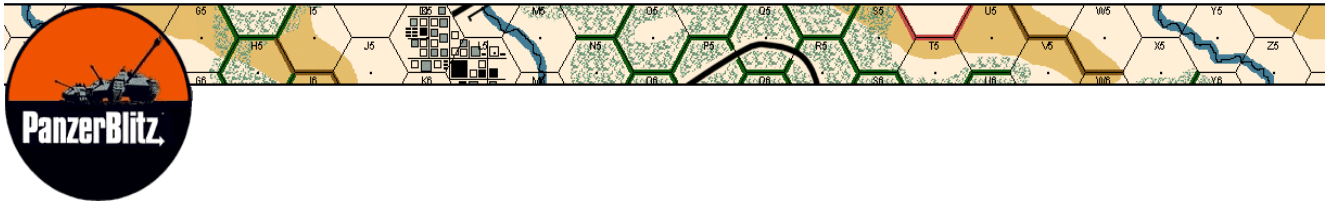




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General Outline of Play

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

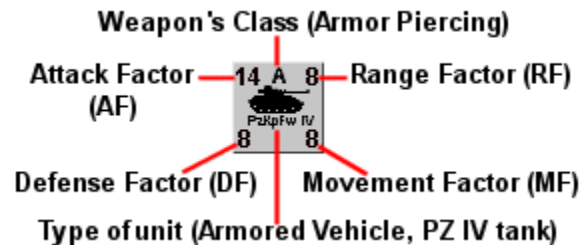
The forces in a given Situation may be unequal and one side may have a better chance of winning than the other, but it is primarily the skill of the individual player which determines the outcome of the game. The chance element introduced by the use of the die-roll/Combat Results Table is only that degree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

The Mapboard

The three section mapboard represents a varied sampling of typical terrain in the Soviet Union. Each section has a number (1, 2 or 3) located just above the fold-line. The board is "geo-morphic" i.e. capable of being changed by re-arranging the three sections in a variety of juxtapositions. The long edge of each two panel section will line up with the long edge of any other section no matter which way they are butted together. The short edges mate with each other in a similar fashion.

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 power of a given unit.

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

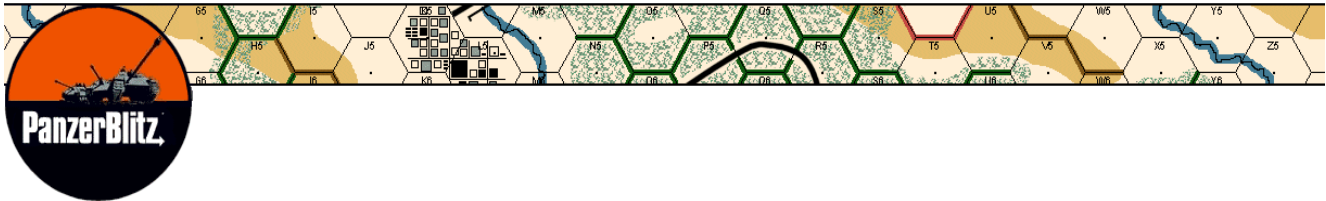
For example, a unit with a RF of 8 could fire its weapons (use its attack factor) against any enemy unit within that 8 hex range.

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

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

The Unit Identification Table shows a full "breakout" of all the units in PanzerBlitz grouped according to general category and function. Unless otherwise stated, all Russian units are COMPANIES and all German units are PLATOONS. The Unit Composition portion of the table shows what actually went into the make-up of the various units. (Note: Although the non-vehicular units had organic transport assigned to them, the game-counters symbolize them without this transport – the trucks and wagons being given as separate counters in each Situation.)

Each specific unit type has been assigned a specific code number (example: Hetzer No. 832). Each



specific TYPE of unit has a common second digit code number (example: all German “Hetzer’s” have the number “3” as their second digit). Each FUNCTIONAL CATEGORY is expressed by the left-most number (example: all Tank Destroyers are in the 800 series).

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

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

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

Movement

Terrain Features

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

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

The single hexagon on board section No. 3 which is completely covered by the pond is unenterable for ALL units. Units may use the hexes partially covered by the pond.

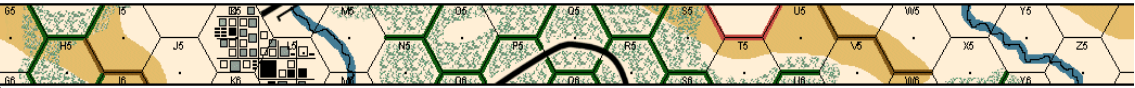
The half-hexes on the outer edges of the board are considered playable and may be utilized as if they were complete hexagons.

How to Move Units

- A- In any one turn a player may move as many or as few of his units as he desires.
- B- Units which have fired (used their AF) may not move in that turn. “Dispersed” units may not move (see How to Have Combat and the Combat Results Table).
- C- Units may move as much or as little as the player desires within the limits of their MF’s and the terrain effects. Units with a MF of 1 may move one hex per turn regardless of terrain.
- D- Units may move through friendly units.
- E- Units may not move through enemy units (Exception: see OVERRUN RULE)
- F- Units may not stop on top of enemy units.
- G- There is no movement penalty when moving into or through hexes adjacent to enemy units (i.e. there is no “zone of control” such as in other games.
- H- No enemy movement is allowed during friendly movement.
- I- No combat, enemy or friendly, takes place during movement (Exception: see OVERRUN RULE)

Transporting Units

- A- The “C” class vehicular units (wagons, trucks and halftracks have the capability of carrying non-vehicular units (guns, infantry and command posts). Each “C” unit has the capacity to carry one non-vehicular unit. To symbolize that a unit is a passenger in a “C” unit, place the unit being carried UNDER the “C” unit. Players should never place non-vehicular units under vehicular units unless they are being transported by that unit.
- B- In any one turn a “C” unit may either “Load” or “Transport” or “Transport and Unload.” It may only perform one of these operations per turn.
- C- “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.
- D- Passengers may not move independently on the turn in which they unload from transporting units.



- E- A truck or wagon unit and the unit it is transporting have a combined defense factor of 1.
- F- 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.
- G- Passengers and carriers are treated as one unit for stacking purposes (see Stack Limitations). Units are "Loaded" when under the "C" unit. Passengers and their carriers are treated as one unit for combat results purposes. If combat results call for elimination, both are eliminated. If dispersed, both are dispersed.
- H- Armored vehicle units (tanks, assault guns, etc.) may carry non-vehicular units in a fashion similar to "C" units. Each armored unit may carry one passenger unit.
- I- If an armored unit is destroyed while transporting, both passenger and carrier are destroyed. Units traveling on armored units may be attacked exclusive of the armored unit in which case the passenger unit has a DF of 1. The armored unit is unaffected if only its passengers are attacked.
- J- Armored units may fire when loading, unloading or carrying passengers. All other transport rules, however, apply.
- K- Russian cavalry units may NOT be transported by "C" units or armored units.
- D- Units may not move through or onto other units on a road when moving at the road movement rate.
- E- To move through or onto a friendly unit on a road costs the full non-road movement cost of the other terrain in that hex, the moving unit incurs the non-road MF cost of the other terrain in that hex as well. In effect, you are "passing" the unit sitting on the road by swinging off the road and maneuvering around it. Terrain hexes or hex sides through which a unit would be prohibited to travel when off the road cannot be traveled upon when performing this "passing" maneuver. For example a vehicular unit could NOT move through a unit on a swamp/road hex. It could, however, move ONTO such a unit and move off in the next turn.
- F- Units may stack with other units and move along roads at the NON-road movement rate (and a unit in such a stack could split off and move ahead by itself at the road movement rate).
- G- Remember: a vehicle with passengers is considered as one unit and may therefore travel together at the road movement rate.

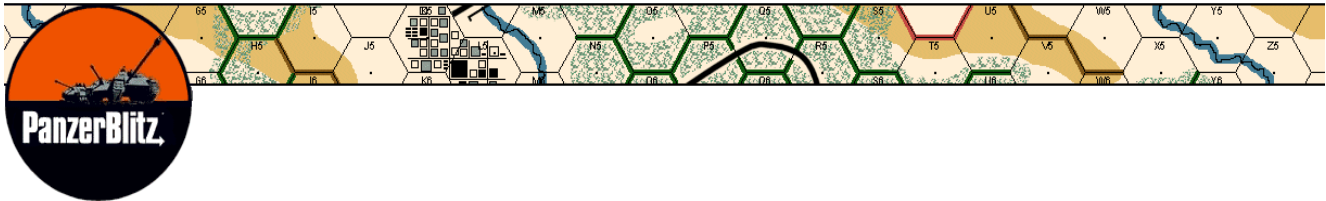
Stacking (more than one unit per hex)

Road Movement

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

- A- All units move along roads at a cost of ½ movement factor per road hex. Entering a road hex through a non-road hex side is done at the MF cost of the other terrain in the road hex being entered.
- B- Units may freely combine road and non-road movement in the same turn.
- C- Units may not stack while moving along road at the road movement rate.

- 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.
- D- Stacking limitations do not apply during movement. They only apply before and after movement (except as qualified by the road movement rules).
- E- Minefield counters and Fortification counters do not count towards stacking limits.
- F- Block counters and Wreck counters ARE counted towards stacking limits.
- G- Vehicle units may not stack with other vehicle units on swamp-road hexes.



Combat

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's turn. Only the player whose turn it is may attack, the other player is considered the "defender."
- C- Only enemy units within the Range Factor (RF) of the attacking unit may be fired upon by that unit.
- D- A player may make as many or as few attacks per turn as he desires (within the restrictions of the rules of combat). A player is never forced to attack. Attacking is an act of volition.
- E- Every firing unit firing on the same defending unit must combine their Attack Factors into one large Attack Factor before computing odds. Units may fire only once per turn.
- 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- Units may not split their attack factor (i.e. a given attacking unit could not apply part of its factor to one attack and part to another). Attack and defense factors are not "transferable" from one unit to another. Each unit is treated as an indivisible set of factors.
- I- When there is more than one defending unit in a hexagon, attacks against that stack of units may be prosecuted in one of the three mutually exclusive ways:
 1. **SELECTIVE ATTACK:** Only one unit (the weakest) in the defending stack is attacked; the

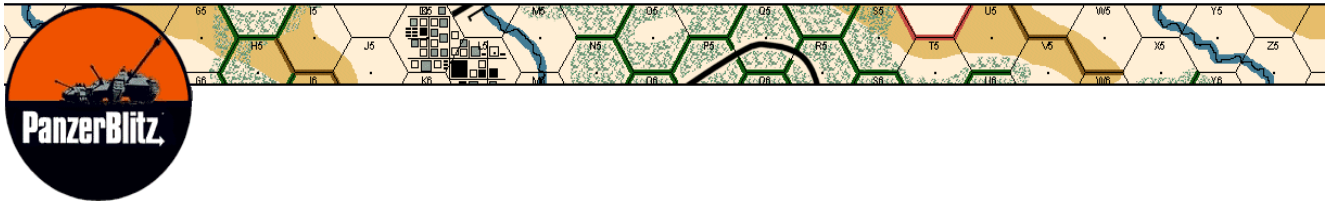
others are ignored and may not be attacked; the others are ignored and may not be attacked in the normal attack phase of that run. The "weakest" unit is defined as being that unit in a defending stack against which that particular attacking units(s) can attack at the highest odds ratio. Selective attacks may be made at odds as low as 1 to 4.

2. **MULTIPLE ATTACK:** More than one unit in the defending stack is attacked. Each unit attacked is treated as a separate battle with the die being rolled once for each battle. In this type of attack the WEAKEST unit is attacked first at at least 1 to 1 odds: finally the strongest unit (defense factor) may be attacked (at at least 1 to 1). By definition, at least TWO of the defending units in a stack must be attacked to use this method. Of course, to be able to make a Multiple Attack against a defending stack, the attacker must use at least one different attacking unit against each defender. Remember a unit may never use its attack factor more than once per turn.

3. **COMBINATION ATTACK:** The defending units are treated as one combined defense factor and the attacker totals his units into one combined attack factor. The die is rolled once for the entire stack and the result applies to all the defending units in that stack. Combination attacks may be made by as few as one attacking unit and at odds as low as 1 to 4. See the Weapons-to-Target Relationships rule.

Overrun Attack

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



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

- D- Overrunning units attack with an increased combat effect. Figure the odds ratio of the attack using the basic AF to DF system then increase the odds by one in favor of the attacker (e.g. a ratio of 3 to 1 increases to 4 to 1). Also subtract 2 from the die roll results (e.g. a die roll of 3 is treated as if it were a roll of 1). A defending stack is treated as one combined defense factor when being overrun. More than one armored unit may overrun an enemy stack and the overrunning units do not have to enter and exit through the same hexes. They must, however, combine their attack into one large attack factor. In other words, a defending unit or stack may not suffer more than one overrun attack per turn.
- E- In determining overrun odds use only the factors printed on the units (for attacker and defender). Do not halve or double the attack factors as shown on the Weapons Effectiveness Chart. Use only the overrun "bonus" as outlined in rule "D".
- F- You may not fire overrunning units during the usual combat portion of the turn in which the overrun is made.
- G- Units on Block, Wreck, Minefield or Fortification counters may not be overrun.
- H- The German SPA units (Maultier, Wespe and Hummel) may NOT make overrun attacks. Halftracks may not overrun Armored Vehicles (including enemy halftracks).
- I- Units may only be overrun when they are in clear terrain or clear terrain-road hexes.
- C- Units utilizing CAT may NOT make normal attacks in the same turn. They may, however, move in the same turn. (NOTE: Overrun and CAT attacks are the only exceptions to the general rule which forbids movement and combat by the same unit in the same turn.)
- D- Close Assaulting units have their effectiveness increased by subtracting 2 from their die-roll result: e.g. a die-roll of "2" becomes a die-roll of "0". The defending stack must be treated as one combined defense factor, and may suffer only one Close Assault per turn.
- E- If infantry and engineer units are stacked together when Close Assaulting the same defender, the effectiveness of that Close Assault is further increased by raising the odds in their favor to the next highest ratio (as in the Overrun rule). At least one engineer unit must be stacked with at least one infantry or cavalry unit, on at least one of the hexes of Assaulting units.
- F- Units capable of using Close Assault do not HAVE to use it to attack adjacent enemy units (they may attack them normally in the normal attack phase if the player so desires).
- G- Close Assault is the only way in which "I" units may attack Armored Vehicle units.
- H- Any type of defending unit may be attacked using Close Assault Tactics, CAT may be used in any type of terrain.
- I- Russian cavalry may not move more than one hex in a turn in which it is to be used for a Close Assault. No unit may use the road movement rate and make a Close Assault in the same turn.
- J- Halftracks may not use CAT.

Close Assault Tactics

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

- A- Close-assaulting units must be directly adjacent to the defending unit or stack of units (i.e. in one of the six surrounding hexes).
- B- CAT attacks take place after all movement, normal attacking and overrun attacks are finished.

Weapon-to-Target Relationships

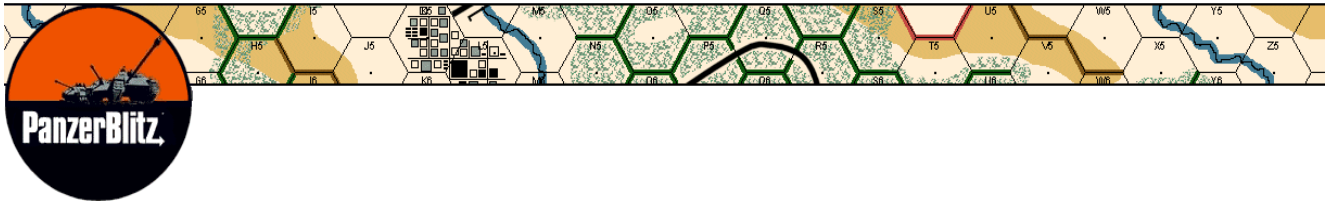
The class-key letter symbols determine what type of weapons a unit is armed with.

"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").



WEC Weapons Effectiveness Chart

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

- A- When making a normal Combination Attack against a mixed stack of units, determine what type of target (Armored or Non-armored) predominates in the stack and then treat the entire stack as if all the units in it were that type of target. If the target stack is divided evenly between Armored and Non-armored targets, treat the whole stack as if it were that type of target least favorable to the particular attacking unit(s).
- B- Units in towns are considered as Armored targets whether or not such units actually are armored. Units stacked together in towns MUST be attacked as one combined DF.
- C- Fortifications are considered as Armored targets.
- D- WEC is not used in determining overrun odds.

Obstacles and Elevations

The PanzerBlitz mapboard is a two-dimensional representation of a three dimensional space. The various terrain features, aside from affecting movement and defense, also affect the ability of attacking units to fire at given defending units. Since the weapons used in PanzerBlitz are direct-fire weapons, an attacking unit may not fire at any target which it cannot "see." The terrain symbols on the map show the location of potential obstructions and the obstacle-hex side symbols show in which direction fire is obstructed. These "heavy" hex-side symbols are color coded according to the type of obstruction they represent.

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

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

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

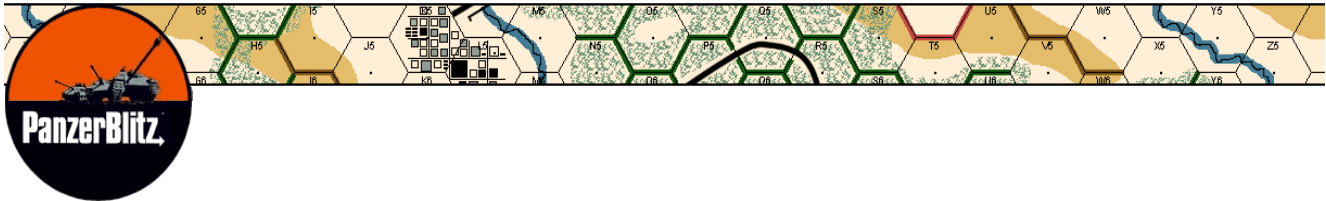
There are three elevations at which a unit may be:

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

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

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

For all practical purposes the Line-of-Sight is equivalent to the Line-of-Fire. In "real life" the Line-of-Sight would be a perfectly straight line. In the game, however, the Line-of-Sight is traced through the hexagons in a manner similar to the way units are moved. First, determine the range to the target. Then plot the route through the hexagons which your Line-of-Sight takes. The Line-of-Sight should trace through the exact same number of hexes as the range to the target. The Line-of-Sight, in other words, should be as short and as straight as possible while still conforming to the hexagonal grid. Whenever there is more than one possible "shortest and straightest" route, choose the one least favorable to the attacker: i.e. if one route is clear and an alternate route is obstructed, the obstructed route is considered to be the one through which the Line-of-Sight must be traced. In other words, the defender gets the benefit of the doubt. Using the TET and the special notes, determine whether or not any hex-side symbols encountered in tracing the Line-of-Sight, actually obstruct the Line-of-Sight.



Special Notes (To Be Used In Conjunction With TET)

- A- When firing FROM a slope or hilltop TO a ground-level target, the Line-of-Sight is obstructed if the target unit is directly behind a Gray or Green hex-side: i.e. “directly behind” means that the intervening Gray or Green hex-side(s) forms one or more of the hexagon sides of the target hex itself.
- B- When firing FROM ground-level TO a target on a hilltop or a slope, the Line-of-Sight is obstructed if the FIRING UNIT is directly behind a Gray or a Green hex-side.
- C- When firing FROM a hilltop TO a ground-level target, the Line-of-Sight is obstructed by intervening Brown hex-side symbols if such a symbol is closer to the TARGET UNIT than to the firing unit or if the symbol is exactly mid-way between the two. To determine the relative position of the Brown symbol, count the number of hexagon SIDES through which the Line-of-Sight is traced (including the side of the firing hex and the side of the target hex).
- D- When firing FROM ground-level TO a target on a hilltop, the Line-of-Sight is obstructed by intervening Brown hex-side symbols if such a symbol is closer to the FIRING UNIT than to the target, or exactly midway between the two. (Note B is the converse of Note A and Note D is the converse of Note C.)
- E- The ONLY case in which a unit may trace an unobstructed Line-of-Sight through more than ONE Orange (hilltop) hex-side symbol is when both the target and the firing unit are on hilltops. In all other situations, the LOS is obstructed if it must be traced through more than one Orange hex-side.
- F- No matter what the obstacle or the terrain, a unit may ALWAYS fire at a target to which it is directly adjacent (regardless of elevation).
- G- Notice that in some cases there are towns and woods on top of hilltops. The Green and Gray symbols in these cases obstruct ALL fire, no matter what the elevation of the target and the firing unit (except when directly adjacent to each other as per note “F”).
- H- Note that when both the target and the attacker are on ground-level ALL hex-side symbols

(Gray, Green, Brown, and Orange) obstruct the Line-of-Sight (except as per note “F”).

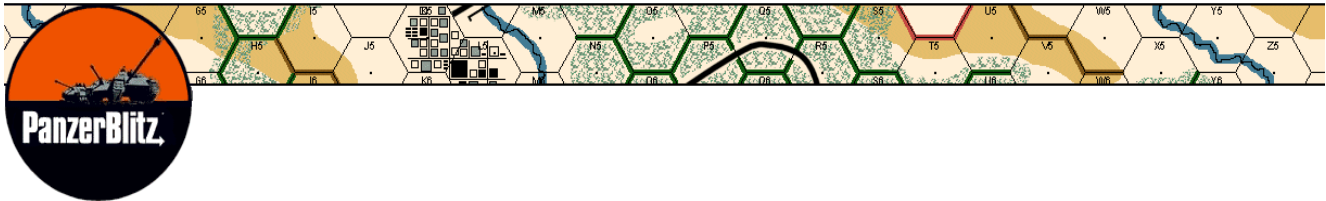
- I- (MAPBOARD NOTES:) The interior hexes on the large plateau-like hilltop on board No.2 are all hilltop hexes even though they do not have Orange hex-sides superimposed upon them. For practical and esthetic purposes the board designer felt it would have been redundant to so outline those hexes. You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

Hill and Slope Defense Exceptions

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

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

- A- When a defender is on a slope, the attacking unit is NOT halved if the attacker is directly adjacent to the defender (regardless of elevation). If, however, there is a Brown hex-side symbol between an adjacent attacker and defender, the attacking unit’s factor IS halved. Units on slopes can conceivably be attacked by attacking units which are halved and which are not halved as part of the same attack.
- B- In all situations other than those described in “A” and “B” above, an attacking unit (regardless of elevation is halved when firing at units defending on slopes or hilltops.



Gullies and Streambeds

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

- A- Units in gullies may not fire at (or BE fired at by) units at ground level or in other gully-hexes (unless they are directly adjacent to each other).
- B- Units in gullies may fire at (and BE fired at by) units on slopes and hilltops. In these cases treat the unit in the gully as if it were at ground-level for TET purposes.
- C- “Fords” represent exposed (not depressed) areas of a streambed. They are equivalent to clear terrain for all purposes. The hexagons on which a road crosses a gully are also considered as clear terrain (even if for some reason the road becomes unusable).
- D- Hexagons containing the End or beginning of a gully are treated as full fledged gullies.

Spotting

When a defender is in a Woods or a Town hex, he may not be fired upon by units which are not directly adjacent to him unless he has been “spotted.”

- A- To “spot” a unit in a town or woods hex, the attacker must have a friendly unit directly adjacent to the defender.
- B- The unit doing the spotting does not necessarily have to be involved in the attack upon the spotted unit.
- C- Dispersed units may not be used for spotting.
- D- The same unit may spot any number of adjacent enemy units.

Wreckage

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

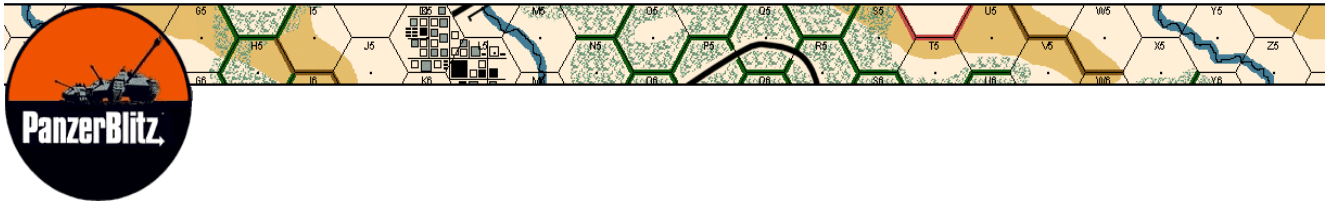
- A- Wrecks may not be moved or removed.
- B- Wrecks count as a unit for stacking purposes.
- C- A Wreck on a road NEGATES THE ROAD, and that hex is treated as a non-road hex. Vehicle units may not enter swamp/road hexes

containing Wrecks, nor may they cross Green-hex sides from a road hex with a wreck in it.

- D- The presence of Wrecks has no effect on combat.
- E- It is possible to have as many as three German or two Russian Wrecks in a hex, or a combination of German and Russian Wrecks not exceeding a total of THREE.
- F- Units may enter hexes containing enemy and/or friendly Wrecks as long as they do not exceed stacking limits.

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.
- 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 there 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 may remain adjacent 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 staking limits.
- J- Minefield “attacks” take place BEFORE normal attacks.



Positional Defenses

Blockage

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

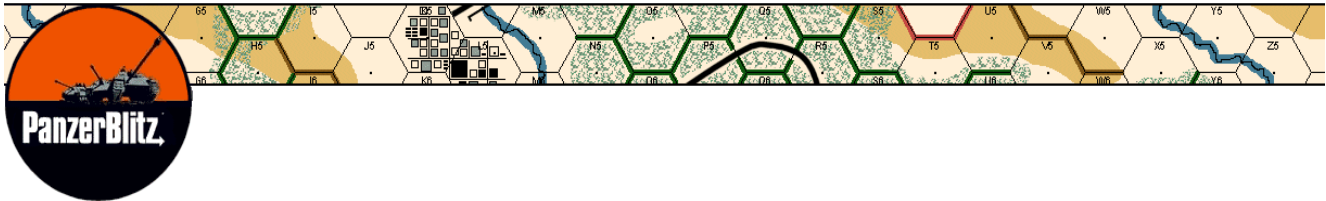
- A- Blocks may be placed anywhere on the board, no more than one Block per hex. Once placed they may not be moved or removed.
- B- A unit may only enter a hex with a Block in it if it begins its turn directly adjacent to the Block. Upon entering the Block-hex, the unit must stop and go no further that turn. In their NEXT turn they may move off the Block at the normal movement rate.
- C- Blocks do not obstruct the Line-of-Sight and have no effect upon combat.
- D- When a Fortification is destroyed, replace it with the Block counter.
- E- A Block counter on a road negates the road in that hex. VEHICULAR UNITS may not enter Block-road hexes in Swamps nor traverse directly adjacent Green hex-sides when moving off a block road hex.

Fortifications

(Bunkers, Redoubts, prepared trenches, etc.)

- A- Fortifications are place wherever on the board the player desires (except swamp 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 defense factor of the fortifications only. Their own DF's do not count. Fortifications are treated as an ARMORED target. Terrain and Weapons Effectiveness are taken into account when a fortification is defending. Any type of unit(s) may occupy a fortification within normal stacking limitations.
- 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 my only defend.
- G- If abandoned or unoccupied, fortifications may be "captured" and used by the opposing player. To capture a fortification, simply move a unit into the unoccupied fortification counter.
- 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. Friendly units ON TOP of fortifications (i.e. "outside" the fortification) and the fortification counter on which they are sitting, may be attacked using any one of the three Normal attack techniques as well as Close Assault Tactics.
- 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. Enemy units may not enter a fortification hex if there are friendly units ON TOP of the fortification.
- L- When enemy units are sitting on top of a fortification, friendly units inside the fortification may not leave. The friendly units may still attack any enemy units within range, including the units sitting on the fortification: when attacking the units sitting on the fortification the units inside attack as if they were adjacent to the enemy. Similarly, the enemy units may attack the fortification as if they were adjacent to it. The units inside, in this case, may NOT use Close Assault Tactics; the enemy units on top may use CAT.
- 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.
- O- Armored vehicles may NOT make Overrun Attacks against fortifications.
- P- Destroyed fortifications are replaced with block counters.
- Q- Fortifications may NOT be placed on top of Mines.



Game Procedure

Sequence of Play

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

German Player Turn

Step 1 German player resolves any Minefield attacks against Russian units.

Step 2 German player announces which of his units are attacking which Russian units, and what attack techniques are being used.

Step 3 German player resolves all Normal combat, rolls the die once for each attack. German player flips face-down all firing units, as they are fired, to signify that they may not move.

Step 4 German player moves as many face up VEHICULAR units as he desires, executing any Overrun attacks as he does so.

Step 5 German player moves any face-up NON-VEHICULAR units and makes Close Assaults after doing so.

Step 6 German player turns ALL his units FACE-UP, including those dispersed by Russian attacks in the previous turn.

Russian Player Turn

Step 7 The Russian player repeats Steps 1 through 6 using his own units.

Step 8 Indicate the passage of one complete Game-Turn on the Turn Record.

Players repeat steps 1 through 8 for as many turns as the Situation Card indicates or until one player concedes.

Optional Rules

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

Indirect Fire

German SPA units (Maultier, Wespe and Hummel) and all German and Russian mortar units (9M) may use Indirect Fire: i.e. they may fire at units which they cannot "see"; firing over all obstacles to the limit of their ranges.

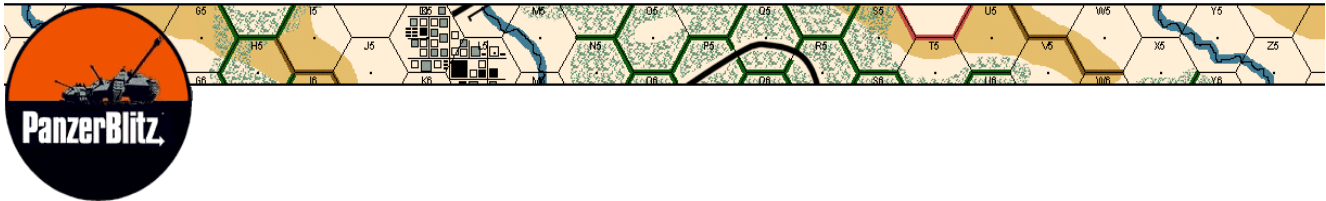
- A- Indirect Fire may only be used in conjunction with CP units (200's).
- B- The CP unit must be able to see the target: i.e. trace a clear Line-of-Sight to the target.
- C- Targets in towns or woods must still be "spotted" (but not necessarily by the CP unit itself). The spotting unit would radio or flare-signal the CP, which in turn would radio the target information to the unit firing indirectly.
- D- SPA units may only use Indirect Fire against targets which are at more than half the SPA units' range.

Real Space Line of Sight Determination

Use a straight-edge (ruler, stiff cardboard, etc.) to determine the Line of Sight. Determine range in the normal way but to calculate Line of Sight, place a straight edge between the center of the firing hex and the center of the target hex. Only those hex-side symbols intersected by the straight-edge need be taken into account. If the straight edge bisects a hex-side symbol through its LENGTH, take that symbol into account UNLESS it is a BROWN symbol which connects with an Orange symbol. The defender gets the benefit of the doubt if the straight-edge cuts exactly through the "corner" of a hex where a symbol-side and a non-symbol side meet. In any other ambiguous cases, use "common-sense" to decide, keeping in mind the fact that the board is representing a three-dimensional space.

Panzerblitz Assault

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



Ammunition Rule

Anytime he desires, a player may fire one or more of his “H” or “M” class units “intensively.” Intensive fire allows such units to TRIPLE their normal attack factor.

- A- A given unit may fire intensively only once per game, immediately after which it is removed from play (its ammunition has been expended and its gun tubes burned out).
- B- Units removed from play under this rule are counted as units lost.
- C- Players may exercise this intensive fire option as many times as they wish during a game, limited only by the quantity of “H” and “M” units available.
- D- “H” CLASS ARMORED VEHICLE UNITS MAY NOT USE INTENSIVE FIRE AS PART OF AN OVERRUN ATTACK.
- E- MAULTIER unit may not use intensive fire.

Experimental Rules

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

Hidden Deployment

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

Experimental Indirect Fire

Allow any German unit(s) to perform the fire-direction function of a CP unit. Allow Russian Guards infantry this capability.

Impulse Movement & Return Fire

This rule is a “meshing” of the two player turns which breaks down the simulated event into smaller bits of time called “impulses.” Players use the following sequence for a complete turn:

- gA German moves units, executes Minefield attacks.
- gB Russian fires (do not flip firing units).
- gC German fires (does flip firing units).
- gD German moves non-firing units, executes Overruns.
- gE German makes Close Assaults, flips ALL units right-side-up.
- rA Russian moves units, executes Minefield attacks.
- rB German fires (do not flip firing units).
- rC Russian fires (does flip firing units).
- rD Russian moves non-firing units, executes Overruns.
- rE Russian makes Close Assaults, flips ALL units right-side-up.

In this system, all units with a movement factor of MORE than 1 may only move HALF their movement factor in any movement impulse. Units with an ODD movement factor use the greater “half” of their factor in impulse “D.” Units with a movement factor of 1 may move one hex EACH movement impulse (A&D) but they may not move at the road movement rate in impulse “A.”