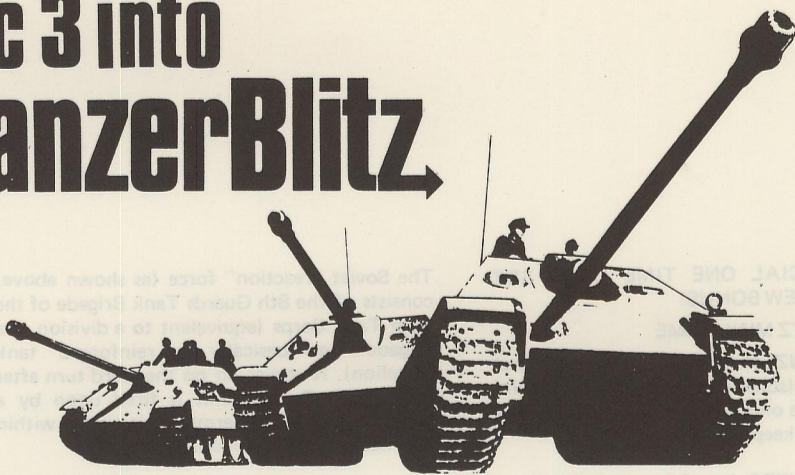


Tac 3 into PanzerBlitz



continued from page 14

however, direct-sighted, that is the target must be visible by the gunners. Mortars may fire at unseen targets only if there is an observer who can see the target and communicate with the gunners. The Germans had good liason between units, the Russians did not. Therefore, German mortars are the only units which may fire over intervening units or terrain features (ignoring for the moment the effects of hilltops).

The doubling of attack factors for tank, AT and self-propelled guns firing at armor at half range is due partly to the increased accuracy at shorter ranges, but more to the higher velocity of the shot. Weapons relying on explosive effects do not get any advantage from the higher velocities. The tripling of attack factors at "point-blank" range is intended to reflect increased accuracy/velocity effects as well as the employment of such close range weapons as grenades. Mortars are not tripled firing at an adjacent enemy because their accuracy is no greater at short ranges.

Infantry, engineer and cavalry units used a variety of anti-tank weapons: AT rifles, the German 88mm Bazooka, rifle-pistol- and "Panzerfaust" grenades, and magnetic and "sticky" bombs. All of these are short range weapons, so these units cannot harm armored units more than two squares away. Even this is perhaps stretching the range of these weapons.

Mortars are "area-fire" weapons, that is, they are used mostly in barrages rather in attempts to zero in precisely on small targets. Consequently, whenever mortars fire at a non-town square containing more than one unit, they must attack the unit with the smallest defence factor. If there are sufficient mortar factors fired at the square to make this attack more than 5:1 odds, the excess factors can be used against the next weakest unit. If this attack would also be at better than 5:1, the excess factors may be used against a third unit if present etc. This rule is intended to reflect that it is the weakest units which are most likely to be destroyed by a barrage.

Note that infantry, etc. carried on Russian tanks and SU's are actually clinging to the outsides of the vehicles. Unlike units in trucks or half-tracks, they may be attacked separately from the vehicles. In the case of mortar fire, such units must be attacked separately.

Remember that all attacks are stated before rolling the die. If a player wishes to fire more than once in a turn at a particular unit in order to insure a kill, none of these extra attacks may be switched to other targets if they turn out to be unneeded.

Since only infantry, engineers, light mortars (81 or 82mm) and cavalry are allowed in woods, any other units may enter or leave the woods/road square near Adski only through a side cut by the road. They also may only fire out through those sides (Except German 120 mm mortars which may fire in any direction).

Motor vehicles may load or unload passengers during any part of their move, i.e., before, during or after they use up their movement factors.

Field artillery has been left out of the game for several reasons. It was used in Russia usually only in big set piece battles and not in the type of mobile war skirmishes on which this game is based. When it was used it was generally decisive because only one side had it in large quantities. Finally, the range of the guns would allow them to hit any part of the board while their attack factors would be strong enough to obliterate any target.

The rules not covered in this article are, I hope, obvious to everyone. If not, or if you disagree with anything, please feel free to express yourself by means of letters or FEEDBACK.

DESIGNERS NOTES: THE GAME IS A GAME By James F Dunnigan

How does this sound? "Most game players are really trying to be game designers." It's a thought I've been playing with these past few years, the idea that the "game" itself is really not what people are interested in; at least not in the long run. In their ability to portray human events games have certain advantages over a written word, and the main one of these is the games ability to show what "might have been". For the only "practical" purpose of studying history is to learn from our mistakes. To use a current example, did we really learn anything from the French mistakes in Indo-China? But in a game format it is possible to "experiment", to try out different possibilities without getting lost in a mass of relevant data. A game, being an interaction device, keeps the data in place (combat factors do not change simply because you forget them, like you would numbers, if any, in a book). All you can change is the interaction of the data (military units, political blocks, economic factors) and see how different the outcomes can be. But this ability also implies that the game itself can be changed. The game, like a book, is only as good as its "raw material" and if the data can be handled differently in a game it can also be inserted differently into the game in the first place (for example, a wargame can be done on many different levels for the same situation,

regimental, divisional, corps, etc). This brings us back to the title of the piece, "The Game is a Game."

This also brings us to how Tac 3 became PANZER, Avalon Hill's first bookcase historical game. Many of you are familiar with Tac 3 (Tactical Game 3), next to BARBAROSSA it's the best seller in the TSG line, returned game evaluation questionnaires indicate that it is also one of the best received. The reasons for this are fairly obvious, Tac 3 is the first game to go below the battalion level. It also involves one of the most important, yet least understood, situations in recent history:—the mobile warfare that took place in Russia between 1943 and 1945. But the big question still remains, why has PANZER turned out to be so different from the highly successful Tac 3? For the answer we have to go back to my first bit of research into what went on in Russia during this period. The lack of data, HARD data, was acute. Many questions (mainly, what was the real difference between Russian and German forces) appeared to be answerable only through the use of a game. But it wasn't until 1968 that it was possible to actually get a game started. Basically, it took that long just to get enough data together just to start a game design. The initial game was probably one of the most popular and best designed unplayable games ever produced (even surpassing 1914). Called STATE FARM 69 (I wanted to call it HIGHWAY 61, but nobody caught the meaning), it was recognizable as a predecessor of Tac 3. But those rules! The essential problem was in accurately recreating the conditions of small unit combat. Obviously, two vital factors were visibility and communications. Visibility was dealt with (so to speak) with a "set" of rules which dealt with increasing visibility as one got closer to another unit as well as the use of cover and concealment and the height factor. It was very realistic but equally unplayable. Communications were another problem, I knew from my research that small unit actions often degenerate into hopeless confusion due to so many people not getting the "word", or not getting it in time, which can be worse. We solved that one by having moves grouped together into groups of six. Each unit was assigned to a specific mission and until the "group of moves" was over it could only do certain things (such as advance to occupy a ridge, etc). If caught by the enemy in this period the units in question could expect no help but had to keep slogging on until new "orders" reached them. The Germans were given a bit more latitude in this respect, which reflected their greater tactical expertise. The rule added considerable confusion to the game, and even more among the players. The above two factors were in themselves enough to force a reworking of the game, but we had one further "problem". Artillery. We soon found out exactly why artillery is called the "King of the Battlefield". Our starting situations often represented typical "front" type situations, with the attacker pulling up a mobile force behind his infantry line and then unleashing his artillery on the opposing infantry. It soon became apparent why the infantry is referred to as "cannon fodder". If ever there was a case of cold blooded, premeditated murder, this was it. With methodical precision and efficiency the artillery could sweep across the enemy positions, sucking them dry of life. Obviously, the reason for "mobile warfare" in the East was because to leave your infantry under enemy guns was to condemn them to death. While no one has yet to find a solution to this problem (aside from abolishing war, something few people, particularly those who haven't kept close company with exploding artillery shells, seem to consider) a compromise of sorts was worked out during the war. The idea was to put

as few people as possible within range of the enemy guns. In other words, both sides would have the minimum number of people in the "lethal zone" (the area covered by artillery). The bulk of your force would be kept in "reserve" to either stop or chase back any enemy force that survived an advance through your own artillery fire. It soon became apparent that we were "barking up the wrong tree". Mobile battles (the essence of our game) were fought BEHIND the "front" after the initial artillery assisted penetration had been made. Another interesting discovery was made, "visibility" was not all that important for "realism". Absurd? Not at all. I've noticed the COW (Comes Out in the Wash) effect before. Here I saw it again. Ignoring the cumbersome visibility rules I found that the game still offered numerous challenges and interesting game situations. Why? Probably because even though you couldn't actually "see" many enemy and friendly units in the actual situation you still had a pretty good idea where they should or might be. The favorable response to Tac 3 (as compared to the grumbling over the unplayable visibility rules in STATE FARM 69) seemed to vindicate this concept. The communications rule also proved unwieldy and the same COW effect was observed when it was dropped. This brings us to Tac 3, which was little more than a "cleaned up" STATE FARM 69. It might have looked very much like PANZER had we not been pressed for time when the release date of the TSG was reached. Since it WAS a "test" game we decided to let it go as is and let those who would buy and play it decide which elements should or should not be changed. Because of this decision we feel that PANZER will be one of the most thoroughly "playtested" games ever released to the general public. Of course, not every one will agree with certain aspects of it (a number of hard core purists still insist on using visibility rules, but I can't see the utility in "spitting in the soup" just because some people have a fondness for spittle).

The main differences between Tac 3 and PANZER are to be found in the revised play sequence and recomputed unit factors. The original play sequence allowed the defender to return fire, in other words both players fired twice each turn. This provided some very bloody conflicts, or so it seemed. Actually, casualties are not that heavy in the game (unless you happen to be a casualty yourself, casualties are never really "heavy" but that's another story). The "X" outcome is not the destruction of the unit but rather the rendering of that unit useless for further combat. This happened quite frequently in combat and since none of the "games" in Tac 3 or PANZER last more than an hour in "real time" (ten 6 minute turns) the effects of this "neutralization" becomes even more decisive. The "D" and "DD" outcomes reflect similar but less decisive disorganization. Such disorganization implies casualties, of course. But not to all elements of a unit. In fact, the disabling of a few key personnel in a unit can render it useless. The same goes for the relatively "minor" damage done to equipment, particularly armored equipment. Armored vehicles are quite difficult to destroy, but are relatively easy to disable, particularly with artillery. This explains the relative power of artillery weapons. Many "disabled" armored vehicles can be quickly repaired, the same is not true for more fragile manpower. But since even simple repairs cannot be made to disabled armored vehicles within the time span of the game the "disabling effect" becomes total.

This discussion also brings us to the changes made in the use of equipment in terms of their assigned factors as well as their use in play. In each turn a unit may either fire or move, but not

both. For armored vehicles this is due to the inability of World War II armored vehicles to fire accurately while moving. They have done it, of course, but with no assurance of hitting anything. In line with this much more research was done on the more detailed technical aspects of the equipment used. One vital batch of information uncovered was the efficiency of the fire control instruments used on heavy (heavier than rifles and machineguns) weapons. For example, the maximum sighting range of tank and anti-tank guns put a definite limitation on the range at which those weapons could be used. This range proved to be somewhat less than the ranges at which these weapons could penetrate the armor of enemy vehicles. This shortening of the ranges also required a recomputing of the attack factors, in order to keep the relative power of the Russian and German weapons in the proper proportion. In general, of course, the German sighting instruments were of superior quality to the Russian ones. This, of course, is one reason why the Russians HAD to have thicker armor and heavier guns on their tanks. It was also an important factor in the ability of the Germans to resist the Russian advances through 1944, even when the Germans were outnumbered and often outfought. Another factor bearing on changes in combat factors is ammunition supply. There were numerous complaints about the power of certain artillery weapons, particularly the 120mm mortar. Fact is, the 120 was a murderously effective piece, not only did it have a shell of equal power to the 105mm howitzer, it had a faster rate of fire. But its chief limiting factor was ammunition supply, you needed a couple of trucks just to carry the ammo. As with the other weapons, the amount of ammo normally carried and available was computed into the combat factor. A new "Ammo Rule" will make this more realistic without defying the spirit of the game. In addition, artillery will be included in the game, if only to show why it should be left out of the more interesting game situations.

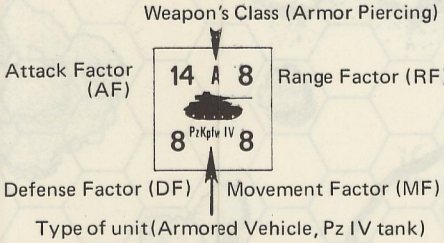
As it stands now, a few months before publication, PANZER is a "breakthrough" game for Avalon Hill in many respects. It's their first true historical game in the bookcase format (while still retaining the full size board and other components usually found in the previous packaging). In terms of game design it's a return to the "good old days" of game playability, while at the same time it is probably one of the most realistic and historically accurate games they have ever produced. This, of course, is for the most part due to the unique scope of the game. It is a "tactical" game, and this goes a long way towards allowing the game to be both playable and accurate. Finally, this is the first game AH has ever produced that was actually market tested. The Test Series Games weren't produced just for the benefit of Avalon Hill, but they are the major publisher of historical games at the moment and it's not unreasonable that they should take advantage of the TSG system. For once, they'll be selling a game they KNOW will be accepted. At least by some of their fans (those who buy TSG).

A last benefit to be found is this new venture is the amount of historical data and good graphics found in PANZER. Red Simonsen will be doing the components for PANZER (as well as the box cover). George Bradford, a noted AFV illustrator, has done the AFV illustrations for the game as well as for the reference "battle" manual, which will also contain S&T quality material to explain the historical background of the game. Hopefully, the publication of PANZER will usher in a new era of quality in the design and presentation of historical games. To help, in effect, in what S&T is already trying to do.

Game Preview

PANZERBLITZ RULES

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. 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.
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 strength 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 single enemy unit within that 3 hex range.

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. Any one of the six sides of a hexagon is considered to be covered by a given type of terrain if the entire length of the hex side is encompassed by that terrain feature. Terrain affects movement and defense as outlined in the Terrain Effects Chart (TEC).

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 on the board regardless of accompanying terrain in which they might otherwise be prohibited. Roads do not alter the defense effects of surrounding terrain.

Units with a MF of 1 may move one hex per turn regardless of terrain. They may not, however, cross pond hex sides.

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 (using their AF) may not move in that turn. Dispersed units may not move (see How to Have Combat and the Combat Results Table).

TEC TERRAIN EFFECTS CHART

TERRAIN FEATURE	EFFECT ON MOVEMENT	EFFECT ON DEFENSE (DEFENDING unit on a given terrain)
CLEAR	Costs 1 MF to enter Costs truck units 2 MF to enter.	NONE
ROADS	Costs 1/2 MF to enter. If entered from non-road hex, MF cost is that of other terrain road hex.	NONE—(other terrain in road-hex has whatever effect would have had without the road).
WOODS	Costs 1 MF to enter. May be entered ONLY by units with a basic MF of 1. All others stay out.	Add 1 to attacker's die roll. Units may fire INTO, but not THROUGH a woods hex.
SWAMPS	Same restrictions as woods.	Same as WOODS except that units may fire through swamp-hexes.
STREAMS	Apply MF cost to that of accompanying terrain for entry and movement along streams (some of which are just dried up gullies). Costs trucks 5 MF to LEAVE. Costs other vehicles 3 MF to LEAVE.	NONE
STREAM FORD	Treat as CLEAR terrain (no "leaving" penalty)	NONE
PONDS	NO units may cross pond-hex sides.	NONE
SLOPES	Costs 4 MF for trucks to enter. Costs all other vehicles 3 MF to enter.	Add 1 to attacker's die roll if attacker is at ground level or on the other side of "heavy" hex side.
HILLTOPS	MF cost as per other terrain on hilltop=hex.	Add one to attacker's die roll if attacker is on slopes or ground level.
TOWNS	Costs 1/2 MF to enter (even from non-road hexes)	Add one to attacker's die roll. Units stacked together in towns must be treated as one combined DF.

C—Units may move as much or as little as the player desires within the limits of their MF's and the terrain effects.
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 are 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)
J—Non-Vehicle units (those with an MF of 0 or 1) may be transported by class "C" units. Each truck or halftrack unit may carry either one infantry or engineer unit or two other non-vehicular units.
K—In any one turn a "C" unit may either "Load", "Transport" or "Unload" non-vehicular units. It may only perform one of these operations per turn.
L—"C" units and the unit(s) to be loaded must begin their turn on the same hex. The passenger unit may not fire (use its AF) in the turn of loading, while being transported or when unloading. Dispersed units may not load or unload. Units are "loaded" when they are under the "C" unit.
M—Passengers may not move independently on the turn in which they unload from transporting units. Transporting units may not move in the turn passengers get off.
N—A truck unit and the unit(s) it is transporting have a combined DF of 1. If the combat results call for an elimination, both units are

eliminated. If dispersed, both are dispersed.
O—When using halftracks as transport, the defense factor (DF) of the halftrack unit is used when attacked. Elimination affects both carrier and passenger. The halftrack unit may fire while loaded.
P—Passengers and carriers are treated as one unit for stacking purposes (see Stack Limitations) Units are "Loaded" when under the "C" unit.
Q—Armored vehicles may carry non-vehicular units in a fashion similar to "C" units. Two German armored vehicle units have the carrying capacity of one truck unit. One German armored unit may carry one non-infantry/engineer, non-vehicular unit. One Russian armored vehicle has a carrying capacity equal to that of a truck unit.
R—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(s) have a DF of 1. The armored unit is unaffected if only its passengers are attacked.
S—Armored units may fire when loading, unloading or carrying passengers. All other transport rules, however, apply.

STACKING (more than one unit per hex)
A—The Russians may stack two units per hex.
B—The Germans may stack three 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. Note: two German armored units carrying one infantry unit is counted as two units.
D—Stacking limitations do not apply during movement. They only apply before and after movement.

E—Minefield counters and Fortification counters do not count towards stacking limits.

HOW TO HAVE 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—Attack takes place before the movement portion of a player 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.
D—Only one unit per hex may be fired upon by a given attacking unit (except when defender is in a town, swamp, woods hex; see TEC).
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.
F—Units which fire (attack) in the combat portion of the turn may NOT move in the movement portion of the same turn.
G—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.
H—Different attacking units on the same or different hexes may attack different enemy targets together on the same hex. In order to qualify to do this, each target unit attacked

(starting with the one with the lowest DF) must be fired upon at least 1 to 1 odds by at least one of the units attacking it. When this qualification cannot be met only one unit in a hex (the weakest) may be fired upon (in which case the odds can be as low as 1-3). In other words, if you wish to attack only one unit in a target hex, the weakest one must be attacked. If you wish to attack more than one unit in a hex each unit attacked must be attacked at least once at 1-1 odds, beginning with the weakest and working your way up to the strongest DF.
I—Infantry and/or engineer units may only attack armored vehicles when they are adjacent to them.
J—Units may not fire THROUGH any other units (enemy or friendly).

OVERRUN ATTACK

A—Armored vehicle units may overrun enemy units in clear terrain.
B—To overrun a unit, move the armored unit directly over (through the same hex) the target unit, stopping in the first hex after leaving the enemy hex.
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. Also it is the only case in which a unit may move and attack in the same 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 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).
E—You may not overrun Minefield or Fortification units.
F—You may not fire overrunning units during the usual combat portion of the turn in which the overrun is made.

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 & anti-tank guns).
"H"—High Explosive Shells (low velocity howitzers, etc)
"M"—Mortars (similar to "H").

The effectiveness of these weapons changes in relation to target type and range from target. This is expressed by adding or subtracting numbers from the die roll of attacking units.

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).

WEC WEAPONS EFFECTIVENESS CHART			
CLASS OF WEAPON BEING FIRED	TYPE OF TARGET		ALL OTHERS (including trucks)
	ARMORED VEHICLES (including Halftracks)	At Half-Range or Less	At Greater Than Half-Range
I	May attack only when in adjacent hex.	Attacking not allowed	Normal AF
A	Subtract one from die roll.	Normal AF	Normal AF
H & M	Normal AF.	Add one to die roll.	Normal AF

The increased effectiveness of "A" weapons is not used in determining overrun odds. Use only the overrun bonus.

CLOSE INFANTRY ASSAULT

When infantry or engineer units are in a hex immediately adjacent to the units they are attacking their effectiveness is increased by subtracting 2 from their die roll.
When infantry and engineers are attacking the same target from the same hex, subtract 2 from their die rolls and increase their odds by one.
A—Infantry units may attack armored vehicles only by using close assault tactics.
B—Any enemy unit may be attacked using the close assault technique.

OBSTACLES AND ELEVATIONS

There are three general types of obstacles (objects which cut off the line of sight and therefore prevent fire. They are:
1—Low Obstacles: Units, town hexes, woods hexes,
2—Medium Obstacles: Slopes
3—High Obstacles: Hilltops.

There are three elevations or heights at which units may be. They are;
1—Ground Level: Clear, woods, swamps, stream and town hexes.
2—Middle Level: Slope hexes.
3—High Level: Hilltop hexes.
The sides of hexagons of obstacles which restrict fire are heavier in width than those which do not. These hexagon sides are said to be "covered".

A—If the firing unit is in a ground level woods or town hex do not count the obstacle-side of the hex it is in, unless it's firing at units in the same town or patch of woods, or attempting to fire through other hexes of the same town or patch of woods.
B—If a firing unit is on a hilltop, do not count the hex side of the hilltop it is firing from.

C—All units, except mortar units, are subject to obstacle and elevation rules.
D—Mortar units may fire over any obstacle to any hex within range.
E—HOW TO DETERMINE LINE-OF-FIRE
Except for mortar units the line of sight (LOS) is equivalent to the line-of-fire (LOF). In other words you can only fire into hexes which can be "seen" by the units firing. To discover whether you can "see" a unit without other units, intervening obstacles and elevations interrupting your LOF, count the number of hexes to the target by the shortest and straightest route. Whenever there is more than one "shortest" route possible use the one LEAST favorable to the attacker. In other words the defender gets the benefit of the doubt.

OPTIONAL LOF DETERMINATION

Use a straight edge (ruler) to determine the LOS&LOF; align the straight edge from the center-of-firing-hex to center-of-target hex. With this rule determine how much of a hex side is "covered" by using the actual terrain configurations (ignoring the cover symbols). This rule is NOT intended to be a "tournament game" replacement for regular LOF determination but is merely suggested for experimental purposes. Players must be very cool-tempered even to experiment with it.

SETTING UP FOR A GAME

The units and playing board of PANZERBLITZ can be utilized in many different ways to represent a variety of combat situations occurring on the Eastern Front.

Each game variant is outlined in a Situation Card. Select one of these cards by mutual agreement (it would be better to take a situation with a low number of unit counters until you have gotten used to the game). Punch out the die cut unit counters (keep them segregated by type and side), and take only those units indicated by the Situation Card and set them up as outlined on the card. Make sure you have the correct mapboard configuration.

SEQUENCE OF PLAY

The game is played in turns. Two player turns equals one game turn.

GERMAN PLAYER TURN

STEP 1-German player announces which of his units are firing and at what targets (dispersed units may neither move nor fire; see CRT).

STEP 2-German fires units and losses (if any) are extracted from the Russian units. As he fires his weapons the German player flips those units firing face down to signify that they have fired and may not move.

STEP 3-German player may move as many non-firing, undispersed units as he wishes (all those still face up after firing).

STEP 4-German player turns all his units face up (including those dispersed by Russian attacks in the previous turn).

RUSSIAN PLAYER TURN

STEP 5-Russian player follows procedure outlined in STEPS 1 - 4 using his own units.

STEP 6-Indicate the passage of one complete turn on the time record.

Repeat steps 1 thru 6 for as many turns indicated for the situation used or until one player concedes.

HOW TO WIN

See Situation Cards for individual conditions of victory.

MINES

A-The player with the minefield pieces positions them anywhere on the board he desires unless otherwise directed by the Situation Card. One mine per hex.

B-Once positioned, mines may not be moved.

C-Minefields have no friends-they affect both sides.

TET TARGET ELEVATION TABLE			
UNITS FIRING FROM	FIRING AT TARGETS ON . . .		
	GROUND LEVEL	SLOPES	HILLTOPS
GROUND LEVEL	May fire through only one side of a hex of a ground level obstacle. May not fire over units. May not fire through slope sides.	May fire onto slopes over units at ground level. May not fire through covered slope sides. May fire through two hex sides of a ground level obstacle. May not fire through hilltops. Add one to die roll.	May fire over all units on slopes or ground level. May fire through three ground level obstacles sides and one covered slope side. May fire through one hilltop covered hex side. Add one to die roll.
SLOPES (may fire over all units at ground level)	May fire over two hex sides of a ground level obstacle. May not fire through hills or other slope sides.	May fire through all ground level obstacles. May only fire through covered slope hex side at targets to which it is adjacent, in which case add one to die roll. May not fire through hills.	May fire over all lower level obstacles, all slope sides and through one hilltop hex side.
HILLTOPS (may fire over all lower level units)	May fire through three ground level obstacle hex sides, one slope side and one hilltop hex side.	May fire over all ground level obstacles and through all slope sides.	May fire over all lower obstacles (including slopes) and through two hilltop hex 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.

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

G-Engineers remove mines by moving adjacent to them and on the turn after moving adjacent rolling the die. A roll of "1" removes the mines. If unsuccessful, the Engineers remain adjacent and may roll each turn until they get a "1".

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

I-Minefields do not count against stacking limits.

FORTIFICATIONS (Bunkers, Redoubts, prepared trenches etc.)

A-Fortifications are placed wherever on the board the player desires (except in town hexes) or as directed by the Situation Card. Once placed they may not be moved.

B-Fortifications do not affect movement or stacking.

C-Units in fortifications defend using the DF of the fortifications only. Their own DF's do not count.

D-Units may fire from fortifications using their normal attack factor (AF).

E-If a fortification is destroyed, any units in it are also destroyed.

F-The fortification counter itself, has no attack factor and it may only defend.

G-If abandoned or unoccupied, fortifications may be "captured" and used by the opposing player.

H-Unwanted fortifications may only be destroyed by attacking them with one's own fire weapons.

I-The fortification unit is not an obstacle to fire, whether units are in it or not.

J-Units are indicated as being IN the fortification by placing them UNDER the fortification counter.

K-Enemy units may be actually ON the fortification counter while friendly units are still in it. In this case you may fire on that hex. But you must roll the die twice for this attack, once for the attack on the enemy units and then for the effect on your own fortified units. In this case it is possible to destroy the enemy unit and not your own, or both. Or you may simply have a combination of dispersals.

L-Only infantry units in fortifications may attack enemy units on the same hex with them. They attack as if the enemy unit were adjacent and they must "come out" of their fortifications to do so.

M-Fortifications may suffer "dispersal" in which case the units occupying them are dispersed also.

N-No more than one fortification may be placed in a given hex.

GULLIES & STREAMBEDS-Many of the "streams" shown on the board are actually only dried up streambeds or, if you will, simply "gullies". This was a common feature of Russian topography and requires a bit of "special handling". Units in "streams" can be considered "hidden" and unable to give or receive fire, except in the case of infantry units and mortars (I and M class units). Whether or not there is water in the stream has no effect on this rule, as the amount of water would, in any case, only occupy a small portion of the stream bed. No "major" rivers are shown on the mapboard.

The "stream fords" are areas which are "exposed" and these may not be used for concealing units. In fact, you may only fire at units in stream beds with mortars or if you are adjacent to the unit. Of course, if you are also in the stream bed and there are no "bends" in it between you and the enemy unit you are firing at you may fire right down the stream bed at your target.

Remember: STREAM BEDS ARE DEPRESSIONS, not elevations over the clear terrain.

PANZERBLITZ COMBAT RESULTS TABLE

No attacks permitted at worse than 1-4.

	1-4	1-3	1-2	1-1	2-1	3-1	4-1	
-1	D	DD	X	X	X	X	X	-1
0	-	D	DD	DD	X	X	X	0
1	-	D	D	DD	X	X	X	1
2	-	-	D	D	DD	X	X	2
3	-	-	-	D	DD	X	X	3
4	-	-	-	-	D	DD	X	4
5	-	-	-	-	D	DD	X	5
6	-	-	-	-	-	-	X	6
7	-	-	-	-	-	-	-	7
8	-	-	-	-	-	-	-	8

Odds of greater than 4-1 are treated as 4-1.

Odds are always simplified and rounded off in defender's favor.

X=Unit eliminated.

D=Unit dispersed (turn counter face down) may not move in next player turn, may not fire. Subtract 1 from die roll of subsequent attacks upon it during that turn. Becomes "undispersed" at the end of that players next turn. See PLAY SEQUENCE.

DD=Special dispersed. If defender already dispersed by fire in that turn, unit is destroyed. If unit was undispersed treat as normal dispersal.

-=No Effect.

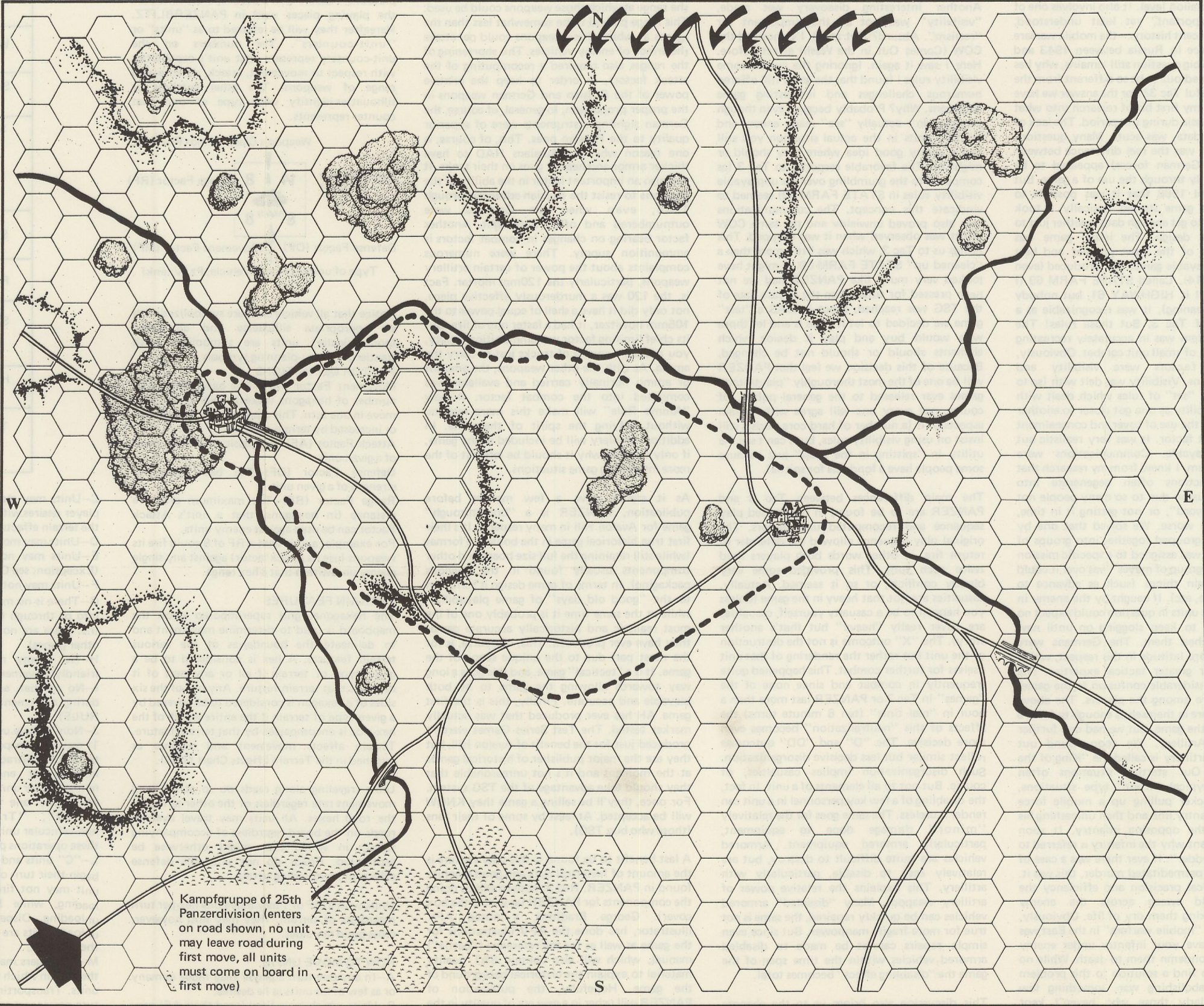
Die roll additions and/or subtractions affecting a given attacker due to terrain or position or weapons characteristics are combined into one net figure and applied to the die. Example: +2 and -1 combined means add one to die roll.

A unit may conceivably be attacked as many as three times in a turn: first by a minefield "attack", secondly by a normal attack and finally by an overrun attack.

PanzerBlitz MINI GAME

0 C 0 1 TRUCK 12	15 A 8 10 734 85 11	8 I 1 12 SMG 1	12 A 5 2 76 2 mm 0
x3	x6	x2	

Soviet "Reaction" force;
8th Guards Tank Brigade
(comes on board in any one
of the marked hexes)



EXTRA SPECIAL ONE TIME ONLY S&T GAME PREVIEW BONUS!

PANZERBLITZ MINI-GAME

Actually, PANZER consists of nothing but "mini-games" (some of which are not so mini but since we're only giving a few counters here we will have to keep it mini).

Since the PANZER board is not finished yet (aside from the playtest prototype) we will use the Tac 14 board which is, being from the same series of Tac games as PANZER (or Tac 3 if you wish), similar enough for us to get on with it.

You have the rules folder for PANZER (or at least the final draft, the finished one will differ in some minor, and not-so-minor details) and the CRT as well as a collection of counters.

Below are the instructions on how to set the counters up for the game. As with each of the "situations" presented in PANZERBLITZ, this is a "real" one. The time is November, 1944. The Russian Fall offensive has just swept into Kiev, the capital of the Ukraine. To the southwest of the city the Germans made a penetration in an attempt to throw the Soviets back. The 159th Russian Rifle Division had one regiment in a blocking position, behind them the Soviet motorized units were held in reserve, to resupply, rebuild and prepare for the next push or the German counterattack, whichever came first. In this game the Germans come on from the southwest. The Soviet blocking force is deployed anywhere within the area shown (just setting up these units for maximum effect will show how bright you are).

The Soviet "reaction" force (as shown above) consists of the 8th Guards Tank Brigade of the 20th Tank Corps (equivalent to a division, the brigade was basically a reinforced tank battalion). It comes on on the third turn after the FIRST Russian unit is fired upon by a German unit (or a German unit comes within four hexes of a Russian unit).

HOW TO WIN-Quite simple, the Germans, with a Kampfgruppe consisting of one battalion from the 147th Panzer Grenadier Regiment and one from the 9th Panzer Regiment (as well as elements of the 87th Anti-Tank battalion), all of the 25th Panzer Division, are attempting to "punch a hole" in the Russian line. They must clear the road from the southwest edge of the board to either the north or north west edge of the board by turn 12 of the game (when massive Soviet help would arrive). They must not only clear out the Soviet Rifle Regiment but also clear off the 8th Guards Tank Brigade which, when it arrives, may come in from anywhere on the north edge of the board within four hexes of the road. The game may not be "balanced" but is IS quite interesting. Many of the dozen DIFFERENT situations included in PANZERBLITZ are "balanced" as well as interesting. But what do you want for a free preview?

IF YOU DON'T LIKE IT YOU CAN CHANGE IT (if you move fast enough)-PANZERBLITZ will be published in the Fall, the final art goes to the printers in early September. You have a "preview" of PANZERBLITZ. If you see any "glaring errors" let us know as soon as possible. If they are valid, we'll make changes. And everyone will get a better game.



Soviet Rifle Regiment
(deploy in area shown
on map)

5 I 4 16 RIFLE 1	3 M 12 3 87 2 mm 1	7 A 3 3 45 2 mm 0	0 C 0 1 WAGON 3	24 M 20 2 120 2 mm 0	3 H 10 2 76 2 mm 0	8 I 1 12 SMG 1	3 I 1 4 RECON 1
x7	x3	x2	x2				

7 A 3 45 mm 3 0	7 A 3 45 mm 3 0	12 A 5 76 2 mm 2 0	3 H 10 76 2 mm 2 0	3 M 12 82 mm 3 1	3 M 12 82 mm 3 1	3 M 12 82 mm 3 1	24 M 20 120 mm 2 0
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[illegible]

8 1 1	8 1 1	8 1 1	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0
							
12 SMG 1	12 SMG 1	12 SMG 1	1 WAGON 3	1 WAGON 3	1 TRUCK 12	1 TRUCK 12	1 TRUCK 12

15 A 8	15 A 8	15 A 8	15 A 8	15 A 8	15 A 8
					
10 T34/85 11	10 T34/85 11	10 T34/85 11	10 T34/85 11	10 T34/85 11	10 T34/85 11

Russians

3 M 12 81 mm 3 1	12 M 20 120 mm 2 0	4 H 10 20 mm 1 0	3 I 6 RIFLE 8 1	3 I 6 RIFLE 8 1	3 I 6 RIFLE 8 1	3 I 6 RIFLE 8 1	3 I 6 RIFLE 8 1
3 I 6 RIFLE 8 1	3 I 6 RIFLE 8 1	2 C(I) 4 HALF TRK 4 10	2 C(I) 4 HALF TRK 4 10	2 C(I) 4 HALF TRK 4 10	2 C(I) 4 HALF TRK 4 10	2 C(I) 4 HALF TRK 4 10	2 C(I) 4 HALF TRK 4 10
2 C(I) 4 HALF TRK 4 10	2 C(I) 4 HALF TRK 4 10	2 C(I) 4 HALF TRK 4 10	16 A 12 PANTH 12 10	16 A 12 PANTH 12 10	16 A 12 PANTH 12 10	14 A 8 PzKpfw IV 8 8	14 A 8 PzKpfw IV 8 8
14 A 8 PzKpfw IV 8 8	16 A 12 Jagd Pz IV 9 8	12 A 8 SG III 75 12 6	12 A 8 SG III 75 12 6	12 A 8 SG III 75 12 6	14 H 10 WIRBELWD 6 8		

Germans