

Designer's

NOTES



PANZERBLITZ CLARIFICATIONS AND ANSWER BOX

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THE FOLLOWING ARTICLE is a compilation of the PanzerBlitz Question Boxes from *The General*, *The Wargamer's Guide to PanzerBlitz*, and various questions sent in and answered by Avalon Hill but never published. With *The General* and *The Wargamer's Guide* out of print and getting harder and harder to find, I felt that it was time to put all the rules questions and clarifications into one article for easy reference.

I am also including parts of the article, "Deciphering the Panzerblitz Rules," by Dave Giordano, published in *The Boardgamer* Vol. 3, No. 3. Dave started to tackle some of the unclear rules in his article and I am indebted to him for the insights that it gave me.

Over the years, there have been many articles about and arguments for combining the PanzerBlitz and Panzer Leader rules into one system or simply retrofitting the Panzer Leader rules to PanzerBlitz. This is understandable as the latter game was developed out of the former one. However, all questions and clarifications in this article will be answered and defined solely by the letter and intent of the PanzerBlitz rules.

It is divided into twelve main sections, which are as follows:

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MOVEMENT

GENERAL:

Q: When units enter the game board, may they start on the partial edge hexes?

A: Yes, but such placement counts as a full hex traversed against their MF.

Q: May wagons move from a gully to a slope hex?

A: Yes, any movable unit may always move one hex per turn regardless of the movement cost. Forbidden movements are still forbidden such as vehicles moving into swamps or through green hexsides. (Note that this differs from Panzer Leader where only infantry units may always move one hex per turn regardless of movement costs.)

Q: Are cavalry considered to be "vehicles" on the TEC?

A: Yes, except that they may move through green hexsides without cost.

Q: When moving units, are all vehicles moved first, then all dismounted infantry units?

A: Yes, this is clearly stated in the Sequence of Play section.

Q: The TEC states that it costs a truck unit 2 MF to enter a clear terrain hex, does this mean EACH clear terrain hex?

A: Yes, this applies for all movement penalties of this sort.

Q: Does a unit moving along a gully have to pay 3 MF to leave the gully if it moves into a ford hex or a road hex along the same gully?

A: No. The rules state that ford and road hexes allow a unit to leave a gully at no extra cost due to both hexes being considered to be clear hexes.

Q: When moving off or exiting the board for whatever reason, what is the movement cost?

A: The movement cost is that of the last hex on the board from which the unit exited or moved.

TRANSPORTING UNITS:

Q: Can a carrier unit move after it has unloaded if it has any MFs left?
A: Yes.

Q: Can 2 Russian carrier units, or 3 in the case of the Germans, unload on the same hex in the same turn?
A: Yes, but they must have MF remaining to enable them to move away from the hex.

Q: If an armored unit is carrying a unit which is attacked and dispersed, what happens?
A: The passengers are immediately unloaded. If this would violate the stacking limits in the hex they are eliminated. Note that the passengers would also be immediately unloaded if only the armored unit was attacked and dispersed since they share the same fate as the vehicle.

Q: Can a unit being carried by an armored unit which is in a town hex be attacked separately from the armored unit?

A: No. In this case all units in a town are attacked together and any passenger units in the hex are ignored although they share the fate of their carrying unit.

ROAD MOVEMENT:

The road movement rules have been a major source of controversy in PanzerBlitz, most specifically the passing rules. This is primarily because passing units in PB on a road is a two-hex manoeuvre, whereas in PL it is a one-hex manoeuvre. This is further compounded when passing through green hexsides and swamp hexes. Hopefully the questions and answers that follow will solve many of the controversies.

Q: Does a unit move at the normal road movement rate even on a road that is on a slope hex?
A: Yes.

Q: Does a unit or wreck negate the road movement rate on a road in a town hex?
A: Yes, but they do not negate the 1/2 MF cost of the town hex itself. Therefore a unit performing a passing manoeuvre on a road in a town hex would still only expend 1/2 MF for the town hex itself. (It is assumed that the passing unit is using a side street to go around the unit or wreck on the main road.)

Q: Can a unit cross a green hexside while moving along the road at the road movement rate to enter a road hex containing another friendly unit or wreck?
A: Yes, but to enter such a hex would be at the MF cost of the terrain in that hex. (This is the opposite of Panzer Leader where you cannot enter the hex.)

Q: Can a unit cross a green hexside while moving along the road from a road hex with a friendly unit or wreck on it?
A: No. This is because the green hexside interferes with the passing manoeuvre.

Q: Does a unit that starts the turn in a stack on a road hex move off onto the next road hex at the road movement rate or at the MF cost of the surrounding terrain in the hex?
A: It may move off onto the next road hex at the road movement rate. This is stated in paragraph "G" in the road movement rules. In fact each unit which starts the turn in a stack on the road hex may move



off along the road at the road movement rate. (It is assumed that the units in the stack start the turn on the road.)

It should be noted that units in a stack on the road can cross an adjacent green hexside because of this rule but only from the starting hex. Once they have started moving then the normal rules for passing apply.

Q: Can a carrier unit which starts the turn on a road hex unload its passengers then move off down the road at the road movement rate?

A: Yes, again paragraph "G" allows for it. (The carrier unit is assumed to be on the road when it unloads its passengers.)

Q: Can a unit which is on a road hex and has not yet moved, have other units stack on top of it during the turn, yet still be able to move onto the next road hex at the road movement rate during that turn?

A: Yes, since it has not yet moved.

Q: Can a carrier unit which, while moving along the road, drops its passengers on a road hex, then move onto the next road hex at the road movement rate?

A: No. Once the carrier unit has started moving then paragraph "G" no longer applies and the carrier unit must obey the rules for passing, even for its own passenger unit which it dropped off along the way.

Q: How is moving and passing along the road in a swamp hex handled? The rules are somewhat confusing.

A: Due to the restrictive nature of swamp terrain the rules were modified. Use the following guidelines:



A) Non-vehicular units may stack together on a swamp/road hex, but not travel at the road movement rate. Non-vehicular units may also stack with wrecks on a swamp/road hex.

B) Vehicular units cannot stack with other vehicular units on swamp/road hexes at any time, not even during movement.

C) Vehicular units may stack with non-vehicular units on swamp/road hexes, but not travel at the road movement rate. In this case it would move onto such a swamp/road hex at a cost of 1 MP. This rule allows for the loading of non-vehicular units in swamp/road hexes.

D) Vehicular units may move onto but not through non-vehicular units on swamp/road hexes; they must cease all further movement for that turn.

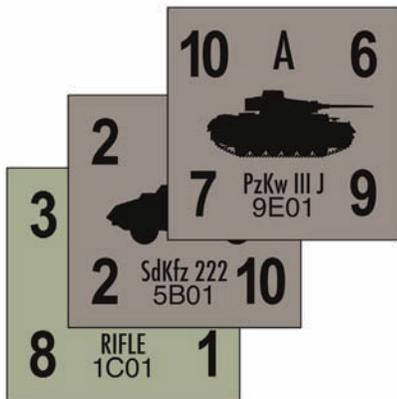
E) A vehicular unit which starts the turn stacked with non-vehicular

units on a swamp/road hex may move out of the stack normally as per paragraph "G." This even applies if it is a carrier unit that drops off its passengers before starting its move. In short, passing units on a swamp/road hex is a 2-turn maneuver.

Q: Can a vehicular unit perform a passing maneuver where only the second hex of that maneuver is a swamp/road hex?

Example: A truck in Hex 129 wants to pass a friendly unit in the town hex on Hex 1AA9 while moving along the road.

A: No. In a case like this the vehicular unit would have to stop in the first hex with the other unit, stacking limits permitting, then on the next turn it could move onto the swamp/road hex at the road movement rate as per paragraph "G" in the movement rules.



STACKING:

Q: The rules state that stacking limits do not apply during movement, only before and after movement. Therefore, may units pass through a hex already occupied to its maximum stacking ability by wrecks?

A: Yes, except as qualified by the road movement rules.

Q: What are the stacking limits for inside fortifications?

A: 3 for Germans; 2 for Russians - i.e. the same as normal.

Q: What are the possible combinations of unit stacking in a hex with one or multiple wreck counters?

A: Use the following guidelines:

- A) 1 German wreck + 1 Russian unit or up to 2 German units.
- B) 2 German wrecks + no Russian units or 1 German unit.
- C) 3 German wrecks + no Russian or German units.
- D) 1 Russian wreck + 1 Russian unit or up to 2 German units.
- E) 2 Russian wrecks + no Russian units or 1 German unit.
- F) 1 Russian wreck and 1 German wreck + no Russian units or 1 German unit.

G) 1 Russian wreck and 2 German wrecks + no Russian or German units.

H) 2 Russian wrecks and 1 German wreck + no Russian or German units.

MAPBOARD:

The following terrain notes refer to commonly made mistakes in relation to the hexes in question.

A) No vehicular unit can move directly from Hex IBB10 to Hex IAA10 or Hex IBB11, it must first exit the swamp to Hex IAA9. Non-vehicular units can make those moves due to them being allowed in the swamp without the use of the road.

B) No vehicular unit can move directly from Hex IDD9 to Hex IDD8, from Hex IEE8 to Hex IDD8, or from Hex IEE8 to Hex IEE7. It must first exit the swamp at Hex IFF8. Non-vehicular units may make those moves due to them being allowed in the swamp without the use of the road.

C) Hex 2G10 is considered to be a partial road hex. When entering Hex 2G10 from Hex 2G9 and when entering Hex 2G9 from Hex 2G10, the road movement rate may be used due to the road crossing the hexside. When entering Hex 2G10 from any other hex, including from off-board, the MF cost of the other terrain in Hex 2G10 is used, namely 1 MP for clear terrain. (The popular notion that Hex 2G10 was a full road hex came from the PanzerBlitz Series Replay in *The General* Vol. 13, No. 6. In that replay the hex was considered to be a full road hex as an optional ruling to help balance the situation.) Note that there are three other hexes where the road actually

ends only partway through: Hexes 1D9, 2D5, and 3AA10. However since each of those hexes are also town hexes the point is moot.

D) Hex 3C4 is a clear hex. The gray hexside that borders it and Hex 3D5 does not make it a town hex.

E) Hex 1C9 is a combined town/woods hex. For both movement and combat purposes it is considered to be a town hex.

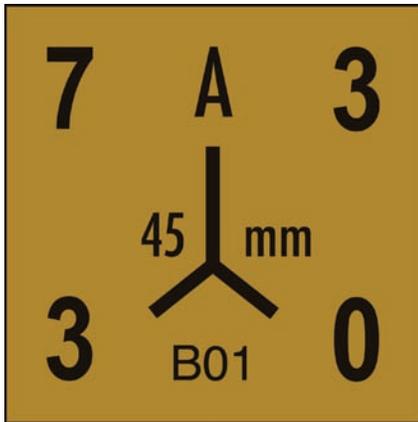
F) When moving from one streambed hex to an adjacent streambed hex which are not connected through the hexside moved through, (Examples: Hexes 3V4 to 3W3, Hexes 3X4 to 3X5, and Hexes 3W6 to 3X6.), a vehicular unit must pay the exit MF cost for leaving a streambed hex in addition to the entry cost.

G) The pond hex may not have any unit set up in it, including forts, mines, and blocks, nor may any units enter that hex. (While the pond hex is treated as a clear hex when frozen over by variant weather rules, a unit may still not set up in it although they may move through it.)

H) If a hex contains two separate slope symbols, the movement is still 4 MP for trucks and 3 MP for all other vehicles.

Example: Two Board Ones placed end to end so that the half-hex "A" Hexrow of each forms a solid hexrow shared by each. Hexes 1A5 and 1A6 of each would have two separate slope symbols.





COMBAT

GENERAL:

Q: Since units in towns and forts are treated as armored targets, can they be attacked by I-class units that are two hexes away?

A: No.

Q: If a defending unit receives a DD and then a D result in the same turn, is it eliminated?

A: No, it just remains dispersed.

Q: Are units outside of a fort totaled in addition to the fort's DF in the cases of CAT and combination attacks?

A: Yes.

Q: Assume three AT Guns (each with an AF of 7) are firing at an infantry unit, is the total AF

$$3 + 3 + 3 = 9 \text{ or}$$

$$7/2 + 7/2 + 7/2 = 21/2 = 10?$$

A: The total AF is 9. Units are halved and fractions are dropped individually. Note that this is the converse of Panzer Leader.

Q: If a unit's AF is reduced due to terrain, weapon type, and/or target type to less than 1, can it still attack?

A: No. Again, since all fractions are dropped, the AF would be zero. Again, this is the converse of Panzer Leader.

Q: The CRT shows results for die-roll subtraction to minus 2, but it is possible to have a minus 3 subtraction. What happens?

A: On a die roll of 1 take the result from the minus 1 line of the next higher odds column. Therefore: minus 3 at 1 to 4 odds = DD; minus 3 at 1 to 3 odds or better = X.

Q: If a unit is fired upon from a woods hex or a town hex, can it return fire without meeting the Spotting Rule conditions?

A: No, it cannot. It can however in Panzer Leader.

Q: If there are several units on a hex that have identical DFs, how is it decided which is the "weakest" when making a selective or multiple attack?

A: You may attack any one of the units in this case.

Q: When a unit becomes dispersed, does it still have a zone-of-control within the hex it occupies?

A: Yes, enemy units may still not move through a dispersed unit except in the case of an overrun attack. The dispersed unit also retains its normal DF.

Q: May a unit fire through a green or gray hexside through the width of a road in that hex?

A: No, unless the firing and target units are adjacent in which case the road is not necessary anyway.

Q: When making a combination attack on a stack of units, what is

used to determine whether the entire stack is armored or non-armored, total number of units of each type or total number of DFs of each type?

A: Total number of units of each type.

Example: A stack of two dismounted German SMG units and one Tiger II unit would be considered to be non-armored in a combination attack.

Q: What happens in a combination attack when there are an equal number of armored and non-armored units in the defending stack?

A: The defending stack would be treated as the target type least favorable to each individual firing unit in the attack. (Example: A defending stack has one German Panther unit and one dismounted Rifle unit in it. The attackers are a Russian SU-152 at a range of six hexes, a T-34C at a range of three hexes, and an MG unit at a range of two hexes. The SU-152 has an AF of 20 due to firing at an armored target at greater than half range, the T-34C has an AF of 6 due to firing at a non-armored target, and the MG cannot fire at all due to the armored target in the hex.)

Q: Can either side voluntarily destroy their own units?

A: Yes. This is done during a player turn after the player has resolved all minefield attacks against an enemy player but before he announces which of his units are firing on which enemy units. Units are simply removed from the board and any armored units so removed are replaced with wreck markers at that time.

Note that this rule does not apply to mines, any positional defenses, or

any unit restricted from self-destruction by the Special Rules in a situation. Self-destroyed units do count towards the enemy player's victory conditions for destroyed enemy units.

OVERRUN:

Q: If a unit moves onto a minefield can it perform an overrun in that turn?

A: Only if it moves onto a minefield in the exit hex of an overrun attack. If it moves onto a minefield on the entry hex or before then there will be no overrun.

Q: Can overrun attacks be conducted on a unit on a Stream ford or road/streambed hex?

A: Yes as both types of hexes are considered to be clear terrain.

Q: Are units on hilltop hexes such as the plateau-like hilltop on Board 2, that are not woods or town hexes, subject to the overrun rule by armored units?

A: Yes, only hexes with Orange hexsides are hilltop hexes. A clear hex is a clear hex no matter what its elevation is. Clear hilltop hexes are clear hexes.

Q: Since armored units cannot use the road movement rate while executing an overrun attack, can they still use the road to go through obstacles such as green hexsides or up slope hexes while moving at the non-road movement rate?

A: No. This is a very major difference between the PanzerBlitz and Panzer Leader rules. To utilize roads in PanzerBlitz you must move at the road movement rate of 1/2 MF per hex traversed.

This is why another unit in a road/woods hex always blocks movement of another vehicle when crossing a green hexside. Similarly, a vehicle moving up a slope on a road hex without the road bonus movement rate would pay 3 MF per hex, not 1.

Q: Since a unit must not use the road movement rate when making an overrun attack, what happens when it moves through a town hex?

A: The unit pays 1 MF for moving through a town hex when making an overrun attack. (Units making an overrun attack are assumed to have their individual vehicles spread out in some tactical formation which prevents them from using the road. In a town they would keep their formation, thus slowing them down

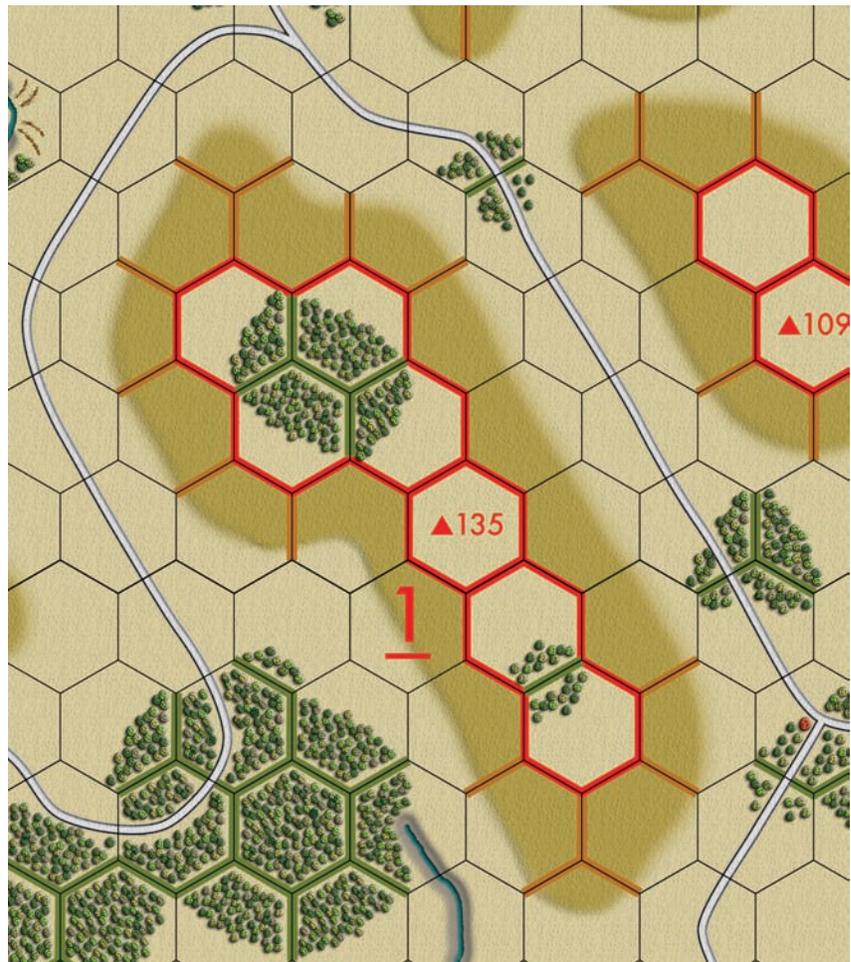
as each vehicle would move up its own individual street to stay spread out.)

Q: Can a unit in a half hex or full hex on the edge of the board be overrun if either the entry or exit hex would be off board?

A: Yes under the following conditions:

A) A vehicle unit may overrun a defending unit upon initial entry onto the board. In this case the exit hex must be a hex that the overrunning unit can enter and be opposite the imaginary off board entry hex.

B) A vehicle unit may overrun a defending unit while exiting off the board providing the victory conditions allow exiting off the board



edge in question. In this case the overrunning unit must have sufficient MP left to move into the imaginary off board exit hex at the clear terrain movement cost of 1.

c) A vehicle unit may overrun a defending unit while exiting or entering an edge of the board that the special rules allow for the leaving and reentering the board during the course of the game (as in Situation 5).

A vehicle unit may not overrun a unit on the edge of the board and exit the board if the situation's special rules or victory conditions do not allow exiting off the edge in question.

Q: Can a unit making an overrun attack move through a swamp on a swamp/road hex

A: No. (Again since the unit is spread out when making an overrun attack it could not use a swamp road because its vehicles could not spread out into the swamp.)

Q: Can cavalry units make overrun attacks?

A: No.

Q: Can more than one armored unit overrun the same target hex, each using a different entry and exit hex?

A: Yes. The entry hex of one overrunning unit could even be the exit hex of another.

Q: Can multiple units overrun the same target hex even if the individual units do not start in the same hex?

A: Yes. In this case all overrunning units are moved to the same target hex performing the overrun ma-

neuver, then the combats odds are tabulated and the attack resolved.

Q: Can an overrun attack be performed if the final modified combat odds are less than 1-4?

A: No. In this case the overrunning units would be moved back to their respective entry hexes and finish their movement there. (This eliminates the unrealistic tactic of performing a useless overrun to get to a desired hex.)

Q: What new units that have been introduced into the PanzerBlitz game over the years can or cannot conduct overrun attacks?

A: The following units cannot perform overrun attacks:

German - SD KFZ 25I/2 SPM

Russian - M-13, ZIS-42-AA

The following units can only overrun non-armored targets:

German - Motorcycles

Russian - Motorcycles, BA-64B AC

All other new vehicular units may perform overruns of any unit. (These include the German SD KFZ 25I/9 and SD KFZ 25I/10 for although these are halftracks they are armed with A or H class weapons.)



CLOSE ASSAULT TACTICS (CAT ATTACK):

Q: Do terrain qualifications affect odds or die rolls in a CAT attack?

A: Yes. Note that in Panzer Leader only the die rolls are affected.

Q: If a unit moves onto a minefield can it perform a CAT attack against an adjacent enemy unit in that turn?

A: Yes. What happens is that the CAT attack is resolved, then in the opposing player's turn the minefield attack is resolved against the close assaulting unit.

Q: May units being transported by tanks be CAT'ed without involving the tank?

A: No! The rules state that all units in the stack must be totaled for Defense in CAT. Therefore, infantry while being transported is ignored.

Q: Can a truck, wagon, or halftrack drop off infantry units for a CAT attack and then retreat?

A: Vehicles may unload units and move off but a passenger unit may not fire in the turn of unloading. (Exception: PanzerBlitz Assaults.)

Q: Since a unit may not use the road movement rate when making a CAT attack, what happens when it moves into town hex?

A: The unit pays 1 MP for moving through a town hex when making a CAT attack. (Units making CAT attacks are presumed to be having their personnel performing fire and movement tactics when closing with the enemy, hence slowing them down even in a town hex. This is why a close assaulting unit may

not move more than 1 hex in the turn it attacks.)

Q: Can engineer units by themselves close assault an enemy unit and still get the odds increase?

A: No, the rules state that they must attack in conjunction with some other type of infantry or cavalry unit. Engineer units which attack by themselves are treated as a normal close assault.

Q: If more than one engineer unit is involved in the same CAT attack, are the odds increased one column for each engineer unit?

A: No, the combat odds are increased only one column no matter how many engineer units are involved.

Q: Can units split their AFs between more than one close assault if they are adjacent to more than one enemy unit?

A: No, their AF may only be used against one adjacent enemy unit in a close assault.

Q: Do close assaulting units have to attack from the same hex or from multiple hexes as long as they are adjacent to the target hex?

A: They may attack from as many of the six surrounding hexes as they wish as long as they are adjacent to the target hex.

Q: Can different units stacked in the same hex each be involved in a different CAT attack in the same turn?

A: Yes, as long as each unit attacks only one target hex.

Q: Can a CAT attack occur if the final modified combat odds are less than 1-4?

A: No. In this case no attack occurs.

MINES

Q: While dismantling mines, do engineers undergo the mine attack?

A: Not as long as they observe the proper procedure for dismantling mines. If they attempt to cross them without dismantling them they are as liable to be blown up as any other unit.

Q: May engineers make a mine removal attempt and attack other units in the same turn?

A: No.



Q: Are mines placed in town, woods, and swamp hexes subject to the “add 1 to the attacker’s die roll” rule of the TEC?

A: No.

Q: If a unit moves onto a minefield and survives the subsequent “attack”, can it attack that turn?

A: On the next friendly player turn a unit on a minefield which has survive the “attack” may freely move, fire, execute overruns or CAT attacks. It may even remain on the minefield without suffering from further attacks from the minefield itself.

Q: Can a unit on a minefield which has survived a minefield attack and later is dispersed by other forms of attack, be subject to minefield attacks because of its dispersed status?

A: No. (A unit which has survived a minefield attack but still remains in the hex is assumed to have made it through the minefield though still staying in the actual hex.)

Q: If there is a stack of units on the minefield, is each unit attacked at 2-1 odds or is the whole stack attacked at 2-1 odds?

A: Each individual unit in the stack is attacked at 2-1 odds. Therefore if there are three units on a minefield, there are three separate 2-1 attacks.

Q: If two or more engineer units are adjacent to a minefield, can they each make a mine removal attempt in the same turn?

A: Yes, minefields can be subject to multiple mine removal attempts in the same turn as long as each attempt is from a separate engineer unit.

Q: Can CAT attacks be conducted against units that are on a minefield?

A: Yes.

Q: Can minefields be set up in swamp hexes?

A: Yes. (Minefields represent more than just mines buried in the ground, they also represent above-ground mines and booby traps, items which would be used in great numbers in built-up areas like town hexes and areas of increased vegetation such as woods and swamp hexes.)

OBSTACLES AND ELEVATIONS

GENERAL:

Q: Isn't it true that the TET is incomplete and therefore misleading as a quick reference?

A: Yes. Add the following to your TET:

Note A to units firing from hilltops at units on ground level.

Note E to units firing from hilltops at units on slopes.

Note E to units firing from slopes at units on hilltops.

Q: If I had a unit on a slope hex directly behind a brown hexside, is my unit in the LOS of a unit firing from a hilltop (assuming there are no other obstacles)?

A: Yes. Brown hexsides do not block the LOS from hilltop to slope and from slope to hilltop.

Q: Does a brown hexside block the LOS from unit on a slope hex to a unit on another slope hex?

A: Yes, regardless whether the units are on the same hill mass or on different hill masses of which the slopes are part. The only exception to this is if the two units are on adjacent slope hexes.

Q: Does a colored hexside obstruct the LOF?

A: In some cases, yes. It depends on the respective elevation of the attacker and the defender. Consult the TET and the Examples of Play card as there are many different situations.

HILL AND SLOPE DEFENSE EXCEPTIONS:

Q: Is the AF of a unit on a slope hex halved when attacking a unit on a hilltop hex?

A: Yes. This is true even if the unit on a slope hex is attacking a unit that is on an adjacent hilltop hex.

Q: Is the AF of a unit on a slope hex halved when attacking a unit on an adjacent slope hex through a brown hexside?

A: Yes.

STREAMS AND GULLIES:

Q: Can a unit in a streambed/woods hex be seen by units on a slope or hilltop hex?

A: Only if there is a friendly unit adjacent to the unit in the streambed/woods hex to spot it.

Q: Can units in a ford or road/streambed hex be seen by units in non-adjacent ground level hexes?

A: Yes, subject to LOS obstructions.

SPOTTING

Q: Can trucks and wagons spot?

A: Yes, unlike Panzer Leader where they cannot spot.

Q: Can you explain "spotting" more?

A: There are four things to keep in mind.:

First, since firing occurs prior to movement, a spotting unit must be in place at the beginning of the turn.

Second, even after a unit is spotted, the firing unit must still have a clear line-of-fire to the target (un-

less the optional Indirect Fire rule is being used).

Third, if the spotting unit moves away, the fire may no longer be directed at units that were previously spotted.

Fourth, if you are using the Indirect Fire rule, the CP unit must be able to see the spotting unit.

WRECKAGE

Q: Does a wreck on a streambed/road hex negate both the road movement rate and the ford function of the hex?

A: The wreck only negates the road movement rate. A wreck never negates the ford function of either a ford hex or a streambed/road hex.

Q: Can movement be blocked into a hex occupied by a stack containing the maximum number of wrecks (two for the Russians, three for the Germans)?

A: No, a stack with the maximum number of wrecks never blocks movement into a hex except as qualified by the road movement rules. The stack with the maximum number of wrecks would prohibit a unit from stopping there though.



POSITIONAL DEFENSES

BLOCKAGE:

Q: Can blocks ever be destroyed by engineers or artillery?

A: No, unlike in Panzer Leader.

Q: If an infantry unit starts its turn adjacent to a block, may it move onto the block and execute a CAT attack in the same turn?

A: Yes.

Q: Can a block be set up in a swamp hex?

A: Yes.

FORTIFICATIONS:

Q: If a fort is occupied, can enemy units travel directly through that hex?

A: No. They may move onto the fort in one turn, but they cannot move off until the next turn.

Q: If there are three German units (or two Russian units) in a fort, can there also be three German units (or two Russian units) on top of that fort?

A: Yes.

Q: Are units outside of a fort destroyed if the fort is eliminated?

A: No.

Q: If a unit moves to a fortification, does it cost him a movement factor to enter under the fortification counter rather than just sit on top of it?

A: There are no movement penalties for moving onto or under a fortification counter. During a turn units,

even those with no movement factors such as most artillery units, may freely reposition between being either under or on top of a fortification counter. However they may not fire in the same turn in which they reposition and cannot violate stacking limitations.

Q: May a fort be set up in the same hex as a mine or block counter?

A: No.



Q: Does a fort on a road hex negate the road movement rate in that hex?

A: No, unlike in Panzer Leader where they do.

GAME PROCEDURE

Q: When making the initial set up of units, can the half hexes on the sides of the boards be used if a unit in such a hex would be half on one board and half on the other?

A: No. Units must be completely on that one board as indicated. Units must set up in whole or half hexes that belong to that particular board alone.

Q: If victory conditions require units to be on a particular board,

can they be on a half hex of that board and an adjoining board?

A: No. Units must be completely on that one board as indicated. Units may be on whole or half hexes that belong to that particular board alone.

Q: Which board are the half hexes considered to be part of?

A: As a general rule thumb, consider the half hexes to be part of the middle board, but keep in mind that they are not considered when setting up or in determining victory conditions. This rule is for the purpose of determining grid coordinates for the hexes on the board.

Q: When a group are supposed to enter the board, either at the beginning of the game or on a designated turn, must all units enter on the same turn?

A: Yes. However if some units cannot enter on the designated turn due to being in road march order or because the enemy set up precludes it, then they must enter on the soonest turn possible.

Q: What is road march order?

A: It is when the units are lined up to enter the board on a road at a given rate. A group may take several turns to bring all of its units on the board in this case.

Q: What happens when a player sets up his units in such a way that precludes the opposing player from entering the board, even by overrun attack?

Example: The opposing player must enter anywhere along the A Hexrow of Board 3. The defending player sets up one unit in

each hex of Hexrows A and B of Board 3, thus preventing entry.

A: Nothing happens, no battle, no victory for either side, despite what the victory conditions say for the situation in question.

Q: What happens when the game is set up and one player refuses to attack.

A: Again nothing happens, no battle, no victory for either side. In essence, if the game is set up but the attacking player has neither moved or fired, there is no battle and therefore no victory to be gained by either player. If however the attacking player has fired or moved at least one of his units towards the defending player's units, then battle is considered to have started and the situation's victory condition apply. In a meeting engagement where both players are the aggressors, either player can refuse to move or fire.

Q: When the victory conditions state that a side must be in control of an objective at the end of the game such as a town or hilltop, how is this accomplished?

A: Each hex which comprises the objective must either be physically occupied by a friendly unit or have been last passed through by a friendly unit. Enemy wrecks do not deny friendly control of a hex. Friendly units may overrun enemy units in an objective hex and if they destroy them, are considered to have passed through the hex for control purposes. Friendly units which close assault enemy units on an objective hex on the last turn of the game and destroy them are not considered to control the hex since they are not able to enter the hex before the game ends.

Q: For victory conditions do you count trucks and wagon units?

A: Yes, unless the victory conditions of the situation specifically excludes them. However you do not count counter which contain no men such as blocks, mines, or forts unless the victory conditions of the situation specifically includes them.

OPTIONAL RULES

Q: Must a CP unit be unloaded to observe?

A: Yes!

Q: Does a unit using Indirect Fire have its AF halved against targets on slope and hilltop hexes and against armored targets?

A: Yes! However if the firing unit is on a hilltop hex it would not have its AF halved against non-armored targets on other hilltop hexes. It would still be halved against armored targets and targets on slope hexes though. One should note that an indirect firing unit could have its AF halved twice for any combination of the above mentioned situations (i.e. an armored target on a slope hex).

Q: Using the Indirect Fire rule, may a friendly unit call in artillery fire even though a friendly CP unit does not see the enemy unit?

A: No - unless using the Experimental Rules.

Q: What other units that have since been introduced into the PanzerBlitz system use Indirect Fire.

A: German - 75mm HOW, 105mm HOW, 150mm HOW, 170mm HOW, Nebelwerfer, and SD KFZ 251/2 SPM.

Russian - M-13.

Note that only the SD KFZ 251/2 can fire indirectly at any range, the rest can only fire indirectly at greater than half range.

Q: Why can't the Russian artillery units 76.2mm HOW, 122mm HOW, 152mm HOW, and 160mm Mortar use Indirect Fire?

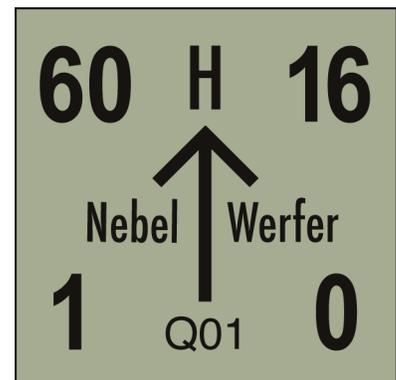
A: Russian indirect fire techniques were less advanced than the German ones and it took far longer for these artillery pieces to set up for indirect fire. Russian tactical doctrine thus required that they be used in a direct fire role in mobile battles such as those presented in PanzerBlitz.

Q: On the optional rules concerning Panzerblitz Assault, must the infantry unit attack the enemy unit being overrun or can it attack any adjacent unit?

A: It must attack the unit being overrun.

Q: What new units that have been introduced in the PanzerBlitz system cannot use the Intensive Fire rule?

A: German - Nebelwerfer; Russian - M-13.



EXPERIMENTAL

RULES

These are rules which have been included to in the Campaign Analysis book in the game, in the article "Beyond Situation 13" and a few of my own. These are not to be confused with the many variant rules that have appeared through out the years.

EXPERIMENTAL INDIRECT FIRE

The following Russian units may now use indirect fire; 76.2mm HOW, 122mm HOW, 152mm HOW, and 160mm Mortar. They may fire indirectly under the following conditions:

- A) These units must start the game set up on the board. If these units enter the board then they cannot use indirect fire during the game.
- B) Only CP's may spot for these units. Russian Guards infantry units may not spot for them.
- C) If these units are loaded and/or moved in any way during the game they lose their ability to use indirect fire for the remainder of the situation. This includes switching locations between from being under and on top of a fortification counter.
- D) The 160mm Mortar may fire indirectly at any range, the others may only fire indirectly at greater than half range. (This represents the indirect fire use of these units from positions where they had already spent the long required time to pre-register their weapons for indirect fire.)

CP's may now spot for indirect fire while mounted on halftrack units.

At the beginning of the game players may assign a specific halftrack unit to each CP on the map. CP's may only spot from those specific halftrack units. (They are carrying the radios linking them to the artillery units.) CP's may still spot while dismounted. (They are carrying backpack radios.) When spotting while mounted, the halftrack unit may not move in that turn. CP's cannot spot on turns which they mount or dismount. CP's may still be transported by other vehicle units, even by halftracks not assigned to them, but may not spot while on these other vehicle units.

Halftracks assigned to CP's may not transport any other type of unit during the game. Any German formation may use this rule. Only Russian formations with the Guards designation may use this rule. (This represents the mobile forward observer units that both sides used during the war in their mechanized forces. The Germans had them during the entire war but the Russians only had them in the latter part and only with the Guards units.)

EXPERIMENTAL MOUNTED MG FIRE

The Russian MG unit may now fire while mounted on a halftrack unit. While mounted its attack and range factors become the attack and range factors for the halftrack unit. Thus the halftrack carrying the MG unit would have an AF of 6 and a range factor of 6. The halftrack may use these factors when performing direct fire and overrun attacks. The MG unit may not fire on the turn that it is either loaded or unloaded, though the halftrack unit may use its own printed attack and range

factors when loading or unloading. An MG unit may not unload on the turn that the halftrack uses its AF in an overrun attack. (This represents the Russian attempt at making a better combination SPAA and ground support unit than the Zis-42-AA unit that they started the war with.)

EMPLACING MINEFIELDS

This rule is for emplacing minefields during the course of campaign game and not during a situation, although that is possible given enough time. Note that minefields that are included in situation cards are already set up on the board, they do not have to be emplaced. Engineers may emplace minefield counters during a game assuming that time is available in the game to do so. Minefield counters are carried on the board by a truck or wagon unit like any other unit. To emplace a minefield counter, use the following procedure:

- A) Have the minefield counter dismounted on the desired hex to be mined. The minefield counter is inverted when unloaded. Any hex that the transporting unit can move into may be mined.
- B) Engineer units emplacing the minefield counter must occupy a hex adjacent to that of the inverted counter during the entire time of emplacement. It takes one engineer unit 16 turns to emplace a minefield counter, two engineer units 8 turns, and three engineer units 4 turns. Minefield counters may not be emplaced any faster. The turn in which the minefield counter is unloaded does not count towards the time of emplacement.

UNITS

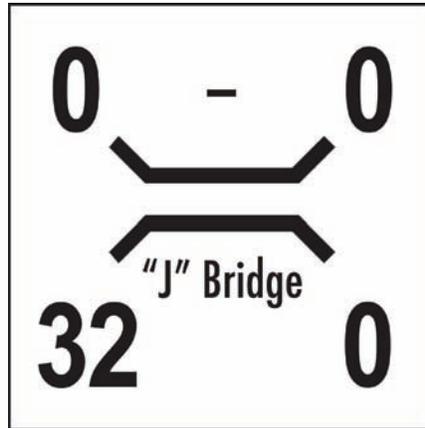
c) At the end of the last player turn of the emplacement, the minefield counter is turned up and becomes effective.

d) During emplacement the engineer unit may not engage in any other task or attack. If the engineer unit is dispersed while emplacing, the emplacement is temporarily stopped. This is true even if there are other undispersed engineer units emplacing the same minefield counter. When the engineer units becomes undispersed the emplacement resumes on the same turn it stopped in. If an engineer unit is destroyed and there is no other engineer unit engaged in emplacing the same minefield counter, the emplacement must start all over again when a new engineer unit moves adjacent to the inverted counter.

e) During the emplacement of the minefield counter the minefield counter makes no attacks during the time it is inverted if any unit moves into the hex containing the inverted counter. (If the rules look familiar to Panzer Leader players it is because the rules for emplacing minefield counters in that game grew out of these rules.)

TEMPORARY BRIDGES (MAN-MADE FORDS)

(This rule is for employment of the two bridge counters which are included in the Campaign Analysis book in the game. Again these rules would be used in a campaign game and not during a situation although that would be possible given enough time.) There are two types of bridges, "B" class bridges are used for trucks, cavalry, and wagons and "J" class bridges are used for all vehicular units. Dismounted units



with a movement factor of one may use either bridge. Bridges may only be emplaced on streambeds in either clear or woods hexes. Bridges are transported in the same way as minefield counters. The procedure for emplacing bridges is the same as that for emplacing minefield counters. The "B" bridge requires 2 engineer units and 10 turns to emplace. The "J" bridge requires 4 engineer units and 15 turns to emplace.

Once the procedure is finished the bridge transforms the hex into a ford hex in all aspects except for movement of armored vehicular units through a "B" bridge hex who would have to treat the hex as a regular streambed hex.

Temporary bridges may be voluntarily destroyed in the same manner as other friendly units but require an engineer unit to be adjacent to them on the turn of destruction and the engineer unit may not move or fire or perform any other activity on that turn. Upon destruction the bridge counter is removed and the hex returns to being a streambed hex. (Again if these rules look familiar to Panzer Leader players it is because the rules for emplacing temporary bridges in that game grew out of these rules.)

This sections deals with the capabilities of certain units in the Panzer-Blitz system, both those that came with the game and those which have been introduced since then.

Q: What are the capabilities of cavalry units?

A: Cavalry units are classified as non-armored targets on the WEC. They have a movement factor of 3 and are classified as vehicular units in terms of movement and for TEC purposes. They may cross green hexsides unlike other vehicles. They may not enter swamp hexes except on roads and they may not stack with other vehicular units on swamp/road hexes. They must move before any non-vehicular units move. They cannot make overrun attacks, but they can make CAT attacks, even against units in swamp hexes. Cavalry units cannot be transported nor can they transport other units. (Cavalry units are in reality infantry mounted on horses. They fight as infantry, using the horses only as transport. While there have been rules published for cavalry charges in PanzerBlitz, these are variants and thus remain outside the main rules of the game.)

Q: What are the capabilities of armored cars units?

A: Armored car units are classified as armored targets on the WEC. Even though they are wheeled vehicles, they are treated as regular armored vehicles for movement purposes on the TEC and not as trucks. (Exception: The Russian BA-32A and BA-64B armored cars are treated as trucks on the TEC.) They may make overrun attacks but those armored

PanzerBlitz Situation #7

MEETING ENGAGEMENT DURING THE GERMAN RELIEF OF KIEV (23/11/43). The Russians had just liberated Kiev and were continuing their advance. The Germans made a desperate attempt to drive them back. Armored units of the 6th Guards Tank Army meet elements of the 19th Pz Div (elements of 27th Pz Rgt, 74th PG Rgt, 19th Recon Bn, 19th AT Bn, 19th Arty Rgt.)

RUSSIAN FORCES

Enter East edge of No. 3 board on road, unstacked, infantry and guns in trucks and HT, moving at 12 hexes per turn until lead unit comes within three hexes of enemy. Units may then leave road and move full speed. Units unable to enter immediately set-up in road-march-order off board, and enter in that order.

15	1	8	12	1	6	8	1	1	7	1	3	12	1	5	3	1	1	6	1	6	14	1	8
10	10	11	9	10	11	12	10	11	3	10	0	2	0	4	10	1	2	0	12	10	11	11	8
		x8		x12		x6		x3		x2		x2										x2	

0	0	0	2	0(1)	1	40	10
1	10	12	2	10	16	10	7
		x12		x2		x2	

VICTORY CONDITIONS:
Marginal = have more than the Germans on the No. 2 board at end of game. Tactical = have two times as many units there. Decisive = three times as many.

GERMAN FORCES

Enter West edge of No. 1 board on road, unstacked, infantry and guns in trucks and HT, moving at 12 Hexes per turn until lead unit comes within three hexes of enemy. Units may then leave road and move full speed. Units unable to enter immediately set-up in road-march-order off board, and enter in that order.

14	1	8	16	1	12	12	1	8	3	1	6	13	1	8	15	1	20	13	1	6	40	1	32
8	10	8	12	10	8	12	10	8	8	10	1	3	10	14	2	0	2	0	5	10	8	8	8
		x8		x5		x4		x4														x2	

60	24	2	0(1)	4	
6	10	8	4	10	
		x7			

VICTORY CONDITIONS:
Marginal = have as many units as the Russians on the No. 2 board at end of game. Tactical = have twice as many units there. Decisive = three times as many.

Ger. moves first	Turn	1	2	3	4	5	6	7	8	9	10	END
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other rules pertaining to vehicular units.

SCENARIOS

This section deals with corrections to situations both those in the game and those in the article "Beyond Situation 13" which have become the second dozen official scenarios for PanzerBlitz. Granted many of the corrections were included in later editions of the game and others were altered before being included but the original answers are recorded here. Those corrections will be so noted.

cars with I class weapons may only overrun non-armored targets. They follow all other rules pertaining to armored vehicular units.

Q: What are the capabilities of motorcycle units?

A: Motorcycle units are classified as non-armored targets on the WEC. Even though they are wheeled vehicles, they are treated as regular armored vehicles for movement purposes on the TEC and not as trucks. They may make overrun attacks but only on non-armored targets. They may not make CAT attacks. They may not transport other units. They follow all other rules pertaining to vehicular units.

Q: What are the capabilities of the Russian M-13 unit?

A: The M-13 unit is classified as a non-armored target on the WEC. Being a truck mounted weapons system, it is treated as a truck for movement purposes on the TEC. It may not make overrun attacks. It cannot use the Intensive Fire rule. It can use indirect fire but only at

greater than half range. It cannot transport other units. It follows all other rules pertaining to vehicular units.

Q: What are the capabilities of the German Sd Kfz 251/2 unit?

A: The Sd Kfz 251/2 unit is classified as an armored target on the WEC. Being a halftrack mounted system, it is treated as a regular armored vehicle for movement purposes on the TEC. It may not make overrun attacks. It can use the Intensive Fire rule. It can use indirect fire at any range. It cannot transport other units. It follows all other rules pertaining to armored vehicular units.

Q: What are the capabilities of the Russian ZIS-42-AA unit?

A: The ZIS-42-AA unit is classified as a non-armored target on the WEC. Being a truck mounted system, it is treated as a truck for movement purposes on the TEC. It may not make overrun attacks. It can use the Intensive Fire rule. It follows all

Q: What happens in Situation 1 if 3 German units are destroyed?

A: Decisive victory (a printing error).

Q: In Situation 1, may all of the CP's be placed in one fort or may two be placed in one fort or only one be placed in each fort?

A: All three may be in one fort, but the fort, as stated, must be on a hill-top hex (one with six Orange hex-sides).

Q: In Situation 1, if the German player sets up all of the forts in Bednost and surrounds the town with mines and blocks, then piling all of his units either inside or on top of the forts, the Russian player has no chance of victory. What can be done to remedy this?

A: Place one fort on the hilltop hexes on each hill and place the third fort at least three hexes away from one of the other two forts. This spreads out the German defense and gives the Russians a chance of victory. (Corrected in later editions in an altered form.)

Q: In Situation 3, if the Russians set up their mines and blocks in a line across the width of Board 2, the Germans cannot win. What is the remedy for this?

A: Remove the mines and blocks from the Russian set up. (Corrected in later editions in a different form.)

Q: In Situation 5, do all German units have to move off the east edge of Board 2?

A: No. But before any given unit can count towards the victory conditions, it must leave and stay off for three turns.

Q: In Situation 6, the Russians have no chance of victory given the current German set up with mines and blocks. What can be done?

A: Remove the mines and block counters from the German set up. (Corrected in later editions.)

Q: In Situation 7, the “meeting” occurs on the 11th hex of the Russian 2nd Turn. What is the movement situation from that point?

A: The Russian column stops its movement and beginning on Turn 3 units of both sides may leave the road and proceed at full speed in their respective turns. Remember that there is a time/space ratio to be satisfied here. If a column moves at the set rate of 12 hexes per 6 minute turn, it must of necessity use 11/12 of its movement capabilities by the time it reaches its 11th hex.

Q: In Situation 8, it states that CP's may only spot for 120mm Mortars within four hexes. Does this refer to the enemy within 4 hexes of the 120mm Mortars?

A: No. It means that the CP's must be within 4 hexes of the 120mm Mortars to spot.

Q: In Situation 9, the card calls for four Russian 120mm Mortar units. Is this correct?

A: No, they should only have three 120mm Mortar units. (Corrected in later editions.)

Q: In Situation 10, may the Germans win a marginal victory by destroying all 12 Russian units on Board 1 without even entering Board 3?

A: Yes, but if the Germans have not entered Board 3 by the last turn, then the Russian may move their units onto Board 3 on their final player turn, regardless what the rules say, and win a decisive victory. Also note that there is an error in this situation, the north direction

indicator should be pointed to the left (towards Board 2). (Corrected in later editions in a different form.)

Q: In Situation 12, the card calls for six German wagons, but there are only four provided for in the game. How many do they receive?

A: They get four wagon units. (Corrected in later editions.)

Q: In Situation 12, the Wespe and Hummel units cannot move. Can they be transported by trucks or wagons?

A: Yes. In this situation those units represent towed divisional artillery units. Alternately, players may replace the Wespe and Hummel units with the equivalent towed artillery units provided for in the Campaign Analysis book in the game.



Q: In Situation 14, the card says that the Germans enter on the west edge of Board 2 on Turn 1. Is this correct?

A: Yes. Just treat Board 3 as if it is not there on Turn 1, but after that turn it is considered to be playable board.

Q: In Situation 15, are there any additional special rules that were left off the scenario card due to lack of space?

A: Yes. Here they are:

1. Germans set up first.
2. The Russian player may choose any five of the seven villages (towns) on the board, regardless of whether the villages have German units in them or not.
3. Only one set of each Partisan set (one Recon and one wagon) may set up within three hexes of each of the five chosen villages (towns).

4. The Russian Partisan units may set up inside town hexes.

5. Russian Partisan units must set up at least two hexes away from the nearest German unit. (At least one empty hex in-between them.)

6. Neither player may self-destroy the CP unit. (As these represent supplies and are much too valuable to destroy when in one's possession.)

Q: In Situation 16, is Route 61 considered to be the entire east-west road running from the east side to the west side of the board or just the section of the road that is on Board 2?

A: The entire east-west road is considered to be Route 61.

Q: In Situation 17, if the Germans follow a particular strategy as outlined in *The General* Vol. 20, No. 3, the Russians have no chance of

winning. What can be done to correct this?

A: The Russian force that enters on the south edge of Board 3 on Turn 1 now enters on the south edge of Board 1. In addition, add to this force one Recon unit and one truck unit.

Q: In Situation 18 is the north direction indicator pointed in the wrong direction?

A: Yes, it should be pointed to the left (towards Board 2). (Corrected in later editions.)

CONCLUSION

It is my hope that these rule clarifications and questions and answers help those PanzerBlitz players who have had to struggle with questionable rules definitions over the years with the game.

