



PANZER LEADER MASTER UNIT FUNCTION CHARTS

By

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The following chart lists all counters in the game of Panzer Leader. These include not only those in the game, but also those from the various articles in the General and the Boardgamer magazines. The following is the key to the chart:

Points: DYO points that the unit is worth. These are from the Panzer Leader DYO Point System by Robert Chiang. Note that some of the units have a second value in parentheses. If the unit is artillery, this value is its worth as Off-the-Board artillery. If the unit is an AFV, then this value is its worth if using the Functional Mobility for Turreted AFV's rule.

Unit: The name of the unit.

Weapon: Weapon Class of the unit in question: A – Armor Piercing

H – High Explosive

M – Mortars

I – Infantry Light Weapons

Attack Modes: Type of attacks that the unit may make: DF – Direct Fire

IF – Indirect Fire

OR – Overruns

CAT – Close Assault Tactics

AA – Anti-Aircraft

Those units which have an "N/A" above the dot in the Overrun column on the chart may only overrun Non-Armored target types of units.

Mines attack all units on them, except planes, at 2-1 odds regardless of target type.

Target: Target type of the unit in question: A – Armored Target

NA – Non-Armored Target

Truck: The unit which has dot in this column on the chart must use the Truck Movement Rates when moving on the board.

Carr: The unit which has a dot in this column on the chart is a Carrier unit and may carry Passengers. Those units which have an "i" after the dot may only carry Infantry units as Passengers.

Pass: The unit which has a dot in this column on the chart is a Passenger unit and may be transported by a Carrier unit. Those units which have a "1/2" after the dot cost the Carrier units half of their Movement Allowance for that turn to pick up or drop off. Those without the "1/2" cost the Carrier units all of their Movement Allowance to pick up or drop off. The Tank Bridge may only be transported by the Valentine Bridge-Layer unit or by a unit specified in the special rules of the scenario.

Stack: The number of Stacking Points that the unit in question takes up in the hex. The maximum stacking Allowance of a hex is four points. Fortification counters and any units stacked under count as one Stacking Point. No more than three Wreck counters may be stacked in a hex.

QM: The unit which has a dot in this column on the chart may use Infantry Quick-Time

Speed.

Tur AFV: The unit which has a dot in this column on the chart may use the Functional Mobility for Turreted AFV's rule.

Arty FOF: The unit which has a "C" in this column on the chart must have a Carrier unit in the same hex when changing its Field of Fire when using the Artillery Field-of-Fire Limitations rule.

SSC: The unit which has a dot in this column on the chart may use the Smoke Shell Concentrations rule.

Factors: The counter values of the unit in question.

Panzer Leader Allied Counter Unit Function Chart

Points	Unit	Combat					Movement				OR	EXP			Factors		
		W e a p o n	Attack Modes					T a r g e t	T r u c k	C a r	P a s s	S t a c k	Q M	Tur AFV		Arty FOF	SSC
			DF	IF	OR	CAT	AA										
9	57mm ATG	A	•				NA			•½	1					9-A-5-2-0	
13	76.2mm ATG	A	•				NA			•½	1					12-A-10-2-0	
18.5	90mm ATG	A	•				NA			•	1			C		15-A-20-1-0	
14	17 Pdr. ATG	A	•				NA			•½	1					14-A-10-2-0	
8	.50 cal AA	I	•				• NA			•½	1					8-I-4-2-0	
13	40mm AA	H	•				• NA			•½	1					8-H-12-2-0	
23.5 (31)	105mm IG	(H)	•	•			NA			•	1			C	•	28-(H)-30-2-0	
18.25 (31)	75mm How	(H)	•	•			NA			•½	1				•	20-(H)-25-2-0	
30 (38)	105mm How	(H)	•	•			NA			•	1			C	•	40-(H)-32-2-0	
41 (50)	155mm How	(H)	•	•			NA			•	1			C	•	60-(H)-36-2-0	
52 (62)	8 inch How	(H)	•	•			NA			•	1			C	•	80-(H)-40-2-0	
28.25 (37)	25 Pdr. How	(H)	•	•			NA			•½	1				•	35-(H)-35-2-0	
36.5 (47)	5.5 inch How	(H)	•	•			NA			•	1			C	•	48-(H)-42-2-0	
47 (57)	7.2 inch How	(H)	•	•			NA			•	1			C	•	70-(H)-40-2-0	
9.5	76mm MTR	M	•	•			NA			•½	1				•	3-M-8-3-1	
11.5	81mm MTR	M	•	•			NA			•½	1				•	3-M-12-3-1	
15.5	107mm MTR	M	•	•			NA			•	1					10-M-17-2-0	
10	Engineers (US)	I	•			•	NA			•½	1	•				1-I-1-6-1	
18	Engineers (UK)	I	•			•	NA			•½	1	•				3-I-2-10-1	
6	Scouts	I	•			•	NA			•½	1	•				1-I-2-3-1	
8	Machine Gun	I	•			•	NA			•½	1	•				2-I-2*-4-1	
10	Rifle	I	•			•	NA			•½	1	•				2-I-2*-6-1	
18	Paratroop	I	•			•	NA			•½	1	•				4-I-2-8-1	
16	Armored Infantry	I	•			•	NA			•½	1	•				4-I-2*-10-1	
15	Ranger	I	•			•	NA			•½	1	•				3-I-2-6-1	
16	Commando	I	•			•	NA			•½	1	•				4-I-2-5-1	
5	POW	I	•			•	NA			•½	1	•				1-I-1-2-1	
8	Truck						NA	•	•		1					0-C-0-1-14	
9	M-3 Scout Car	I	•				A	•	•		1					1-I-2*-2-14	
19	M-8 Jeep	I	•			N/A	NA	•			1					2-C(I)-2*-1-18	
13	M-3 Halftrack	I	•			N/A	A	•			1					2-C(I)-2*-3-10	

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Points	Unit	Combat					Movement				OR	EXP			Factors	
		W e a p o n	Attack Modes				T a r g e t	T r u c k	C a r r	P a s s	S t a c k	Q M	Tur AFV	Arty FOF		SSC
			DF	IF	OR	CAT										
12	Bren Carrier	I	•		N/A		A	•		1					2-C(I)-2*-2-10	
17	Kangeroo APC	I	•		N/A		A	•		1					1-C(I)-2-8-9	
11	M-20 AC	I	•		N/A		A			1					2-I-4-3-15	
16	M-8 AC	A	•		•		A			1					3-A-5-3-15	
11	Humber SC	I	•		N/A		A			1					2-I-4-3-15	
16.33	Daimler AC	A	•		•		A			1					3-A-5-3-16	
19.67	AEC (6 Pdr.) AC	A	•		•		A	•		1					7-A-5-5-16	
25.67	AEC (75mm) AC	A	•		•		A	•		1					10-A-8-5-16	
15.5	M-21 MC	M	•	•			A			1				•	3-M-12-3-10	
59	M-7 Priest	(H)	•	•			A			1				•	40-(H)-32-7-8	
79	M-12 SPA	(H)	•	•			A			1				•	60-(H)-36-6-8	
54.75	Sexton	(H)	•	•			A			1				•	35-(H)-35-7-8	
16.5	Recon HQ	H	•				A			1					4-H-12-4-10	
20 (23)	M-15 SPAA	H	•		•	•	A			1		•			6-H-12-3-10	
14	M-16 SPAA	I	•		N/A	•	A			1					8-I-4-3-10	
25.5 (30.5)	Crusader SPAA	H	•		•	•	A			1		•			10-H-10-5-9	
21.5 (24)	M-8 HMC	H	•		•		A			1		•			5-H-8-5-11	
33 (40)	M-4/105mm AG	H	•		•		A			1		•			14-H-10-9-8	
33 (39.5)	Cromwell CS	H	•		•		A			1		•			13-H-10-8-12	
32.5 (39)	Churchill CS	H	•		•		A			1		•			13-H-10-11-5	
51 (71)	M-3A1 Satan	H	•		•		A			1		•			40-H-1-4-12	
54 (74)	M-4 POA CWS H1	H	•		•		A			1		•			40-H-1-9-8	
54.5 (74.5)	Churchill FT	H	•		•		A			1		•			40-H-1-11-5	
38	Wasp	H	•		•		A			1					30-H-1-2-10	
39.5	Badger	H	•		•		A			1					30-H-1-8-9	
34.5 (41.5)	M-10 TD	A	•		•		A			1		•			14-A-10-6-9	
34 (41)	M-18 TD	A	•		•		A			1		•			14-A-10-4-12	

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Points	Unit	Combat					Movement					OR	EXP			Factors	
		W e a p o n	Attack Modes					T a r g e t	T r u c k	C a r	P a s s	S t a c k	Q M	Tur AFV	Arty FOF		SSC
			DF	IF	OR	CAT	AA										
37.5 (45)	M-36 TD	A	•		•			A				1		•			15-A-12-6-9
34	Archer TD	A	•		•			A				1					14-A-10-6-8
36.5 (44.5)	Achilles TD	A	•		•			A				1		•			16-A-10-6-9
20.5 (23)	M-5 LT	A	•		•			A				1		•			5-A-5-5-11
31.5 (37)	M-24 LT	A	•		•			A				1		•			11-A-8-7-11
32 (37.5)	M-4 (75mm) MT	A	•		•			A				1		•			11-A-8-9-8
38.5 (45.5)	M-4 (76mm) MT	A	•		•			A				1		•			14-A-10-10-9
37.5 (43)	M-4A3E2 (75mm)	A	•		•			A				1		•			11-A-8-15-7
42.5 (49.5)	M-4A3E2 (76mm)	A	•		•			A				1		•			14-A-10-15-7
43 (50.5)	M-26 HT	A	•		•			A				1		•			15-A-12-12-8
30 (35)	Sherman (UK)	A	•		•			A				1		•			10-A-8-8-8
29 (34.5)	Sherman (UKa)	A	•		•			A				1		•			9-A-8-8-8
37 (44)	Firefly	A	•		•			A				1		•			14-A-10-9-8
31 (35.5)	Cromwell	A	•		•			A				1		•			9-A-8-8-12
34.5 (41.5)	Challenger	A	•		•			A				1		•			14-A-10-6-9
36 (42)	Comet	A	•		•			A				1		•			12-A-10-9-10
26.5 (31)	Churchill (6 Pdr.)	A	•		•			A				1		•			9-A-5-10-5
30.5 (35)	Churchill (75mm)	A	•		•			A				1		•			9-A-8-11-5
39.5 (46.5)	Centurian	A	•		•			A				1		•			14-A-10-12-7
33 (38.5)	Sherman Flail	A	•		•			A				1		•			9-A-8-8-8
19	Valentine BL	I	•		N/A •			A				1		•			1-I-2-10-6
50	L-5							NA									
42	FB P-47 (Bombs)	H/I	•					NA									Attack Strength 30(H), 3(I)
32	FB P-47 (Rockets)	A/I	•					NA									Attack Strength 20(A), 3(I)

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Points	Unit	Combat					Movement				OR	EXP			Factors	
		W e a p o n	Attack Modes				T a r g e t	T r u c k	C a r r	P a s s	S t a c k	Q M	Tur AFV	Arty FOF		SSC
			DF	IF	OR	CAT										
9.5	50mm ATG	A	•				NA		•½	1					8-A-5-3-0	
11.5	75mm ATG	A	•				NA		•½	1					13-A-6-2-0	
21	88mm ATG	A	•				NA		•½	1			C		20-A-20-1-0	
5.5	20mm FK	H	•			•	NA		•½	1					4-H-10-1-0	
10.5	20mm-4 FK	H	•			•	NA		•½	1					14-H-10-1-0	
7	37mm FK	H	•			•	NA		•½	1					6-H-12-1-0	
6	75mm IG	H	•				NA		•½	1					2-H-12-2-0	
15	150mm IG	H	•				NA		•	1			C		20-H-12-2-0	
19 (26)	75mm How	(H)	•	•			NA		•½	1				•	20-(H)-28-2-0	
30 (38)	105mm How	(H)	•	•			NA		•	1			C	•	40-(H)-32-2-0	
41 (50)	150mm How	(H)	•	•			NA		•	1			C	•	60-(H)-36-2-0	
47 (67)	170mm How	(H)	•	•			NA		•	1			C	•	50-(H)-80-2-0	
11.5	81mm MTR	M	•	•			NA		•½	1				•	3-M-12-3-1	
19.5	120mm MTR	M	•	•			NA		•	1				•	15-M-20-2-0	
35 (39)	Nebelwerfer	(H)	•	•			NA		•½	1			C	•	60-(H)-16-1-0	
18	Engineers	I	•			•	NA		•½	1	•				3-I-2-10-1	
9	Security	I	•			•	NA		•½	1	•				2-I-2-5-1	
13	Rifle	I	•			•	NA		•½	1	•				3-I-2*-8-1	
14	SMG	I	•			•	NA		•½	1	•				6-I-1-6-1	
4	Wagon						NA	•		1					0-C-0-1-3	
7	Truck						NA	•	•	1					0-C-0-1-12	
11	Sd Kfz 8						NA	•		1					0-C-0-1-10	
14	Halftrack	I	•		N/A		A	•		1					2-C(I)-2-4-10	
16	Sd Kfz 250/1	I	•		N/A		A	•		1					2-C(I)-2-4-12	
21	Sd Kfz 251/10	A	•		•		A	•		1					5-C(A)-2-4-10	
23	Sd Kfz 250/10	A	•		•		A	•		1					5-C(A)-2-4-12	
10.5	Motorcycle	I	•		N/A		NA			1					3-I-2*-2-12	
18	Sd Kfz 222 AC	H	•		•		A	•	•i	1					2-H-4-2-10	
24	Sd Kfz 231/8 AC	H	•		•		A	•	•i	1					2-H-4-2-16	
27	Sd Kfz 233 AC	H	•		•		A	•	•i	1					5-H-8-2-14	
22	Sd Kfz 250/9	H	•		•		A	•	•i	1					2-H-4-4-12	
23	Sd Kfz 234/1 AC	H	•		•		A	•	•i	1					2-H-4-3-16	
28	Sd Kfz 234/2 AC	A	•		•		A	•	•i	1					6-A-5-3-14	

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Points	Unit	Combat					Movement				OR	EXP			Factors		
		W e a p o n	Attack Modes					T a r g e t	T r u c k	C a r r	P a s s	S t a c k	Q M	Tur AFV		Arty FOF	SSC
			DF	IF	OR	CAT	AA										
28	Sd Kfz 234/3 AC	H	•		•			A		•i		1					5-H-8-3-14
38	Sd Kfz 234/4 AC	A	•		•			A		•i		1					13-A-8-3-14
16.5	Sd Kfz 251/2	M	•	•				A				1				•	3-M-12-4-10
14.5	Sd Kfz 250/7	M	•	•				A				1				•	1-M-12-2-12
57	Wespe	(H)	•	•				A				1				•	40-(H)-32-5-8
65	Maultier	(H)	•	•				A				1					50-(H)-12-4-10
76	Hummel	(H)	•	•				A				1				•	60-(H)-24-6-8
27	GW 38(m)	H	•		•			A		•i		1					10-H-12-5-6
34 (41)	Wirbelwind	H	•		•		•	A		•i		1		•			14-H-10-6-8
26 (29)	Ostwind	H	•		•		•	A		•i		1		•			6-H-12-6-8
24 (26)	Sd Kfz 10/4	H	•		•		•	A		•i		1		•			4-H-10-4-10
26 (29)	Sd Kfz 6/2	H	•		•		•	A		•i		1		•			6-H-12-4-10
31 (38)	Sd Kfz 7/1	H	•		•		•	NA		•i		1		•			14-H-10-1-10
40	StuH 42	H	•		•			A		•i		1					14-H-12-12-8
46	Stu Pz IV	H	•		•			A		•i		1					20-H-12-12-8
25	Sd Kfz 251/9	H	•		•			A		•i		1					5-H-8-4-10
21	Sd Kfz 250/8	H	•		•			A		•i		1					2-H-8-2-11
45	Sd Kfz 251/16	H	•		•			A		•i		1					30-H-1-4-10
57 (77)	Pz III (FI)	H	•		•			A		•i		1		•			40-H-1-8-8
59	Jgd Pz 38t (FI)	H	•		•			A		•i		1					40-H-1-12-6
33	Marder I	A	•		•			A		•i		1					12-A-8-5-8
35	Marder III	A	•		•			A		•i		1					12-A-8-7-8
40	Stug IIIg	A	•		•			A		•i		1					12-A-8-12-8
38	Hetzer	A	•		•			A		•i		1					12-A-8-12-6
37	Jgd Pz IV/48	A	•		•			A		•i		1					12-A-8-9-8
45	Jgd Pz IV/70	A	•		•			A		•i		1					16-A-12-9-8
54	Nashorn	A	•		•			A		•i		1					20-A-20-6-8
56	Jgd Pz V	A	•		•			A		•i		1					20-A-12-15-9
48	Ferdinand	A	•		•			A		•i		1					18-A-14-10-6
57	Jgd Pz VI	A	•		•			A		•i		1					22-A-12-18-5
22 (23)	Lynx	A	•		•			A		•i		1		•			2-A-4-6-10
30 (34)	Pz IIIj	A	•		•			A		•i		1		•			8-A-6-7-9

