may substitute the original Panzer Blitz CRT as an Optional Rule upon agreement by both players.)

K- When computing attack factors, any halving or doubling, is done per unit, prior to adding all the units together for the total AF making the attack. For example, three AT guns with an AF of 7 each are attacking an infantry unit, the AF is: $3 \times 3 = 9$. It is not $7/2 + 7/2 + 7/2 = 10$.

L- If any unit's final AF is reduced below 1, that unit may not attack nor participate in an attack with other units.

2. Indirect Fire General Rules

A- Only class M and those class H and (H) units listed as able to employ Indirect Fire (IF), may employ indirect fire.

B- Indirect Fire attacks may be executed every turn (within the restrictions of the rules of combat). They do not have to be pre-planned and/or pre-plotted.

C- H and (H) type weapons may only use Indirect Fire against targets that are more than $\frac{1}{4}$ of their printed range away (rounded down).

D- Indirect Fire may not be combined with any other form of attack.

E- Units that are loaded on transport, dispersed, or that move during the turn may not use Indirect Fire.

3. Line Of Sight and Spotting

A- A unit using Indirect Fire is not required to trace a "direct line of fire" (Line-of-Sight) to the target. In order for certain artillery units to attack a target using Indirect Fire, it is only necessary that another friendly unit be able to "see" (trace an unobstructed Line-of-Sight to) the target hex.

B- CP units possess unlimited range for Line-of-Sight purposes.

C- If the target is in clear terrain, combat units possess Line-of-Sight range up to a total of ten hexes for purposes of spotting for Indirect Fire.

D- If the target is under a 'Spotted' marker (re: in covering terrain, but in a "spotted" location), combat units possess Line-of-Sight range up to a total of five hexes for purposes of spotting for Indirect Fire.

E- Truck and Wagon units may never spot for Indirect Fire.

F- Units that are loaded on a carrier unit, that are dispersed, or that move during the turn may not be used to spot for Indirect Fire.

G- Targets in a town or woods hex must be "spotted". A friendly unit must be adjacent to those hexes for Indirect Fire attacks to be designated against them or they must be under a "Spotted" marker.

4. Command Posts and Unobserved Bombardment

A- In all situations where a CP is required, the CP must have a direct LOS to the target hex in order to direct Indirect Fire (it is not necessary for the CP itself to be able to "see" the units in the target hex; in effect, the spotting units radio or flare-signal the CP which radios the target information to the unit(s) firing indirectly). Only combat units may spot for the CP.

B- If the enemy unit(s) are in clear terrain or are under a 'Spotted' marker and the hex is in the unobstructed LOS of an undispersed CP unit, then they may be attacked using normal Indirect Fire.

C- If the enemy unit(s) are in clear terrain and no CP is available to direct Indirect Fire against the hex but there is an undispersed friendly combat unit within ten hexes of the target hex with an unobstructed LOS to the target hex, the enemy unit(s) may still be attacked but there is a two column shift in favor of the defender on the CRT. This type of attack is considered to be Unobserved Bombardment.

D- If an enemy unit(s) are under a 'Spotted' marker and no CP is available to direct Indirect Fire against the hex but there is an undispersed friendly combat unit within five hexes of the target hex with an unobstructed LOS to the target hex, the enemy unit(s) may still be attacked but there is a two column shift in favor

of the defender on the CRT. This type of attack is considered to be Unobserved Bombardment.

5. Restrictions

Note: All country-specific restrictions are general guidelines only. The actual abilities of the forces involved in any situation are always subject to the situation being played.

A- A unit may not be loaded on a transport unit nor have moved (to load or otherwise) during the turn it spots for Indirect Fire.

B- If using Mobile CPs, they may not have moved during the turn they direct Indirect Fire.

C- No unit that is dispersed may spot for or direct Indirect Fire.

D- Each CP unit on the board may only direct Indirect Fire for a maximum of three artillery units each turn.

E- If more than one CP unit is being used to direct Indirect Fire into the target hex, only one CP unit is required to have an unobstructed LOS to the target hex in order for all CP units to direct normal Indirect Fire into that hex.

F- For US/UK infantry, each infantry unit may only call in strikes from a maximum of three artillery units each turn. Basically treat each infantry unit as a CP.

G- Only Russian Recon or Guard units that are adjacent to the target hex may spot for the CP.

H- Russian units may not direct Unobserved Bombardment.

I- All German combat units may spot for the CP.

J- If no CP is available, German combat units may direct Unobserved Bombardment.

K- U.S. and U.K. combat units which can trace an unobstructed Line-of-Sight to the target hex may be used to direct Indirect Fire in the same manner as a CP unit as long as they are within

Line-of-Sight range of the target hex (5 hexes if the target is "spotted" in covering terrain; 10 hexes if the target is in clear terrain). No actual CP unit is necessary.

L- All other countries use the same Indirect Fire rules as Germany.

6. Resolving Indirect Fire

A- Indirect Fire attacks are directed against specific hexes, not specific enemy units. Thus, if there are multiple units in a hex but only one unit fires and is spotted, IF may be directed against all of the units in the hex.

B- To resolve IF attacks calculate the number of IF factors attacking the hex and divide the total attack strength according to the unit type and size. Calculate the final attack odds individually against each defending unit. See also Appendix A for the Indirect Fire Weapons Effectiveness Chart (IWECC).

- Against company sized infantry units, use $\frac{3}{4}$ the total attack strength of (H) and H class units capable of Indirect Fire (round down).

- Against company sized armored units, use $\frac{1}{2}$ the total attack strength of (H) and H class units capable of Indirect Fire (round down).

- Against platoon sized infantry units, use $\frac{1}{2}$ the total attack strength of (H) and H class units capable of Indirect Fire (round down).

- Against platoon sized armored units, use $\frac{1}{4}$ the total attack strength of (H) and H class units capable of Indirect Fire (round down).

- Against all Towed Gun units, regardless of Nationality, use $\frac{1}{2}$ the total attack strength of (H) and H class units capable of Indirect Fire (round down).

- Mortar units < 100mm use their full attack strength against infantry units and 2/3 their attack strength (round up) against armored units.

- Mortar units >100mm use the same modifiers as (H) class units.

C- A Transport unit and its passenger count as one unit. Calculate odds against these units based on the type and size of the carrier unit.

D- Fortifications (plus the units within them) count as one unit. Fortifications are considered company sized armored units.

E- Indirect Fire may not be combined with Direct Fire against the same target hex in the same turn.

7. Direct Fire:

A- Direct fire attacks are executed in the combat phase of a player segment. Only the player whose combat phase it is my attack; the other player is considered the "defender".

B- A player may make as many or as few attacks per turn as he desires (within the restrictions of the rules of combat). A player is never forced to attack. Attacks are voluntary, never required.

C- Only enemy units within range of an attacking unit may be fired upon by that unit. (Exception: Infantry units with an asterisk ("*") after their range factor. See Section III Combat, Subsection 1. How to Have Combat, Paragraph C.

D- A single unit may not attack more than one enemy occupied hex per combat phase. Attack and defense strengths are not transferable from one unit to another. Each unit is treated as an indivisible attack strength and defense strength.

E- More than one attacking unit may fire at one target unit. All attacking units firing on the same defending unit must total their attack strengths into one combined attack strength before

computing the combat odds. Units may fire only once per player segment.

F- Units which fire (attack) in the combat phase of player segment may NOT move in the movement phase of the same player segment.

G- All attacking units executing direct fire attacks must be able to trace a "direct line of fire" to the target hex. A "direct line of fire", as explained under the "Obstacles and Elevation" section, is a straight line traced from the attacking unit's hex dot to the target hex dot which is free of blocking terrain. For those boards without hex dots, use the center of each hex.

H- The attacker may choose any combination of units in the defending hex as his target. Any units within that hex that are not fired upon are not affected by the combat results.

I- Direct fire attacks are resolved on the Combat Results Table using the procedure outlined in "A" above.

8. Overrun Attack

A- Armored vehicle units may overrun enemy units in clear terrain.

B- To overrun a unit or stack of units, move the attacking armored vehicle unit(s) straight through the enemy-occupied hex, exiting into the hex DIRECTLY opposite the hex of entry. Overrunning units must stop in the "exit-hex" and may move no further that turn. If the exit hex is occupied by enemy units, the overrun may not be made. Overrunning units may not travel at the road movement rate during that turn. Overrunning units must have sufficient movement factors available to reach the exit hex. The exit hex does not have to be a clear terrain hex, nor does the entry hex: only the target hex must be clear terrain.

C- As you move over the enemy unit or stack of units, execute your attack. This is the only case

in which an attack may be made during the movement phase of a turn.

D- Overrunning units attack with an increased combat effect. Figure the odds ratio of the attack using the basic AF to DF system then increase the odds ratio by one in favor of the attacker (e.g. a ratio of 3 to 1 increases to 4 to 1). Also subtract 2 from the die roll results (e.g. a die roll of 3 is treated as if it were a roll of 1). A defending stack is treated as one combined defense factor when being overrun. More than one armored unit may overrun an enemy stack and the overrunning units do not have to enter and exit through the same hexes. They must, however, combine their attack into a single attack factor. In other words, a defending unit or stack may not suffer more than one overrun attack per turn.

E- In determining overrun odds use only the factors printed on the units (for attacker and defender). Do not halve or double the attack factors as shown on the Weapons Effectiveness Chart. Use only the overrun "bonus" as outlined in rule "D".

F- You may not fire overrunning units during the usual combat portion of the turn in which the overrun is made.

G- Units on Block, Wreck, Minefield or Fortification counters may not be overrun.

H- Halftracks may not overrun Armored Vehicles (including enemy halftracks). Motorcycle Units may only overrun non-armored targets. Cavalry, Armored cars that move as truck (such as the BA-64B), truck mounted AA Guns (such as the ZIS-42-AA) & Rockets (such as the Russian M-13), self-propelled mortar and all SPA units may not conduct overruns.

I- Units may only be overrun when they are in clear terrain or clear terrain-road hexes.

J. Ground combat units, except for towed guns and C Type Wagons/Trucks, may overrun C Type Truck or Wagon units that are in any terrain and not stacked with a combat unit by paying one extra MP when entering the enemy truck/wagon unit's hex. Non-Vehicular Infantry units do so by merely entering the hex using all of its MF.

9. Close Assault Tactics

All types of infantry and engineer units as well as cavalry units have the option of using Close Assault Tactics (CAT) instead of making a normal attack. Close Assault takes place AFTER movement.

A- Close-assaulting units must be directly adjacent to the defending unit or stack of units (i.e. in one of the six surrounding hexes).

B- CAT attacks take place after all movement, normal attacking and overrun attacks are finished.

C- Units utilizing CAT may NOT make normal attacks in the same turn. They may, however, move in the same turn. (NOTE: Overrun and CAT attacks are the only exceptions to the general rule which forbids movement and combat by the same unit in the same turn.)

D- Close Assaulting units have their effectiveness increased by subtracting 2 from their die-roll result: e.g. a die-roll of "2" becomes a die-roll of "0". The defending stack must be treated as one combined defense factor, and may suffer only one Close Assault per turn.

E- If infantry and engineer units are stacked together when Close Assaulting the same defender, the effectiveness of that Close Assault is further increased by raising the odds in their favor to the next highest ratio (as in the Overrun rule). At least one engineer unit must be stacked with at least one infantry or cavalry

unit, on at least one of the hexes of Assaulting units.

F- Units capable of using Close Assault do not HAVE to use CAT to attack adjacent enemy units; they may attack them normally in the normal attack phase if the player so desires.

G- Close Assault is the only way in which "I" units may attack Armored Vehicle units.

H- Any type of defending unit may be attacked using Close Assault Tactics; CAT may be used in any type of terrain.

I- Cavalry may not move more than one hex in a turn in which it is to be used for a Close Assault. No unit may use the road movement rate and make a Close Assault in the same turn.

J- Halftrack and Motorcycle units may not use CAT.

K- Sea Hex Restriction: CAT attacks may not be executed against targets in sea hexes.

L- Allied MG units (including the Russian 12.7mm Company) may only close assault if they are stacked in the same hex with at least one (non-MG) infantry-type unit (infantry, engineer, or scout) which is close assaulting the SAME defender.

10. Weapon-to-Target Relationships

The class-key letter symbols determine what type of weapons a unit is armed with.

"I" = Infantry weapons (rifles & machineguns)

Note: Halftracks have "I" type weapons.

"A" = Armor Piercing Weapons (high velocity tank & antitank guns).

"H" = High Explosive Shells (low velocity howitzers, etc.).

"M" = Mortars (similar to "H").

11. WEC Weapons Effectiveness Chart

Use the Panzer Leader WEC. If there are discrepancies between these rules and the Panzer Leader WEC, these rules take precedence.

The effectiveness of these weapons changes in relation to target type and range from target. This is reflected in the WEC by doubling and halving a unit's attack factor accordingly. Note: Half range is always rounded off to the nearest whole hex; the attacking unit loses fractional RF's (for example: half of 9 is 4).

A- When making a normal Combination Attack against a mixed stack of units, determine what type of target (Armored or Non-armored) predominates in the stack and then treat the entire stack as if all the units in it were that type of target. If the target stack is divided evenly between Armored and Non-armored targets, treat the whole stack as if it were that type of target least favorable to the particular attacking unit(s).

B- For units in Cities, towns and fortification, see the appropriate rules section for that type of terrain.

C- WEC is not used in determining overrun odds.

12. Obstacles and Elevations

The PanzerBlitz/Leader mapboards are two-dimensional representations of a three dimensional space. The various terrain features, aside from affecting movement and defense, also affect the ability of attacking units to fire at given defending units. Since most of the weapons used in PanzerBlitz/Leader are direct-fire weapons, an attacking unit may not fire at any target which it cannot "see." (Exceptions are M, H and (H) Class weapons capable of and using Indirect Fire. See "Spotting") The terrain symbols on the map show the location of potential obstructions and the obstacle-hex side

symbols show in which direction fire is obstructed. These “heavy” hex-side symbols are color coded according to the type of obstruction they represent.

There are three general types of obstacle/hex-sides which cut off the line of sight and therefore prevent fire:

1. **LOW OBSTACLES:** Ground-level Green (woods) hexsides and ground-level Gray (town/city) hex sides. 10 to 20 meters.
2. **MEDIUM OBSTACLES:** Dark Brown (Slope) hex-sides. 60 to 70 meters.
3. **HIGH OBSTACLES:** Orange (hilltop hex-sides. 100 to 140 meters.

Whether or not a firing unit can “see over” these Obstacles depends upon the elevation at which the firing unit and its potential target are. Units themselves are not considered as obstacles, and players may fire over or through all units, enemy or friendly.

There are three elevations at which a unit may be:

1. **GROUND LEVEL:** 0 meters.
2. **SLOPE LEVEL:** 50-60 meters.
3. **HILLTOP LEVEL:** 100 to 140 meters.

The elevation at which a unit is, is of course determined by the terrain it is on. The Target Elevation Table shows, in a general way, what hex-side symbols obstruct the line-of-fire in different cases. The table, however, does not cover all the situations which might arise.

13. How to Determine the Line of Sight/Line of Fire (LOS/LOF)

A. For all practical purposes, the Line-of-Sight is equivalent to the Line-of-Fire. Essentially, the Line-of-Sight is a perfectly straight line measured from the center of the firing unit’s hex to the center of the target unit’s hex. The

dot in the center of each hex represents the midpoint of that hex. The LOS is traced by placing a straightedge on the mapboard so that it runs through the midpoint dots of the firing unit’s hex and the target unit’s hex. (Note that PanzerBlitz Board hexes do not have a center dot, however, players should be able to visualize one when checking LOS.) The line is exactly equivalent to the Line-of-Fire from the firing unit to the target unit. Using the TET and LOS/LOF OBSTRUCTIONS sections, determine whether or not any city hexes (on Panzer Leader Boards)/Grey hex sides (on PanzerBlitz Boards) or other hex side symbols encountered in tracing the Line-of-Sight actually obstruct the Line-of-Sight.

14. LOS/LOF Obstructions

A- Only those hex side symbols (brown, green or orange) or town hexes (on Panzer Leader Boards)/Grey hex sides (on PanzerBlitz Boards) intersected by the straightedge line between the firing unit and the target unit block the Line-of-Sight (and Line-of-Fire).

B- If the straightedge bisects a hex side symbol through its LENGTH, that symbol blocks the LOS/LOF. Exception: It would NOT block the LOS/LOF if it were a brown hex side connected to an orange hex side.

C- The defender is given the benefit of the doubt if the straightedge cuts exactly through the “corner” of a hex where a symbol side and a non-symbol side meet. Note that the heavy symbols do not always extend to the very ends of the hex sides. The LOS/LOF is blocked, however, through the entire hex side even if it is traced through that part not covered by the heavy symbol color.

15. Special Notes (To Be Used In Conjunction With TET)

A- When firing FROM a slope or hilltop TO a ground-level target, the Line-of-Sight is obstructed if the target unit is directly behind a

Gray or Green hex-side, or city hex: i.e. “directly behind” means that the intervening Gray or Green hexside(s) forms one or more of the hexagon sides of the target hex itself.

B- When firing FROM ground-level TO a target on a hilltop or a slope, the Line-of-Sight is obstructed if the FIRING UNIT is directly behind a Gray or a Green hex-side, or city hex.

C- When firing FROM a hilltop TO a ground-level target, the Line-of-Sight is obstructed by intervening Brown hex-side symbols if such a symbol is closer to the TARGET UNIT than to the firing unit or if the symbol is exactly mid-way between the two. To determine the relative position of the Brown symbol, count the number of hexagon SIDES through which the Line-of-Sight is traced (including the side of the firing hex and the side of the target hex).

D- When firing FROM ground-level TO a target on a hilltop, the Line-of-Sight is obstructed by intervening Brown hex-side symbols if such a symbol is closer to the FIRING UNIT than to the target, or exactly midway between the two. (Note B is the converse of Note A and Note D is the converse of Note C.)

E-The ONLY case in which a unit may trace an unobstructed Line-of-Sight through more than ONE Orange (hilltop) hex-side symbol is when both the target and the firing unit are on hilltops. In all other situations, the LOS is obstructed if it must be traced through more than one Orange hex-side.

F- No matter what the obstacle or the terrain, a unit may ALWAYS fire at a target to which it is directly adjacent (regardless of elevation).

G- Notice that in some cases there are towns/cities and woods on top of hilltops. The Green and Gray symbols in these cases obstruct ALL fire, no matter what the elevation of the target and the firing unit (except when directly adjacent to each other as per note “F”).

H- Note that when both the target and the attacker are on ground-level ALL hex-side symbols (Gray, Green, Brown, and Orange) as well as city hexes, obstruct the Line-of-Sight (except as per note “F”).

I- Mapboard notes: The interior hexes on the large plateau-like hilltop on PanzerBlitz Board No.2 are all hilltop hexes even though they do not have Orange hex-sides superimposed upon them. For practical and esthetic purposes the board designer felt it would have been redundant to so outline those hexes. You will notice that in some cases, slope hexes do not have Brown hex-side symbols. This is because the Brown symbols actually represent the way in which slopes curve and form “corners” to obstruct the LOS. Consequently, whenever a slope is relatively straight, it does not obstruct the LOS along it. In some instances, two or more slope hexes meet without a hilltop being formed between them. This represents a ridge or “razorback” hillock. The Brown hex-side symbols represent the “spine” of these ridges.

16. Hill and Slope Defense Exceptions

As indicated on the TEC (Terrain Effects Chart) a unit attacking an enemy unit defending on a slope or hilltop, attacks at half-attack-factor. There are some exceptional cases, however, in which the attacker is NOT halved. They are:

When the defending unit is on hilltop, an attacking unit is NOT halved if it is also on a hilltop (not necessarily the same hilltop). A defender on a hilltop could conceivably be attacked by units not on hilltops and units on hilltops as part of the same attack; in which case the attackers not on hilltops would STILL be halved.

A- When a defender is on a slope, the attacking unit is NOT halved if the attacker is directly adjacent to the defender (regardless of elevation). If, however, there is a Brown hex-side symbol between an adjacent attacker and

defender, the attacking unit's factor IS halved. Units on slopes can conceivably be attacked by attacking units which are halved and which are not halved as part of the same attack.

B- In all situations other than those described in "A" and "B" above, an attacking unit (regardless of elevation is halved when firing at units defending on slopes or hilltops).

C- The defender is being attacked by Indirect Fire.

17. Towns and Cities

A- Hexes with Gray building symbols and with some interior gray hex sides are Town Hexes (as found on original PB maps). Hexes with a most of the hex covered in building symbols, with no heavy hex sides are City hexes (as found on the original PL boards)

B- Units in town/city hexes are considered armored targets whether or not such units actually are armored. Units stacked together in city hexes must be attacked as one combined defense strength when using direct fire.

C- "A" class units, using Direct Fire against units in towns or cities, use their normal attack factor (they are not doubled) unless the defending stack of units is otherwise predominantly armored. In this case only, "A" class units are doubled when attacking.

D- LOS/LOF: An LOS/LOF is blocked if it passes through the gray hex side of a Town Hex or any portion of a City Hex. All TET notes apply.

18. Gullies and Streambeds

Gullies and Streambeds are found on boards that came with, or are designed for, PanzerBlitz. Players and situation designers should use these rules when playing "East Front" situations. Situation designers should indicate if "Stream" rules are in effect when using Panzer Blitz boards but wishing to depict that particular terrain. Otherwise, by default, "Gullies and

Streambeds" are always in effect on PanzerBlitz boards.

The gullies and streambeds shown on the board are DEPRESSIONS (minus 5 to 7 meters). The terms "streambeds" and "gullies" are interchangeable.

A- Units in gullies may not fire at (or BE fired at by) units at ground level or in other gully-hexes (unless they are directly adjacent to each other).

B- Units in gullies may fire at (and BE fired at by) units on slopes and hilltops. In these cases treat the unit in the gully as if it were at ground-level for TET purposes.

C- "Fords" represent exposed (not depressed) areas of a streambed. They are equivalent to clear terrain for all purposes. The hexagons on which a road crosses a gully are also considered as clear terrain (even if for some reason the road becomes unusable).

D- Hexagons containing the end or beginning of a gully are treated as full-fledged gullies.

19. Streams

Northern European streams and small rivers are characterized by steep-sided meanders and silted bottoms. Further, they form depressions and support heavy vegetation offering excellent concealment. While not exceptionally swift, the depth of the slow moving water and the "mushy" consistency of the streambeds made streams unfordable for vehicles. Streams are found on boards that came with, or are designed for, Panzer Leader. Players and situation designers should use these rules when playing "West Front" situations. Situation designers can and should indicate that "Gullies and Streambeds" rules are in effect when using Panzer Leader boards but wishing to depict that particular terrain. Otherwise, by default, "Streams" are always in effect on Panzer Leader boards.

A- Vehicular units, including wagons, may never enter stream hexes except in undestroyed bridge hexes. Exception: Cavalry units

B- Non-vehicular and Cavalry units may enter stream hexes, but only after rolling a die once for each unit attempting to enter. A die roll of 1, 2, or 3 permits entry. If unsuccessful, a unit may not move during that movement phase. NOTE: The die must be rolled for each separate stream hex a unit attempts to enter.

C- Units in stream hexes may not attack in any manner.

D- Ground-Level LOF Restrictions: Units in stream hexes may not be attacked by units in ground-level hexes unless such units are adjacent.

E- Hilltop and Slope LOF Restrictions: Units in stream hexes may be attacked by units in hilltop or slope hexes if they can trace an unobstructed LOS/LOF into that stream hex. Treat the unit in the stream hex as if it were at ground level for TET purposes.

F- Permanent and temporary bridges are equivalent to clear terrain for all purposes (except, of course, in the case of temporary bridges built in woods-stream hexes, etc.). The hex in which a bridge crosses a stream is considered clear terrain even if the road carried by the bridge becomes unusable for road rate movement purposes (due to wrecks, blocks, other units, etc.). If the bridge is destroyed, however, the hex would be treated as a regular stream hex.

IV. Spotting

1. General Spotting Rules

A- When a defending unit is in a woods or town hex (or other terrain designed by the Situation Card as “covering” terrain or similar statement), it may not be fired upon by enemy units which are not directly adjacent unless it has been

“spotted” by at least one enemy unit. Defending units in woods or town hexes are spotted if:

B- There is an undispersed enemy combat unit adjacent to the defending unit.

C- The defending unit has fired (used its attack strength in a non-CAT attack) while in the LOS of an undispersed enemy CP unit and that enemy CP unit can trace an unobstructed LOS to the defending unit’s hex. Place a ‘Spotted’ marker on these units.

D- The defending unit has fired (used its attack strength in a non-CAT attack) while within five hexes of an undispersed enemy combat unit or units and that unit(s) can trace an unobstructed LOS to the spotted unit’s hex. Place a “Spotted” marker on these units.

E- Trucks and wagons may not spot for any type of fire. Units loaded in trucks or wagons may not spot. Exception: a truck or armored transport may be designated by the Situation card as a “Mobile CP” when carrying a CP, may spot while the CP is loaded. Such units follow all other rules for spotting and CPs.

2. Attacking Units Under a ‘Spotted’ Marker

A- Either Direct Fire or Indirect Fire may be used to attack units under a ‘Spotted’ marker.

B- Direct Fire against a hex containing a ‘Spotted’ marker that is not adjacent to an undispersed friendly combat unit suffers a +1 DRM in addition to any other modifiers.

C- A unit in the target hex that becomes spotted or unspotted does not affect the status of other units in the same hex. In this case, only the spotted unit may be attacked by direct fire; the other units are ignored.

D- Indirect Fire against a hex containing a ‘Spotted’ marker is considered Unobserved Bombardment unless a CP unit (or US or UK

combat unit within five hexes of the target hex) possesses an unobstructed LOS to the target hex.

3. Removing a 'Spotted' Marker

A- A spotting unit that moves to a hex with a blocked LOS and then to a hex with clear LOS does not retain its spotting status to the original target. If it was the only spotting unit, then the target unit is unspotted and the 'Spotted' marker is immediately removed.

B- Spotting units that are dispersed lose their ability to spot and, if they are the only spotting unit, then the target unit is unspotted and the 'Spotted' marker is immediately removed.

C- A unit that is spotted and then loads onto a carrier causes the carrier to become spotted (and the carrier is considered to have spent its movement points while in the LOS of the spotting units for purposes of Opportunity Fire).

D- Unless there is an undispersed enemy combat unit adjacent to the defending unit, 'Spotted' counters are removed if any of the following criteria are met.

- Whenever the spotted unit(s) move out of the location hex to a hex that is either not in LOS of the spotting units,

- or to a hex that is an unspotted town or woods hex

- or at any time the "spotted" unit(s) are not in the unobstructed LOS of an undispersed enemy CP unit or within five hexes and in unobstructed LOS of an undispersed enemy combat unit that is acting as the spotting unit.

E- A fortification under a "spotted" marker may be targeted by Indirect Fire even if units in the fortification are not spotted, as long as there is either an undispersed CP unit with an unobstructed LOS to the fortified hex or there is an undispersed enemy combat unit or units

within five hexes of the fortified hex (ten hexes if the fortification is in clear terrain) that can trace an unobstructed LOS to the hex. If there is no CP to direct fire (US or UK combat unit within five hexes of the target hex) or any existing CPs do not possess an unobstructed LOS to the fortified hex, the indirect fire attack is considered Unobserved Bombardment.

V. Wrecks

Whenever an ARMORED vehicle unit (including halftracks) is destroyed in combat, remove it from the board and replace it with a Wreck counter.

A- Wrecks may not be moved or removed.

B- Wrecks count as a unit for stacking purposes. The maximum number of wreck counters that may be placed in a hex is two. Units may enter hexes containing Wrecks as long as they do not exceed stacking limits; however, regardless of the number of wreck counters in a hex, at least one non-wreck unit may be stacked in the hex.

C- A Wreck on a road NEGATES THE ROAD, and that hex is treated as a non-road hex. Vehicle units may not enter swamp/road hexes containing Wrecks, nor may they cross green-hex sides from a road hex with a wreck in it.

D- The presence of Wrecks has no effect on combat.

VI. Mines

A- The player with the minefield pieces positions them anywhere on the board he desires unless otherwise directed by the Situation Card. One minefield may be placed per hex. Minefields may be placed in Towns but may not be placed in Cities.

B- Once positioned, minefields may not be moved.

C- Minefields have no friends – they effect both sides.

D- As soon as a unit moves onto a minefield, it must stop.

E- The opposing player, during the combat portion of his turn rolls the die for the “attacking” minefield. The minefield attacks ALL units at 2 to 1 odds, no matter what the terrain. Surviving units may move off in their next turn. Minefield attacks do not receive the +1 modifier for the defending unit being in a woods or town hex, nor the +2 modifier for Improved Positions.

F- A minefield is never “used up.” It remains active until removed by an Engineer unit.

G- Units “dispersed” by minefields may not move off them, and suffer minefield attack in their next turn again.

H- Minefields do not count against stacking limits.

I- Minefield “attacks” take place BEFORE Indirect Fire and Direct Fire attacks.

VII. Positional Defenses

1. Blocks

The BLOCK counters represent tank traps, road blocks, barbed wire, felled trees and anything else that might impede movement.

A- Blocks may be placed anywhere on the board, no more than one Block per hex. Once placed they may not be moved or removed.

B- A unit may only enter a hex with a Block in it if it begins its turn directly adjacent to the Block. Upon entering the Block-hex, the unit must stop and go no further that turn. In their NEXT turn they may move off the Block at the normal movement rate.

C- Blocks do not obstruct the Line-of-Sight and have no effect upon combat.

D- When a Fortification is destroyed, replace it as follows: small forts are replaced with a wreck counter; large ones with a block.

E- A Block counter on a road negates the road in that hex. VEHICULAR UNITS may not enter Block-road hexes in Swamps nor traverse directly adjacent Green hex-sides when moving off a block road hex.

2. Fortifications

(Bunkers, Redoubts, prepared trenches, etc.)

A- Fortifications represent anything from stronger improved positions (see Optional Rules for Improved Positions) to pillboxes, redoubts and large fortifications such as emplaced turrets and concrete pillboxes housing large artillery. They are divided into two basic categories: small and large. Fortification counters for all countries may be found at <http://www.imaginative-strategist.layfigures.com/>.

B- Small Fortifications (strength 10-30) are not enclosed structures but represent different levels of reinforced strongpoints. They include some variety of trenches, felled trees, sandbags, pillboxes, makeshift walls of rubble, etc... Large Fortifications (strength 40+) represent a series of concrete emplacements, and/or redoubts in addition to trenches, felled trees, etc....

C- Placement and Stacking:

1) Forts may not be placed in city, swamp, sea, beach, stream, bridge or gully hexes.

2) They may not be placed in the same hex with other emplacements (blocks, Mines, IPs, or other forts) or in any hex which the units “within” them may not enter or move through.

3) Only “small fortifications” (strength 10-30) may be placed in road hexes.

4) Fortifications receive additional terrain bonuses for the hex in which they are placed (Ex: if placed in a woods hex, they receive a +1 DRM). They must be “spotted” if placed in a hex with covering terrain.

5) Fortifications, and the units in them, count as one unit for stacking purposes. Fortifications do not affect movement.

6) Enemy units may not enter a hex containing a fortification if it also includes friendly units.

D- Combat:

1) Units in fortifications are considered armored units.

2) “A” class units, using Direct Fire against units in fortifications, use their normal attack factor (they are not doubled).

3) Units in Fortifications may not be Over-run but they may be attacked by armored units using the Experimental CAAT rule.

4) Rules for Indirect Fire attacks on truck and wagon units in cities also apply to Fortifications.

5) Units in the same hex as a fortification are considered to be “in” the fortification.

6) Units in fortifications use the defense factor of the fortification in place of their own defense factor. As an example, a German 75mm ATG in a 20 point fortification possesses a defense strength of 20.

7) Fortifications may suffer “dispersal” in which case the units occupying them are dispersed also.

8) A fortification has no effect on Line-of-Sight.

9) If using Morale Rules, an infantry unit in a Fortification rolls for morale as if it were non-infantry.

E- Additional Rules:

1) If a fortification is destroyed, any units in it are also destroyed.

a. A destroyed Small Fortification counter is replaced with a single wreck counter, regardless of the number or types of units inside it.

b. A destroyed Large Fortification counter is replaced with a single Block counter, regardless of the number or types of units inside it.

2) A fortification counter itself has no attack strength and may only defend.

3) Unwanted fortifications may only be destroyed by attacking them with one’s own fire weapons.

4) If abandoned or unoccupied, fortifications may be “captured” and used by the opposing player. To capture a fortification, simply move a unit into the unoccupied fortification counter.

5) Un-occupied fortification counters, or those containing only truck or wagons, may never spot for other units.

VIII. Engineers

Engineers may be used to clear minefields, create and remove blocks, demolish bridges and increase the effectiveness of CAT attacks.

1. Clearing Minefields

A- Minefields are cleared in a four-turn process, as follows:

1. Turn 1: Engineer unit moves adjacent to minefield.

2. Turn 2: Minefield counter is inverted at the beginning of the movement phase.
3. Turn 3: Engineer unit moves onto minefield.
4. Turn 4: Minefield is removed at the beginning of the movement phase.

B- If the engineer unit is dispersed at any time during this sequence, the clearing process is temporarily halted. When that engineer unit is undispersed, the sequence is restarted at the step in which the dispersal took place. Once the minefield is inverted, other units entering that hex are still liable to the normal minefield attack until such time as the engineer unit removes the mine counter.

C- If an engineer unit is eliminated during this sequence, any new engineer unit must begin the process all over again.

D- An engineer unit may only clear one minefield counter at a time. When engaged in minefield clearing, the engineer may not attack in any manner or load into a carrier vehicle.

2. Demolition and Obstacles

A- Other tasks require engineers to use explosives and specialized equipment, which is usually carried in their vehicles. Before the game, designate one truck, halftrack or other carrier for each engineer platoon to carry its equipment. This vehicular unit may no longer transport anything but its designated engineer unit. In addition, it must be in either the same hex or adjacent to the hex in which the engineers are performing any of the following:

B- Bridge Demolition: To destroy a bridge, an engineer unit must remain on the bridge hex for three turns. (It must begin and end three friendly movement phases in a row without moving out of the hex.) On the fourth, or any subsequent turn, it must move to an adjacent hex. As soon as it makes this move, the die is rolled for the bridge demolition. A die roll of 1-5

means that the bridge is successfully destroyed and a BLOCK counter placed on that hex. It is then treated as an ordinary gully or stream hex for the remainder of the game. A die roll of 6 means that the attempt has failed. In this case, the engineer unit must move back into the bridge hex if another demolition attempt is desired. It executes the same procedure as before, but may opt to remain stationary on the bridge hex for fewer turns:

1 turn on the bridge – die roll of 1 or 2 for successful demolition.

2 turns on the bridge – die roll of 1-4 for success.

3 turns on the bridge – die roll of 1-5 for success.

If an attempt fails again, the sequence must be restarted from the beginning. An engineer unit may not be dispersed during any of the stationary turns, or the sequence is interrupted until the unit becomes dispersed again.

C- Creating Blocks: Within the time period of any given situation, an engineer unit may only create one block on one road hex. The procedure is the same as bridge demolition procedure, but when successful the engineer unit places a block counter on the road hex. The number of stationary turns required to initially create a block is two turns for a woods-road hex and four turns for any other type of road hex. Only one turn is required to try again if the first attempt fails. A die roll of 1 through 5 on the second or subsequent attempt successfully creates the block.

D- Removing Blocks: The procedure for removing a block is exactly the same as that used for clearing minefields.

3. Special Engineer Vehicles

The British developed a number of specialized armored vehicle types which were given to the

79th Armored Division for the Normandy invasion. Three of these types are used in the game and the Panzer Leader unit is indicated in parenthesis in the section title. Situation designers should use these rules for any vehicles similar in function to those provided in Panzer Leader.

A- Flail Tanks (Sherman Flail)

This unit performs like a normal tank unit, except that it may clear minefields. Procedure for doing this is:

1) Moves into Minefield Hex: Flail unit moves into the minefield hex and ends all movement.

2) Leaves Minefield Hex: In the following movement phase, the flail unit expends half of its total movement allowance leaving the minefield hex.

3) Removing the Minefield: As the flail leaves the hex, the minefield is removed from the board. Flail tanks cannot be harmed by minefields.

B- Flamethrower tanks (Churchill Flamethrower)

These were tanks with the main gun armament replaced by a flamethrower for close range work. This unit functions as a normal H class AFV. It cannot provide Indirect Fire. Flamethrower AFVs use their full attack factor out to 1 hex per the WEC when attacking non-armored targets.

C- Bridge-layers (Valentine Bridge-layer)

This was a tank chassis converted to carrying a tank bridge for rapid deployment.

Bridges are laid in the following manner:

1) The bridge-layer enters stream hex and ends all movement.

2) In the following movement phase, the Valentine expends three movement points

leaving the stream hex and a truck bridge is placed in the hex.

D- Armored Recovery Vehicles (ARVs)

Vehicular units designated as an ARV may remove wrecks in the following two turn process:

- Moves onto a wreck counter, stops and does nothing further that turn.

- In the following friendly movement phase, expends all movements point and immediately removes the wreck.

An ARV may entire a Swamp-Road hex with a wreck, but may only leave that hex once the wreck is cleared.

ARVs that fire or are dispersed may not remove a wreck.

IX. Amphibious Landings

The following rules are used in those situations depicting Amphibious Landings such as the Allied landings in Normandy:

1. Set-Up Procedure

A- Fortifications, Blocks, and Mines: Defending player (the player not conducting the amphibious landing) places all of his allotted fortification, block and minefield counters on the mapboard as designated by the situation card.

B- Secretly Record Landings: Attacking player (the player conducting the Amphibious landing) secretly records the turn of landing and the coordinate of the initial placement hex for each of his units. (When using the optional naval support fire, the Allied player writes any indirect fire orders for the first TWO game turns at this point.)

C- Remaining Defending player units: The defending player then places his remaining units on the mapboard.

2. Attacking Player Initial Sea Hex Placement

A- No "landing craft" units are provided on the counter sheets. Instead, the invading player's player units are inverted and placed on the first sea hex adjacent to the beach hex on which they intend to land. (Exception, see subsection 4 Defending Player Fire, Paragraph C, for Optional Landing Craft use)

B- Only ONE unit may be placed on each sea hex.

C- Units with a movement allowance of "0" must be "paired" with carrier-type units. DO NOT place the carrier units with the passenger units on the sea hexes. Place on the passenger unit on the sea hexes. Carrier units are positioned on top of their passenger units when such units move onto the beach hexes in the following movement phase. (They are presumed to be already loaded.)

3. Beach Landing

A- All invading player units on land hexes are moved before units on sea hexes are moved onto beach hexes.

B- In the turn following the initial placement, all units on sea hexes must move onto beach hexes. Units that cannot move onto beach hexes because of stacking limitations are eliminated instead.

C- Units previously dispersed by defensive fire may land on the adjacent beach hex, but may move no further in that movement phase.

D- Undispersed units are turned face up and may move onto beach hexes and continue normal movement to the limits of their movement allowances.

E- If a unit moves from a sea hex to a beach hex already occupied by a friendly unit, all units in that hex are dispersed. No additional penalties accrue against units previously dispersed.

4. Defending Player Fire

A- When firing at the invading units on sea hexes, the defending player must allocate all firing units that are attacking a particular target before that target unit is turned face up and the combat resolved.

B- The invading units that are dispersed while on sea hexes are not inverted. Instead, to avoid confusion, indicate dispersed units by temporarily placing a spare "Spotted" marker on top of them. When dispersed units are moved to beach hexes, the "Spotted" marker is removed and the units remain inverted.

C- All invading player units (except DD tanks) on sea hexes are assigned a provisional defensive strength of "8", representing the defensive strength of the landing craft carrying them, and are treated as ARMORED targets for WEC purposes. (Note that there are now Landing Craft (LC) units available on the IMSTRAT website and possibly other sites. As an optional rule, player may add those units to invasion situations and use the LC's defense strength instead of the generic Defense strength of 8. When using this option add two to the die roll as done in the DD tank rule)

D- DD (amphibious) tanks retain their normal defensive strength while on sea hexes.

SPECIAL: When attacking DD tanks on sea hexes, the Defending player must add "2" to the die roll, reflecting the difficulty in hitting such targets in the water. Each DD tank must roll one die for survival as per the instructions in the individual situations. This is done in the turn AFTER placement on the sea hexes BEFORE any other units are moved onto beach hexes.

E- After landing on beach hexes, Allied units revert to their normal defensive capabilities.

X. Airpower

Two types of tactical aircraft are represented in the game: fighter-bombers and light observation aircraft. Because of the space-time scale of the game, the aircraft units perform in a rather abstract manner.

Each aircraft counter is equivalent to one airplane.

1. Movement

A- Air Phase: Aircraft units move, undergo AA attacks, and resolve combat during the air phase of a player segment.

B- Aircraft have unlimited movement capabilities; they may move anywhere on the mapboard in one turn. Terrain has no effect on aircraft movement.

C- Aircraft units enter and exit the mapboard as indicated in the individual situation rules. Aircraft may leave before the end of the game, but once exited, they may never return.

2. Observation Aircraft

A- Observation aircraft (such as the L5 included in Panzer leader) are used to sight enemy units to fulfill indirect fire sighting requirements.

B- Observation aircraft units may sight enemy units in clear terrain to a range of thirty (30) hexes. Enemy units in woods and town hexes that fire may be sighted if the Observation aircraft is within ten (10) hexes of the firing unit.

C- Rules governing blocking terrain do not apply for LOS from aircraft to ground or vice-versa.

3. Fighter-Bombers

A- Fighter-bombers (FBs) have three different types of direct fire weapons systems: machine guns, air-to-ground rockets, and bombs. Fighter-bomber attacks are executed in the air phase of the player segment.

B- Fighter-bomber attacks are executed by moving the FB unit to a hex adjacent to the target hex, undergoing AA attack, if any, and resolving combat. All aircraft attacks are executed as direct fire attacks.

1) A particular target hex may be attacked only once per air phase.

2) All aircraft unit attacking a single target hex must total their attack strengths and resolve the attack with a single roll of the die.

C- Weapons Characteristics

The following chart illustrates the armament each FB unit could possibly carry (the exact armament is given in the individual situations):

Attack Strength:

<u>TYPE OF WEAPON</u>	<u>Typhoon</u>	<u>P-47</u>
Machine Guns	2(I)	3(I)
Bombs (2x1000 lbs.)	30(H)	30(H)
Rockets (8-10 x 15 inch)	20(A)	20(A)

Situation designers will have to come up with weapons statistics for other aircraft such as the Stuka. (There are additional aircraft available on various websites such as IMSTRAT)

1) All WEC effects apply to aircraft in the same manner as ground units, but "A" class weapons are never doubled. "A" class weapons are normal for armored targets and halved against non-armored target, "H" class weapons are normal against non-armored targets and halved against armored targets, and "I" class weapons are normal against non-armored targets and ineffective against armored targets.

2) Bomb and rocket attacks may be made against single units in a stack or combinations of units as in regular direct fire.

3) A FB unit may not attack with machine guns in the same air phase in which it conducts a bomb or rocket attack.

4) Machine gun strength points may be combined with bomb and rocket attacks so long as an aircraft unit involved in the attack does not do both.

D- Each FB unit may conduct bomb or rocket attacks only once per game. It may fire its machine guns only four times per game. A side record must be maintained to verify FB employment.

E- FB units may sight targets in the same manner as the L-5 aircraft. They may not, however, sight (or spot) targets for ground units, but only for other FB units. Thus, FB units cannot be used to sight targets for indirect fire, but if one FB unit sights a target, all FB units presently on the board may attack it.

4. Anti-Aircraft Defense (AA)

A- Anti-aircraft fire is a type of direct fire attack initiated in the Allied player's air phase, before FB units execute their attacks. AA fire is resolved in a similar manner to regular direct fire, except that AA Table and Procedures are used instead of the normal CRT.

B- Only Towed guns with the AA Symbol such as the German 20mm, 20(4)mm, 37mm, and AA designated AFVS, such as the Wirbelwind, may initiate direct fire AA attacks against aircraft. Note that in PanzerBlitz, units do not have the AA symbol so any H Class units identified as anti-aircraft capable may conduct AA fire.

C- Executing AA Attacks: AA attacks are executed in the same manner as regular attacks with these exceptions:

1) The LOS requirements are modified as in Section X, Subsection 2, Paragraph C.

2) All aircraft are considered non-armored targets.

3) The attack strengths of AA guns are doubled if firing at half range or less.

4) Place a blank counter (or other appropriate marker) on those AA units that fire to indicate that they may not attack or move in the owning player's segment.

D- See the AA Table from Panzer Leader for further clarifications.

XI. Game Procedure: Sequence of Play

The game is played in turns, each player moving and having combat sequentially. Two "Player-Turns" equals one complete "Game-Turn".

1- First Player Turn

Step 1 The First Player resolves any Minefield attacks against his units.

Step 2 The First Player announces which of his units are attacking which Second Player units using Indirect Fire.

Step 3 The First Player resolves all Indirect Fire combat, rolls the die once for each attack. The First Player flips face-down all firing units, as they are fired, to signify that they may not move.

Step 4 The First Player announces which of his units are attacking which Second Player units using Direct Fire.

Step 5 The First Player resolves all Direct Fire combat, rolls the die once for each attack. The First Player flips face-down all firing units, as they are fired, to signify that they may not move.

Step 6 AIR Movement: The First player moves all aircraft units.

Step 7 AA Attacks: The Second Player executes AA attacks. Blank counters are placed on firing units to signify that they may not fire, move, or

load in the Second Player's next player segment.

Step 8: Aircraft Attacks, The First Player resolves all aircraft attacks.

Step 9 The First Player moves as many face up VEHICULAR units as he desires, executing any Overrun attacks as he does so.

Step 10 The First Player moves any face-up NON-VEHICULAR units and makes Close Assaults after doing so.

Step 11 First Player turns ALL his units FACE UP, including those dispersed by Second Player attacks in the previous turn.

2- Second Player Turn

Step 7 The Second Player repeats Steps 1 through 11 using his own units.

Step 12 Indicate the passage of one complete Game-Turn on the Turn Record.

Players repeat steps 1 through 12 for as many turns as the Situation Card indicates or until one player concedes.

XII. General Rules For The Situations

1. Half Hexes

A- Outer Half-Hexes: The half-hexes around the exterior mapboard edge are playable for all purposes.

B- Inner Half-Hexes: For SET-UP and VICTORY CONDITION purposes, however, half-hexes are not playable. That is, if one side is required to set-up on an entire board section, it may not set-up on half-hexes of that board which would be, by extension, part of the adjacent board. Likewise, victory conditions requiring units to be on a certain board section are not fulfilled if such units are on the half-hexes of that mapboard section which also extend into the adjacent section.

2. Entry And Placement

A- When Specified Units must enter, or be placed on, the mapboard when indicated. Units may not exit the mapboard unless specifically indicated. Units in violation of this rule are considered eliminated for victory purposes.

B- Set-up Out Of LOS: The side that sets-up last (usually the "attacking" player) must initially place units such that they are out of the LOS/LOF of, or unspotted by, enemy units unless otherwise specifically indicated.

C- FB Armament: In those situations utilizing airpower, the owning player must indicate the type of armament (bombs or rockets) his FB units will carry. This selection is announced prior to the setting-up of any units unless the armament is dictated by the situation's special rules.

3. Controlling Victory Objectives:

In many of the situations, the victory conditions require one side or the other to "control" specific geographic locations: DEFINITION: Control of Town or Bridge Hexes:

A- Town & City Hexes: A side controls a TOWN (or CITY) HEX if at least one friendly unit occupies, or is the last to enter or pass through, that town (or city) hex.

B- Bridge Hex: A side controls a BRIDGE HEX if at least one friendly unit occupies, or is the last to enter or pass through, that bridge hex AND at least one hex on each side of the stream that is also ADJACENT to that bridge hex.

C- Town & City Control: Control of a TOWN or CITY requires that ALL hexes in that town or city be controlled by one player's units.

D- Dispersal does not affect a unit's ability to control a hex.

E- Trucks, wagons, empty fortifications, and temporary bridge counters may NOT control hexes. Also, these unit types do not count in

any way for victory determination either for units destroyed, or units occupying certain mapboard sections, unless otherwise specified for by the Situation rules. Note: Many PanzerBlitz Situations do count trucks and wagons as units eliminated for victory purposes. Players should check this and agree on how to play prior to beginning a Situation.

F- Grancelles, the largest city on Panzer Leader board section A, consists of all city hexes on both sides of the stream for victory condition purposes.

4. The Mapboard Location System

The letters running down the length of each of the four mapboard sections identify each particular ROW of hexes running across the short width of that section. The individual hexes in that row are identified by counting the number of hexes (starting with and including the hex with the row-letter in it). To identify a given hex on the map (regardless of configuration) give the section letter first, row-letter second, and the hex number last.

Thus, "A-Q-10" is the hexagon on the "A" board section containing the town of KUHN, the board section letter "A" is in hex "A-R-6". In some mapboard configurations, the row-letters of two boards will be in the same hex (two half-hexes joined together); those hexes may be identified as belonging to either section.

XIII. Optional Rules

Players may employ as many or as few of the Optional Rules as desired.

1. Opportunity Fire

A- Any enemy unit that expends $\frac{1}{4}$ (rounded down) or more of its movement allowance continuously in LOS of a friendly unit may be attacked by that unit using direct fire attack techniques. Any unit with a movement factor of 1 may be attacked using Opportunity Fire as it

moves into the adjacent hex. The Opportunity Fire attack is resolved in the hex that the unit entered, not in the hex from which it came.

B- Each firing unit may attack only once per enemy movement phase.

C- As long as the enemy unit moving expends $\frac{1}{4}$ (rounded down) or more of its movement allowance continuously in LOS of each friendly unit, it may be attacked by the combined attack factors of several friendly units.

D- Units that fire in the enemy movement phase are not inverted. Instead, place "Opportunity Fire" counters on top of these units signifying that they may not fire or move in the next friendly player segment. The counters are removed at the end of the next player segment.

E- When The Attack May Occur: As an enemy unit moves through the LOS of a friendly unit, it may be fired upon by that unit as it enters the hex that constitutes $\frac{1}{4}$ (rounded down) of its movement allowance in the friendly unit's LOS (or any hex thereafter which is also in the LOS of the friendly unit). At that point, the non-moving player announces an opportunity fire attack. The enemy unit's movement is halted and the attack is immediately resolved. If the unit is dispersed, it is inverted and ends all movement. If the attack has no effect, the unit may resume its normal movement.

F- Moving Into Woods And Town Hexes: Movement points expended by the enemy unit moving into forest and town hexes that are in the firing unit's LOS do NOT count unless the target is SPOTTED by a friendly unit as it does so.

G- An enemy unit may be attacked more than once during each enemy movement phase if that unit moves $\frac{1}{4}$ (rounded down) or more of its movement allowance in the LOS of EACH attacking unit.

H- Passenger units that are unloaded in a target hex may also be attacked using opportunity fire. In this case, the moving player must first state whether or not the passenger unit is being unloaded in that hex BEFORE the firing player announces an opportunity fire attack in that hex. Units that are loading onto a carrier unit in a hex are not subject to Opportunity Fire because the Opportunity Fire takes place after the loading is completed, making the carrier unit the only target available. The only exception to this rule is infantry units riding on AFVs (see #8).

I- Units being transported on armored units (not IN a halftrack or other APC) may be attacked exclusive of the carrier unit.

J- Enemy units that do not move may NOT be attacked by opportunity fire even if they are in the LOS of friendly units.

K- A unit that expends $\frac{1}{4}$ (rounded down) or more of its movement allowance loading, unloading, attempting to enter a stream (even if it fails), or using the turreted AFV rule may be attacked using Opportunity Fire. As long as the movement factors are used in a movement related activity, the unit does not have to actually move out of the hex for Opportunity Fire to be used against it.

L- Enemy units conducting overrun attacks may not be fired upon while in the hex occupied by the friendly unit being overrun.

M- Opportunity fire attacks against units moving into hexes (including town hexes) containing other units may NOT be directed against those other units in the hex. In this special case, those other units are ignored.

N- Units dispersed by opportunity fire remain dispersed until the end of their CURRENT player segment.

O- Units that have already moved may still use Opportunity Fire against enemy units on the last turn of the situation being played.

P- Opportunity Fire attacks suffer a +2 Die Roll Modifier at ranges greater than six hexes. Additionally, AFV that are subject to Opportunity Fire AND have moved greater than half their movement allowance in sight of the enemy suffer the loss of $\frac{1}{4}$ (round down) of their defense factor defending against Opportunity Fire.

2. Indirect Fire Resolution

Treat any Infantry company sized unit with 60 or less men as platoon sized units for the purposes of computing IDF attack strength against them. Therefore the artillery unit's strength applied is $\frac{1}{2}$ of the printed attack factor. This does apply to target that are Vehicular I Class units. Example, the Russian recon Companies consist of just 35 men, therefore they will be considered as a platoon when attacked by Indirect Fire. Players will need to check the UIT to see which Companies qualify.

3. Panzerblitz Assault

Infantry units riding on Armored vehicles may "jump off" in the hex immediately in front of a unit about to be Overrun by those Armored vehicles. The infantry may then Close Assault the units which were just Overrun by the vehicles. The following units may use Panzerblitz Assault:

A- All German infantry units may take part in Panzerblitz Assault.

B- Russian SMG, Guards, and Recon infantry units may take part in Panzerblitz Assault. Russian armor may not conduct Panzerblitz Assault or make overrun attacks while transporting other infantry units.

C- Units for other nations, such as those allied to Germany, may not use Panzerblitz Assault.

Note: Players/Situation designers may only wish to incorporate this rule if it is known that the units involved were properly trained and experienced in tank-infantry coordination. Throughout WWII, most armies did not or were not able to ensure proper infantry-tank training; this was even a problem for many Western Allies' units even into late 1944 to early 1945.

4. Improved Positions

Improved Positions represent extensive use of barbed wire, trenches, sandbags, felled trees, etc. I recommend using the Improved Position markers found at <http://www.imaginative-strategist.layfigures.com/>

A- Units in Improved Positions are considered armored targets whether or not such units actually are armored.

B- Units in the same hex as an Improved Position are considered to be in the Improved Position.

C- "A" class units, using Direct Fire against units in Improved Positions, use their normal attack factor (they are not doubled) unless the defending stack of units is predominantly armored. In this case only, "A" class units are doubled when attacking.

D- Units in Improved Positions receive a +2 Die Roll Modifier (DRM) when attacked. They may be attacked, using direct fire, individually or as a single unit unless they are in a city hex (Units stacked together in city hexes must be attacked as one combined defense strength when using direct fire).

E- Improved Positions may be placed in city and woods hexes. When placed in city or woods hexes, the DRM of the Improved Position is used in place of the city or woods hex DRM (re: DRMs are not cumulative).

F- Units in Improved Positions may be Overrun unless they are placed in terrain in which Overrun attacks are not allowed.

G- Improved Positions are placed during the initial set-up. Once placed, they cannot be moved or destroyed.

H- Improved Positions may not be placed in the same hex with other emplacements (blocks, forts, other IPs) or in any hex that the units in them may not enter or move through.

I- Improved Positions follow all of the Combat Rules under Fortifications in the main rules.

5. Infantry Quick-Time Speed

Any infantry-type unit (non-MG or mortar) may increase its speed to two hexes for one movement phase with the following limitations:

A- Terrain Restrictions: The unit may not enter slope, woods, stream, gullies/streambeds or town hexes (moving out of is permitted). Moving along a road negates the above restrictions.

B- Units using Quick-time speed may not also use the road movement rate (i.e., they may not move four hexes).

C- If fired on by opportunity fire (see above) while using Quick-Time Speed, the unit defends at half defense strength.

D- At the end of its movement (and AFTER Opportunity Fire attacks) the unit must roll one die. A 4, 5, or 6 means it is dispersed until the end of the current player segment. Units already dispersed accrue no additional penalty if dispersed again.

6. Naval Support Fire

Some situations provide naval support fire for the Allied player. This will be in the form of a specified number of naval attack strength points per turn.

A- Naval fire may be used in two ways. As direct fire against targets in the open that can be seen directly from any sea hex or as indirect fire with a ground unit sighting (or spotting) in accordance with the Spotting Rules and nationality restrictions on spotting for Indirect Fire.

B- Direct naval and ground fire may be combined into one attack strength during the direct fire combat phase. Indirect naval fire may be combined with indirect ground fire in the Indirect Fire Phase using the rules of Indirect Fire.

C- All naval fire is (H) class and must be used in groups of 20 attack strength points, minimum. Each 20 strength point group is considered a "unit" when determining the number of units a CP may spot for.

D- Naval fire has unlimited range, but is always presumed to be firing at ranges greater than six hexes.

7. Command Posts

As almost all existing scenarios were designed prior to the writing of the Indirect Fire Rules in the Panzer Warrior rule-set, it may be necessary to add CPs to any Order of Battles in existing scenario where Indirect Fire units are present. This should bring the artillery to have better effect and keep the scenario closer to the original scenario designs' balance. This Optional Rule is highly recommended, especially for German units in Panzer Leader situations. This rule should most likely not be used for Soviet units unless the situation is depicting one where the Soviets have been static for a while, about to conduct a deliberate attack or there is historical evidence of the presence of CPs.

A. Add one CP per every three Indirect Fire capable units of caliber equal to, or greater than 100mm. Round fractions down of the number IDF units; but there should be a minimum of

one CP added to the OB. The number of CPs added are calculated per the total number of IDF units in the Situation, not per force entry in the OB.

B. Add an appropriate transport to carry the CP. Rule of thumb: If the overall force is mechanized with majority of the infantry in trucks, add a truck unit; if the overall force is mechanized with a majority of the infantry carried in half-tracks OR the majority of the IDF units are SP units, then add a halftrack. If the overall force is leg add a truck or wagon (wagon would be appropriate in very late war scenarios or a static defense scenario). If players cannot agree on the transport needed, resolve by a die roll.

C. A similar rule may be applied to other nationalities other than German, Soviet, US and UK, that have three or more IDF units of 100mm caliber or higher in the Situation's order of battle. Roll a die, on a 5 or 6, the nation gains a CP for the scenario. However it is likely that this CP would be static and no additional transport would be added to the OB.

XIV. Experimental Rules

The following experimental rules are just that: experiments! The game factors and mapboard are not necessarily designed to accommodate them.

1. Hidden Deployment

Utilizing one of the low unit-count Situations or one of your own devising, allow one player to secretly deploy his units on the board, marking their positions on separate pieces of paper using the Map Location System, and remove the units from the board. The other player is not shown where a given enemy unit is until it fires its weapons or until the second player has a clear Line of Sight to the unit's position. Once hidden units are moved, fired or spotted, they must be placed on the board and left in view.

Minefields may be hidden anywhere; combat units may only be hidden in woods, swamps, towns, or behind hills.

2. Combined Arms Assault Tactics (CAAT)

During the close assault phase, any CAT attack that is supported by armor is considered a Combined Arms Assault.

A- All CAAT that take place during the Close Assault Phase must include both infantry and armor type units. The armor and infantry can attack from separate hexes. There must be at least as many infantry units involved in each attack as AFV and the ratio of infantry-to-armor is judged "overall". Trucks, wagons, motorcycles and SPA units may not take part in CAAT nor may they stack with units involved in CAAT during the attack.

B- Armor units may not move more than two hexes when advancing to take part in a CAAT and may not transport infantry. Armor may not use road movement to advance into a CAAT but they may use roads to negate terrain effects to enter hex.

C- All infantry units utilizing CAAT are under the same rules and restrictions as when utilizing CAT.

D- In determining CAAT odds, use the attack strengths printed on the combat units. "A" class armor units are always halved when taking part in CAAT. If using CAAT against opposing infantry, "A" class units are not halved a second time (based on the WEC).

E- For "I" class armored units to take part in CAAT, the defending stack must include at least one non-armored unit. Units in cities, even though they are considered armored targets, may be attacked using CAAT as long as at least one unit in the hex being attacked is an infantry type unit.

F- Units utilizing CAAT have their effectiveness increased by subtracting 2 from the die roll result. If engineer units are utilizing CAAT against the same defender(s), the effectiveness of the assault is further increased by raising the combat odds by one column (e.g. 2-1 becomes 3-1) in favor of the attacker.

G- Complete Paratroop, Ranger and Commando units utilizing CAAT have the same capabilities as Engineer units. These units do not require additional infantry units to be stacked in the same hex for this bonus.

H- CAAT may not be used against any hex into which the attacking vehicular units could not normally move.

I- Only Russian Guard infantry units may take part in CAAT. Other Russian infantry may not take part in CAAT but may still use CAT. (Note: All country-specific restrictions are general guidelines only. The actual abilities of the forces involved in any situation are always subject to the situation being played.)

J- Class 'A' Weapon's use half their AF when taking part in CAAT.

K- H class guns with an attack strength of 3 or less and M class mortars with an attack strength 3 or less may add their factors in to CAT/CAAT infantry attacks if within range. Such H class guns require LOS; Such M class mortars may fire indirectly

Note: Players/Situation designers may only wish to incorporate this rule if it is known that the units involved were properly trained and experienced in tank-infantry coordination. Throughout WWII, most armies did not or were not able to ensure proper infantry-tank training; this was even a problem for many Western Allies' units into late 1944 to early 1945.

3. Infantry Mortars

M Class units with a size > 90mm may have their combat values added to and I class Direct Fire Attack or CAT/CAAT Attack. Such units must be adjacent to the attacking I Class units and can only be used in a 1 M unit to 3 I Unit ratio.

4. Functional Mobility For Turreted AFV's

To further differentiate the mechanical and operational advantages of the turreted tank versus assault guns and other self-propelled weapons, employ the following rules:

A-Attack And Move: Allied and German turreted armored vehicles may use their attack strength in the combat phase and move up to half of their movement allowance (rounded DOWN) in the movement phase of the same player segment.

1) Indicating Turreted AFV Use Units that fire are inverted as usual, but during the movement phase those units that move are turned face-up and execute half of their movement allowance.

2) German Units May Load Or Unload. German tank units that fire in the combat phase may either move half of their movement allowance or load/unload. They may not do both, however.

B- Tank units that fire and move in the same player segment may not make overrun or "panzer assault" or CAAT attacks during that same movement phase.

C- OF Fire Tanks using opportunity fire in the previous enemy movement phase are considered to have fired in their own combat phase for purposes of this rule.

D- See the Unit Function Table for a precise listing of which unit types may exercise this rule.

5. Artillery Field-Of-Fire Limitations

Artillery pieces are not very mobile once they are emplaced for firing. Therefore the following rule section restricts the direction in which artillery units can fire:

A- Non-mortar artillery types with a movement allowance of "0" may only fire at targets that are within their "field-of-fire".

B- A unit's field-of-fire consists of those hexes within an area radiating from the "front" three hex sides towards which the unit is facing. Facing is determined by position of the weapon-symbol on the unit counter.

C- Artillery unit counters must be faced towards one specific hex side. Ambiguously positioned counters may be adjusted to a specific hex side by the opposing player!

D- Artillery units may adjust their facing to any other hex side during the movement phase of their player segment.

1) Units that fire in the combat phase of their player segment may NOT change their facing.

2) An artillery unit of 88mm or larger (EXCEPT 25 lbr) may only change facing if there is a carrier-type unit in the same hex at the beginning of the movement phase. (There must be one carrier unit for each separate artillery unit).

3) An artillery unit of less than 99mm (including 25 lber) does not need a carrier-type unit in the same hex to change facing.

E- See the Unit Function Table for a precise listing of which unit types must abide by these field-of-fire rules.

6. Smoke Shell Concentrations (SSC)

A- Those artillery weapons with indirect fire capabilities (EXCEPT Maultier and Nebelwerfer) may fire "smoke" shell concentrations (SSCs) in

order to obstruct the LOS/LOF traced through certain target hexes.

1) SSCs are executed in the same manner as any other type of direct or indirect attack, but a minimum of 25 attack strength points must be fired into the hex to obstruct the LOS/LOF.

2) SSCs may not be fired into hexes occupied by friendly units.

3) SSCs may not be fired into sea, stream (including those crossed by bridges), or swamp hexes.

4) SSCs have no effect on enemy units that may be in the target hex.

5) SSCs may not be fired as part of an opportunity fire attack.

6) SSCs may not be fired into a hex that undergoes a regular direct or indirect fire attack in the same combat phase. (Note, however, that regular fire could be directed at a hex containing an SSC in subsequent turns.)

B- An SSC lasts for two consecutive turns after which it is dissipated.

1) Indicate those hexes receiving SSCs by placing a HEADS-UP coin in each one of as they are fired upon.

2) At the beginning of the first friendly combat phase after firing, all HEADS-UP coins presently on the mapboard are flipped over.

3) At the beginning of the second friendly combat phase after firing, all TAILS-UP coins are removed, signaling the dissipation of the smoke shell concentration.

4) If both sides are using smoke shells, it is suggested that two different denominations of coins be used.

C- Effects

1) SSCs obstruct the LOS/LOF through the target hex at ALL elevations. By way of example, picture a solid column of dense smoke 250 meters wide extending vertically from the target hex to an altitude of several hundred meters. This obstruction also includes air-to-ground sightings if airpower is employed.

2) The LOS/LOF from a firing unit's hex to a target hex is obstructed if the straight line traced from hex-dot to hex-dot intersects any part of the SSC target hex.

3) The LOS/LOF is not blocked for units firing into or out of hexes containing SSCs, but such hexes must be spotted to be fired upon. (In effect, for LOS/LOF purposes, SSC hexes function like "unusually tall" town hexes.)

D- Firing SSCs is the same as a regular direct or indirect fire attack and places the same types of restrictions on these firing units as any other type of attack.

E- Smoke shell concentrations have no effect upon movement.

F- SSCs may be fired into a hex as often as desired to, in effect, create a continuous

G- SSC Attacks May Be DF Or IF Even though only weapons with indirect fire capabilities may fire SSCs, they may be fired directly or indirectly.

XV. Consolidator's Notes

The goal of this endeavor is to establish one standard set rules to use in playing PanzerBlitz (PB) & Panzer Leader (PL). The goal is to make minimal changes to the game system. Keeping the simplicity and intent of the original game. The intent is that changes will be minimal however some rules systems will be changed to make them "better" as shown by players' experience over the many years. I've added very little "new rules"

The base rules set used for this consolidation is PanzerBlitz. At first I thought that they are the better of the two rulesets. I thought that Panzer Leader tried to “correct” perceived issues with PanzerBlitz that were not there. In some cases this is true, but in other cases, the PL rules does make the game better. I kept Opportunity Fire as an Optional Rule as it was in PB and was an Optional Rule in PL. To me, PB is game of positioning and maneuver. It is already very lethal and Opportunity Fire can make it even more so. However, to address that I incorporated Byron Henderson’s Opportunity Fire rules to replace the PL Opportunity Fire rules.

Although there are many rules in The Arab-Israeli War (AIW) game that could well fit and enhance PB/PL play, I choose not to incorporate any at this time. This may be a future endeavor, but for now I choose to focus on PB/PL. One rule similar to one in AIW did creep in, though, and that is Improved Positions, added as an Optional rule. Byron originally had these in his Fortification and Towns rules but I pulled out the IP rule and made it optional as the Fortifications and Cities and Town rules are core rules in PB/PL.

Indirect Fire was lacking in PB and was too lethal and somewhat incorrectly done in PL. I incorporated Byron Henderson’s excellent Indirect Fire and Spotting rules. I have used them in many games and find they work well and bridge the two games together well by having the flavor of the original IDF Optional Rules from PL with the increased abilities of the Western Allies artillery doctrine and equipment in PL.

The fortifications, cities and towns rules are cleaned up and some problems worked out. I had to differentiate from West Europe Cities and East European Towns due to how each game treats them, mainly with how the thick hex-sides are drawn. This seems to work well in

differentiating between the larger towns of the West from the smaller towns in the steppes and such in Russia. One is always free to use the rules on either “front” depending on why the situation designer is trying to portray.

Other notes:

- Passing a unit on the road. I chose the PB rule simply because it is easier. I also went with the “one unit” blocks a road rule .

- I decided to use the PL transporting rules as it adds some granularity that is not too difficult. I also think PL Situations need it whereas it will not affect PB Situations too much.

- Stacking. After much thought, I accepted Byron’s recommendation to go with PL stacking for Germans on East Front (four units/hex). So they now can stack four units a hex. This actually makes sense as the Russians in a way are getting to put six platoons into a hex. It remains to be seen how this will affect existing PB situations and future play-tests will tell. I suspect it will not really change much.

- PB and PL differ on when stacking applies, I went with PL simply because it is easier.

- Players should carefully read all the rule pertaining to spotting, CPs, and nationality distinctions for Indirect Fire spotting. There are nuances in these rules that may be different from PB and/or PL.

- Byron recommended going with the PL Direct Fire rule that eliminates the Selective Attack/Multiple Attack/Combination Attack. Although I think Jim Dunnigan had a reason for having those rules, as they make the player think, the PL way is much easier in practice.

- I chose to use the PL CRT because there are no absolutes in combat. The PL CRT reflects this as there is a modicum of hope on the 4-1+ column of the CRT.

- PB differs from PL on computing attack factors, I chose to go with the PB rule.

- I changed resolving indirect fire slightly from Byron's original when it comes to towed gun units. The Towed Guns are really Battery Sized Units and in many cases there are only a few gun differences in sizes. Also, gun unit, especially Anti-Tank guns will be set up doctrinally dispersed to reduce the effects of fires against them. I feel it is better to have them hit by IDF as if they were smaller units than larger ones.

- Our work on what units can or cannot do overruns caused me to realize a consolidated UFT is needed due to all the units folks have created over the years. Alan Arvold did one and it is available on the Imaginative Strategist website, but I think even that one is now incomplete. Anyone up to this?

- Byron suggestion going with AIW Overrun rules. I stayed with PB/PL rules due to unfamiliarity with the AIW rules. And that I think the PB/PL rules are fine and they force defensive positioning to counter overruns in the open thus sticking with notion that PB and PL are all about positioning and maneuver.

- I added a "truck overrun" rule. This rule prevents players from using C Type Truck and Wagons to block paths of advance and such. It exists to prevent the gamey tactic of blocking a woods-road with a donkey and a cart.

- I included the Russian 12.7mm MG unit in the Allied MG unit CAT rule because it makes sense.

- We decided on going to a max of two wrecks per hex and always allowing one unit to be on a hex with two wrecks thus preventing our heroic Russian Rifle Company commander from having to say to his men: "Sorry boys, but Uncle Joe says we cannot occupy that key terrain because we destroyed too many panzers there."

- As far as thick hex-sides, I went with a rule that they cover the entire hex-side whether the artwork does so or not. There are too many boards and remakes of boards out there to allow players to quibble on this.

- As with Towns and Cities, I had to make a distinction between the Gullies and Streambeds of PB and the Streams of PL. I kept them both thus giving us more terrain to work with when making new situations. Players need to be clear which rules they are using and situation designers should state so on the Situation card.

- Byron's explanation of his Fortification rules (which precedes my consolidation) needs to be included: "This deserves some explanation. In the original Panzerblitz/Panzer Leader game system, all fortifications are treated as if they were Eban Emael or the Maginot Line—huge structures with roofs on which the enemy can walk while the defenders maneuver within buildings or underground tunnels beneath their feet. These rules ignore the fact that very few of the fortifications encountered in WWII were as expansive as those examples as well as the existing structure of the rules for other defensive terrain in the game—primarily cities—where the opportunity for in-hex coexistence of enemy forces exists but the rules clearly state that it is not allowed. This departure from the basic structure of the rules causes a great deal of confusion and frustration for most players, thus I have eliminated it and bound fortifications to the same rules as other defensive terrain in the game.)"

- On Byron's suggestion I added a rule for Armored Recovery Vehicles to clear wrecks. ARVs are available on IMSTRAT and might be a nice addition to the game to clear away wreckage that hinders an advance.

- I had to make some specific things that are in the PL rules generic to work with other units players may use. This pertains to Fighter

Bombers, Observation Aircraft and Engineering Vehicles.

- I put Indirect Fire as a separate phase before Direct Fire. I feel that allowing players to use IDF anytime they wish is giving IDF too much flexibility. Since IDF takes planning and Calls for Fire, I think it is more realistic to force the players to announce I and resolve IDF before announcing and resolving Direct Fires. It also fits in with the PL sequence of play.

- I took out the "Ammunition Rule" from the Optional Rules and I know not of their use ever and they seem extreme to me.

- I added the Indirect Fire Resolution Optional Rules to make it "fair" to those Companies that are in fact smaller than a platoon. Given their smaller defense factor, they would be very vulnerable to IDF if this rule is not in effect. One commenter felt this was too nuanced and thus the reason I made it optional.

- The optional Real Space Line of Sight Determination rule was deleted as the PL rule was used as the LoS rule in the main rules.

- I deleted Impulse Movement & Return Fire as I doubt they get much use.

- I added the Infantry Mortar Experimental rules to address the complaint that the smaller mortar units are nearly useless and when used are not done so in a historical/doctrinal way. This rule may bring the 81/82mm M units to be more useful.

- I almost deleted the Artillery Field-Of-Fire Limitations Experimental Rule as I know of no one ever using it. I also believe it is too high resolution for the time and unit scale of this system. Comments from players on this are appreciated.

I hope these consolidated PB/PL rules allow you to enjoy these venerable games. By having one ruleset, it should make your gaming a bit

more easier when transitioning between the games. Some of these rules may "unbalance" some Situations, if they were even balanced in the first place. However, I suspect, in many cases the rules will work just fine with the Situations.

I plan to put these rules out to the gaming community and let them alone for a while. Please use them and provide feedback. In about a half a year or so, I'll revisit the rules and feedback and see if any adjustments are needed. Enjoy being a Panzer Warrior!

Fred Schwarz
New Baltimore, MI
March 2016.

Version Change Log

Version 1.21 changes:

Add to rule I 4: All infantry CP units are PLATOON sized units.

Added to rule VI A: Minefields may be placed in Towns but may not be placed in Cities.

Added to rule VI E: Minefield attacks do not receive the +1 modifier for the defending unit being in a woods or town hex, nor the +2 modifier for Improved Positions.

Deleted rule VI G Mine Clearing and reordered this rule section. This rule contradicted with the mine clearing rules in VIII 1. I used the PL mine clearing rules as they are simpler.

Added rule 7 to rule section XIII: Command Posts.

Added the Version Change Log after the Consolidator's Notes.

Indirect Fire Weapons Effectiveness Chart (IWEC)

Firing Weapon Target Size	H	(H)	M 100mm+	M <100mm
Infantry Company	$\frac{3}{4}$ AF	$\frac{3}{4}$ AF	$\frac{3}{4}$ AF	Full
Armored Company	$\frac{1}{2}$ AF	$\frac{1}{2}$ AF	$\frac{1}{2}$ AF	$\frac{2}{3}$ AF
Infantry Platoon	$\frac{1}{2}$ AF	$\frac{1}{2}$ AF	$\frac{1}{2}$ AF	Full
Armored Platoon	$\frac{1}{4}$ AF	$\frac{1}{4}$ AF	$\frac{1}{4}$ AF	$\frac{2}{3}$ AF
Towed Gun	$\frac{1}{2}$ AF	$\frac{1}{2}$ AF	$\frac{1}{2}$ AF	Full