

# Tactical GameX

A Game of Tactical Combat  
During WWII, 1939-1945

**GAME RULES**

## INTRODUCTION

Welcome to the **Tactical GameX** rules set. Back in the early to mid-1970s, the Avalon Hill Game Company released two classic games on tactical warfare during World War II: **PanzerBlitz** (that covered the East Front) and **Panzer Leader** (that covered the West Front). The former title was designed by James Dunnigan and evolved from a game originally titled **Tactical Game 3**. **Panzer Leader** and its “modern” follow-up **Arab-Israeli Wars** evolved from this original system. The goal of this rules set is to continue this evolutionary process to include 21<sup>st</sup> Century game mechanics while allowing backward compatibility with components from the original two World War II titles.

Why limit the rules to just the first two games? Mainly to keep the rules set focused on one period. It’s easier to present one cohesive set of rules that cover a roughly 15 year period where technological advances were more limited. The following 25 years after World War II showed quick and substantial changes to the nature of warfare and including rules to properly model these would add far too many rules additions and exceptions to keep track of.

Additionally, the desire to create this rules set grew almost exclusively due to the work done by members of the **Imaginative Strategist** who created a comprehensive set of components that far exceeds those of the original games as well as bringing the level of map cartography to modern standards (as well as create a substantial number of additional maps).

In organizing these rules, an attempt has been made to adhere to the original structure of the **Arab-Israeli Wars** rules. That rules set incorporated into its standard tool kit rules that were considered advanced, optional, and experimental, but are now considered basic by most 21<sup>st</sup> Century standards. Given this, there are now three sections to the rules: Standard, Supplemental, and Optional. The Supplemental rules need only be used if the scenario in play requires special units (e.g. engineers) or conditions (e.g. amphibious landings). Players are encouraged to use all of the optional rules to provide the most robust and challenging play experience, but get the standard rules down, first.

As in many “upgraded” rules, players are encouraged to read through everything prior to play so that changes can be understood before the dice start rolling.

*I hope you enjoy **Tactical GameX**!*



## STANDARD RULES

This section of the rules provides a minimum platform upon which to play the most straight-forward scenarios. Once you have mastered the game mechanics presented in this section, move onto the next section on Supplemental rules.

### 1.0 GENERAL OUTLINE OF PLAY

Each game turn consists of a series of impulses based upon the number of inactive combat units. During alternating impulses, players activate one or more combat units for a variety of activities, including movement, assault movement, or fire combat. Any activated units are marked as such so that they are not reactivated during following impulses. Once all combat units have been activated, or if both players opt to forego activating units during three consecutive impulses, the turn comes to an end. Taken in total, each turn represents roughly six minutes of real time. The number of turns available is dependent upon the scenario being played, some of which may end in advance of the number of turns provided if the scenario defines "sudden-death" victory conditions.

### 2.0 THE PLAYING PIECES

Players owning the original versions of **PanzerBlitz** or **Panzer Leader** may use components from either of those games. Alternatively, a vastly expanded version of print-and-play game pieces can be downloaded from the Imaginative Strategy web site. These pieces (*referred to interchangeably as "counters" or "units" henceforth*) represent all sorts of combat unit formations (mostly company, but also smaller units) that fought on the eastern, western and African fronts during World War II (roughly 1937 through 1945).

The nationalities used during a scenario are distinguished through the color of the units:

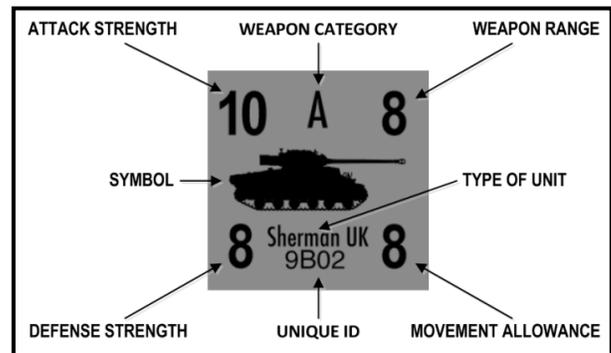
- Finland
- France
- Germany
- Great Britain and Commonwealth
- Hungary
- Italy
- Japan
- Poland
- Romania
- Soviet Union
- United States

All of the white counters are neutral markers that can be used by either side.

### 2.1 Combat Units

Each vehicle counter is noted with a silhouette of the vehicle in the center of the combat unit. Infantry counters are noted with a NATO symbol to denote its type.

A unit's ability to move, attack, and survive incoming attacks is described through a variety of alpha-numeric values printed on each. Reading these values in a 'Z' manner (starting at the upper-left and ending at the lower-right):



**Attack Strength:** This value represents the unit's effectiveness at destroying enemy units. The higher the value, the more effective the unit is.

**Weapon Type:** A letter code defining the weapon category of the unit:

- A Armor Piercing
- AA Anti-Aircraft
- C Transport
- H High Explosive
- I Infantry
- M Mortars

If this value is surrounded by parentheses, the unit may use indirect fire.

**Range:** The maximum distance away at which a unit may attack an enemy unit.

The reverse of each combat unit is noted with the word "Disrupted" to indicate this dispersed and confused status as a result of combat.

**Defense Strength:** This value reflects the unit's ability to withstand an incoming attack. The higher the value, the harder the unit is to kill.

**Unit ID:** A unique identifier for the specific counter. This number may be used to directly apply special abilities to one or more individual units.

**Unit Type:** There are three types of units in the game (Armored, Soft, and Aircraft). The precise Unit Type of a combat unit is noted on the Unit Function Table (UFT). Broadly considered, a combat unit with a vehicular icon and a Weapon Type of 'A' is an Armored unit. A combat unit with an aircraft icon is an Aircraft. Anything else is a Soft unit. If there is any doubt as to the type of a unit, players should refer to the UFT.

## 2.2 Wreck Markers

Each nationality is provided with a collection of Wreck markers that match its nationality color. When vehicle units are destroyed, replace the vehicle counter with a wreck marker. It's not necessary to match the icon on the wreck marker to the exact unit destroyed.



## 2.3 Neutral Markers

These units are used by both players to indicate unit status or a variety of other functions.

**Compass:** The marker noted with an arrow and a large 'N' is used to indicate the northern direction on the game map. This may be important for the purpose of determining victory.

**Turn:** Each scenario includes a turn track that indicates the number of turns available during the scenario. Use this marker to indicate the current turn. Place it initially in the box marked Turn 1 and then advance it to the next box at the end of the current turn. This marker is two sided. Flip the marker over to indicate which side (gray for Axis and the reverse side for their opponent) holds the initiative – the player that goes first – for the turn.

**Moved-Fired:** These status markers indicate if the unit has either moved or fired following its activation.

**Spotted:** These markers are used to note units that occupy concealing terrain but may still be targeted by the enemy.

**Mines:** These markers indicate that the marked location on the map is a minefield with the strength noted on the marker.

**Improved Position:** These markers indicate that units in the marked location on the map receive a defensive benefit.

**Opportunity Fire:** These markers indicate units that can fire during an enemy activation as the result of movement or fire.

**X (Completed):** These markers indicate units that have been activated for any reason that does not include Move, Fire, or Opportunity Fire.

**Engineer Action:** These markers are used to track the progress of an engineer unit's activities when attempting to blow bridges, create blocks, etc.

## 3.0 THE MAPBOARD

The map used in a scenario is made up of one or more geomorphic panels. These panels are placed end-to-end or side-by-side to create the battlefield as defined by the scenario. Each panel is overlaid with a grid of hexagons (or "hexes") that is used to both regulate movement of units as well as determine distances between units. The scale of the map is one hex equals 250 meters.

### 3.1 The Map Panels

The original **PanzerBlitz** came with three map panels. **Panzer Leader** came with four map panels. All of these were recreated and graphically updated by the Imaginative Strategist. In addition to these, the folks at Imaginative Strategist created a dozen new maps for **PanzerBlitz** (including winter versions of the original maps) and nearly that many for **Panzer Leader**. All of these can be downloaded from their web site. All of these maps are compatible. However, the graphic styles between the **PanzerBlitz** and **Panzer Leader** maps are not consistent (which makes for an uglier experience if you want to mix and match maps from the two games).

Hexes on a map panel are referred to using the Map ID, Column, and Row.

### 3.2 Terrain

Beneath the hex grid are representations of the terrain over which battles were fought. The terrain types and

their effects upon movement and combat are described on the *Terrain Effects Chart* (TEC). Generally, terrain either lies completely within a hex or it occupies a hex side.

### 3.2.1 Hex Terrain

Woods, towns, and slopes are examples of terrain that resides within a hex. Even though the actual terrain art may not completely fill a hex, particularly at the edges of the terrain art, it is assumed to completely fill the hex (up to and including the hex sides). Hexes that are devoid of terrain art are considered “Clear” hexes. If there is a question as to whether a hex is Clear or of a different terrain type, assume it to be of the terrain type unless otherwise noted in special scenario rules.

### 3.2.2 Hex Side Terrain

Heavy colored lines printed on hex sides represent terrain that occupies that side of the hex. This may be Cliffs, Woods, or Slopes. Note that some hex sides may represent more than one terrain type, depending upon surrounding terrain (wooded slopes, for example). These instances can be readily inferred from nearby or surrounding terrain types on the map.

### 3.2.3 Roads

Roads are solid lines that run from one hex into and possibly through adjacent hexes. Units moving along a road may avoid the cost of moving into terrain that otherwise might fill it.

### 3.2.4 Half Hexes

Along the periphery of the map are half-hexes. These are in play and units may enter them (paying the cost of the predominant terrain within). When maps are properly aligned, the half hexes between joined maps create “seam” hexes. These are referred to using the coordinates from either map.

### 3.2.5 Stacking

Multiple units may occupy the same hex. However, there is a limit to the number of units that may occupy a single hex after any units have been activated.

**Stacking Limit:** In the Standard Rules, there can be no more than four (or two Soviet) units in the same hex following an activation.

**Stacking Effects:** Stacking is in effect at all times. A unit may not move through a fully stacked hex occupied by

friendly units. If there is not sufficient space to accommodate a moving unit within a hex containing stacked friendly units, the moving unit may not enter the stacked hex.

**Enemy Units:** A unit may not enter a hex that contains any enemy units (exception: Overruns).

## 4.0 SEQUENCE OF PLAY

**Tactical GameX** is played in turns. Each turn consists of a series of phases that must be completed in order. Once these phases have been completed, the turn is over and the Turn marker advanced to the next square on the Turn Track. Once the final turn in a scenario is completed, the scenario is over and a victor determined. If a scenario includes automatic victory conditions that are met, the scenario is over with the victory going to the side achieving these automatic victory conditions.

### 4.1 Determine Initiative

Both players roll a die to determine who has the first option to move during the upcoming Activation phase. The player who rolls a higher result receives the initiative. The player who held the initiative during the previous turn or turns reduces his die roll by the number of turns the initiative has been held. For example, if a player held the initiative for the previous two turns, a value of two is deducted from his initiative die roll. If the modified die rolls are equal, reroll the dice (applying modifiers as before).

*Player A and Player B both roll a die to determine initiative for the current turn. Player A has held the initiative for the past two turns, so must apply a -2 modifier to his die roll. Player A rolls a 4, modified to a 2. Player B rolls a 3 and wins the initiative for the current turn.*

### 4.2 Unit Activation

During the Unit Activation phase, players alternate activating groups of combat units or passing. The player who won the initiative makes this choice first. If a player has no units that can be activated, he must pass. If no player has units that can be activated or three passes occur sequentially, the phase is over.

When a player receives an activation, the following steps occur:

#### 4.2.1 Determine Activation Pool

The active player rolls a die to determine the total number of activation points that can be expended during the current activation. Spending activation points is voluntary, however at least one point must be spent, if possible. Once as many points as desired have been spent, play transfers to the other player who repeats the process. If no points can be spent (i.e. all units have been activated during the current turn) a player must "Pass." A player may also pass voluntarily rather than spend any activation points.

*Player B won the initiative and rolls a die, getting a 4. He can now activate up to four hexes or pass and activate nothing (if all units have already been activated, he must pass). Assuming that he opts for the former, after the four hexes have been activated, Player A rolls a die to see how many hexes he gets to activate (or pass).*

#### 4.2.2 Spend Activation Points

Activation Points are expended one at a time or in batches, depending upon what the player is trying to do. Individual points are spent to accomplish a single activity within a single hex. Multiple points may be spent on a single hex so that individual units within that hex can do different activities. Multiple points may also be spent on different hexes so that those units can accomplish a shared goal. A single unit may only perform a single activity, however. Points can be spent on the following actions:

**Move:** A point is spent to select a hex and move the

units in it. The units are moved individually, but may end up in the same location. After a unit is moved, place a Moved marker on top of it.

**Rally:** A point is spent to select a hex that includes one or more disrupted units. Flip these units over to their front, good order side. Mark these recovering units with an X marker.

**Spot:** The player selects an enemy occupied hex that is within the line-of-sight of a non-disrupted friendly unit and within concealing terrain. A point is spent to activate the friendly unit to attempt to spot. Roll a die. If the result is a success (see 6.3.8), place a Spotted marker on the enemy occupied hex. All units within that hex are considered spotted. Spotting units are marked with a Completed marker unless the spotting unit immediately fires upon the spotted hex (in which case they receive a Fired marker).

**Fire:** A point is spent to select a hex for fire combat. Units in this hex may attack one or more targets individually, a single target in unison, or a combination of these options. If multiple activated hexes are adjacent to one another, they may be combined into a single attack as if all occupied the same hex. Multiple hexes may combine in this manner provided that all selected hexes are adjacent to all other selected hexes (e.g. three mutually adjacent hexes). Mark these units with a Fired marker.

**Opportunity Fire:** A point is spent to select a hex and mark one or more units in it with Opportunity Fire markers. These units may fire at enemy units during an



enemy activation.

**Engineer Activities:** A point is spent to select a hex containing Engineer units. These units may complete a variety of construction and destruction tasks in addition to those listed above.

**4.3 Housekeeping**

Once the players have completed the Activation process, a mutual Housekeeping phase begins.

The status of various markers is changed or the markers are removed. Moved, Fired, Completed, and Inverted Mines are removed. Remove Spotted markers per rule 6.3.8. Smoke 1 markers are removed. Smoke 2 markers are replaced with Smoke 1 markers. The Turn marker is advanced one box on the Turn track.

**4.4 Victory Determination**

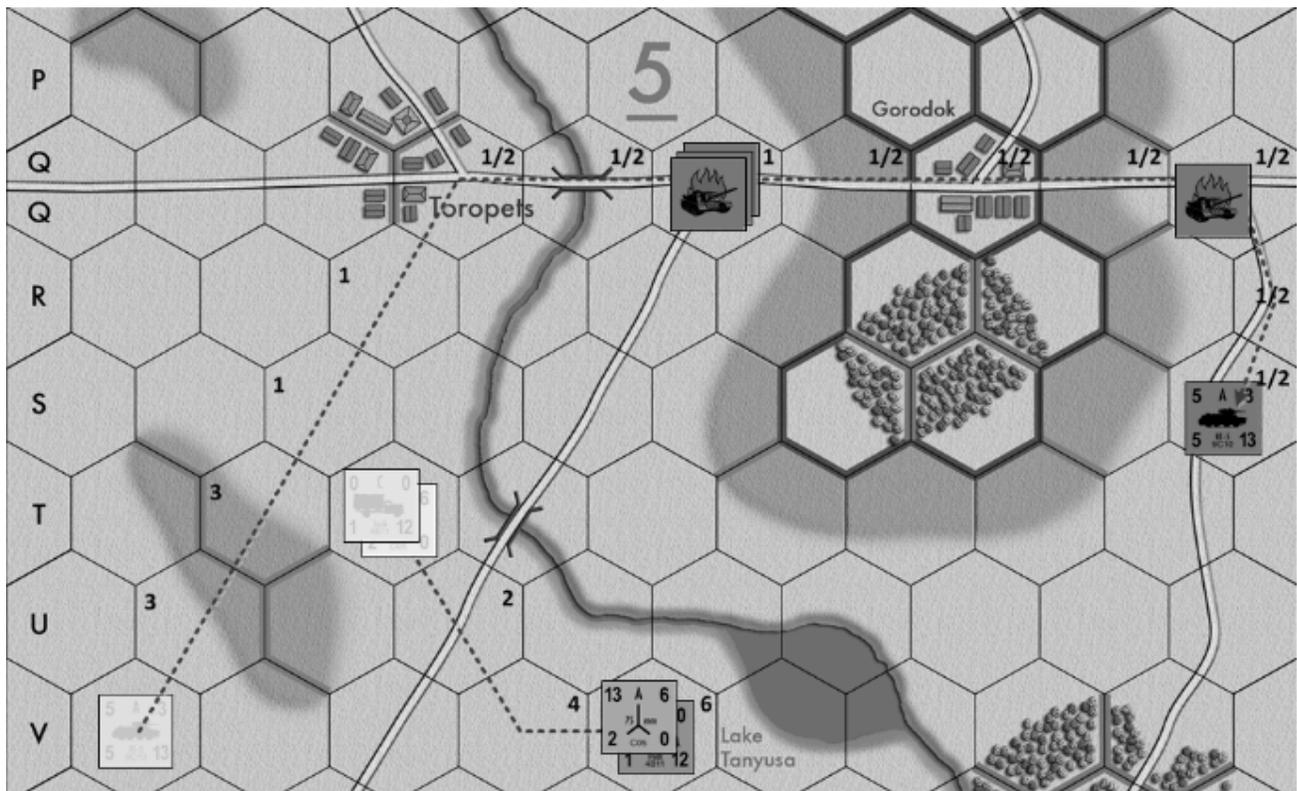
Following Housekeeping, players must check to see if any Sudden Death victory conditions have been met. If so, the game is over.

**5.0 MOVEMENT**

When activation points are spent to move units, they are moved with the grid of hexagons from hex to adjacent hex. Only one unit may move at a time. When its movement is completed, a Move marker is placed on top of it. Units move according to the following restrictions.

**5.1 Unit Movement**

When a unit is activated to move, refer to its Movement Point (MP) value at its lower right corner. As a unit moves, these points are expended. It costs a unit a specific number of MP to enter a hex depending upon the terrain in the hex. Refer to the TEC for the MP cost to enter a hex and/or cross through hex side terrain. If a unit does not have sufficient MP remaining to enter a hex, it may not do so. However, a unit may always move at least one hex, regardless of its MP cost, provided that the unit has a MP value of at least 1 and moves no further during that activation. Disrupted



*This movement example shows how a Soviet BT-5 flies across the map. The cost of each hex entered is indicated. Note that the road movement rate is nullified by the three wrecks in a hex, but not by less than three wrecks. The example also shows how a German truck loaded with a 75mm artillery unit advances, expending half of its movement before spending the remaining half of its movement to unload the artillery.*

units may only move away from spotted enemy units.

Once a unit's movement has been completed, it is marked with a Moved marker.

## 5.2 Transporting Units

Certain units can be carried or towed by Transport category units (noted with a 'C' on their counters). Units that can be transported are noted as passengers in the 'PASS' column on the Unit Function Table.

**Infantry:** Any transport unit can carry an Infantry category unit.

**Artillery:** Only transport units specified as 'Truck' can carry an artillery unit.

**Other:** Other units cannot be transported.

### 5.2.1 Unit Transport Effects

A transport unit can only carry a single unit of any kind.

A unit is noted as being carried by placing it directly beneath the transporting unit.

A transporting unit may still participate in combat normally.

A unit being transported may not take any action and does not count toward stacking limits in a hex. The transported unit shares the fate of the unit transporting it (if the transport unit is eliminated or disrupted, the transported unit is eliminated or disrupted as well).

A transport unit and the unit being transported are treated as a single unit for stacking purposes.



### 5.2.2 Loading Units

In order to load a unit onto transport, both units must occupy the same hex and neither may be disrupted. It

costs the transport unit half of its MP to load an Infantry category unit (however, note 5.2.4). A transport unit may either move into a hex to load a unit, or load a unit and then move with the remainder of its MP allocation. It may not move, load, and then move again.

### 5.2.3 Unloading Units

In order to unload a carried unit, the transport unit may not be disrupted nor may the unloading process violate stacking limits in the hex. It costs a transport unit carrying an Infantry or small caliber artillery unit (smaller than 88mm) half of its MP allowance to unload a carried unit. Neither unit may move following being unloaded. Upon unloading, both units are noted as moved with a Move marker.

### 5.2.4 Large Artillery Exception

Artillery units equal to or larger than 88mm (including 8" guns) require a transport unit to spend its entire movement allowance during the loading and unloading procedure. The gun and the transport unit must begin and end their activation in the same hex.

*Player A wants to move a 75mm gun that is four hexes away across clear terrain from a Truck that has 12 movement points. It will take 8MP to get into the gun's hex, so it cannot load it this turn because it has less than half its MP left after moving. On the following turn, both units start in the same hex. It costs 6MP to load the gun. The truck has 6MP left to spend during its activation.*

*If Player A wanted to move an 88mm gun, the truck would have to begin its move stacked with the gun regardless, as large artillery pieces take a truck's entire MP allowance to load.*

## 5.3 Road Movement

A unit moving along a road derives some benefit. In order to be considered as moving along a road, the following conditions must be met:

- The unit must leave a hex that contains the road.
- The unit must enter a hex that contains the road through a hex side crossed by the road.
- The hex being entered may not be stacked with more than one stackable unit.



If these conditions are not met, the road benefit may not be used and the hex is treated as if the road was not in it. Otherwise, the MP cost for terrain in the hex is ignored and the MP cost is reduced to  $\frac{1}{2}$  MP.

If entry into a hex is prohibited to a unit except by road movement, the unit may not enter the hex if it is stacked with more than two units in the hex.

A unit may combine both road and non-road movement during the same activation. The first road hex moved into costs the same as non-road terrain in the hex. From that point forward, the road cost may be used if possible. Fractional movement points are retained upon leaving a road hex in case the unit returns to a road later during its activation.

Town hexes are considered roads for road movement purposes. Units may not use the road movement rate to enter a hex occupied by a block, fortification, or minefield. Vehicle units may not cross green hex sides except by road movement.

## 6.0 COMBAT

Combat occurs when a player spends one or more activation points to have one or more units attack one or more opposing enemy units. The result of such an attack is determined through the following sequence:

### 6.1 State the Attacking Units

The attacking player indicates each good-order unit that will participate in the attack and spend sufficient activation points to allow each chosen unit to participate. Once the attack process is complete, all of these units are marked with Fired markers.

### 6.2 State the Defending Units

The attacking player notes a defending hex. Any or all of the enemy units in that hex may be attacked, provided that the hex is within range and Line-of-Sight (LOS) of all attacking units. In some instances, single units in a hex can be attacked. In others, all units in a hex must be attacked.

### 6.3 Determining the Result

Regardless of which units are attacking and which units are defending, the process of determining the outcome of an attack is the same:

#### 6.3.1 Determine the Attack Factor (AF)

Compare the unit category of the attacking unit(s) with those of the defending unit(s) on the Weapons Effectiveness Chart. Doing so may increase or decrease the printed Attack Strength (AS) of the attacking unit(s). Also note that the terrain occupied by the defending

unit(s) may temporarily change the unit category of the defending unit(s) as well as modify the AF of the attacker. Sum the modified AS of the attacking units into a single AF.

### 6.3.2 Determine the Defense Factor (DF)

Note the Defense Strength (DS) of the defending unit(s). If required by occupied terrain, sum the DS of all units together into a single DF. Otherwise, the DS of a target is its DF.

### 6.3.3 Determine the Combat Ratio

Compare the AF to the DF as a ratio. For instance, an AF of 24 attacking a DF of 8 would be 24:8, reduced to 3:1. If the ratio cannot be reduced evenly, round in favor of the defender. An AF of 31 to a DF of 8 would still be reduced to 3:1. Conversely, an AF of 8 to a DF of 24 would be reduced to a ratio of 1:3, while an AF of 7 to a DF of 24 would be reduced to a ratio of 1:4.

### 6.3.4 Using the Combat Results Table (CRT)

Roll a die and modify the result based upon the status of and the terrain occupied by the attacker and/or defender. Cross-reference the modified die roll with the column indicated by the Combat Ratio on the CRT. Apply the result to the defending unit(s):

- No Effect.
- X** Target unit(s) eliminated. Remove them from the map. Replace eliminated 'A' category units with a Wreck marker.
- D** Target unit(s) Disrupted. Flip them to their reverse side.
- DD** Target unit(s) Disrupted. Units that were already disrupted are eliminated and removed from the map or replaced with a Wreck marker. Units previously in good order are flipped to their reverse side.

Note that odds ratios greater than 4:1 are treated as 4:1. Odds ratios less than 1:3 automatically result in No Effect.

### 6.3.5 Combat Die Roll Modifications

A variety of factors may affect an attack die roll. Different modifiers may affect defending units. Due to this, the result of a single die roll must be modified individually for each unit being attacked if there is more than

one defending unit in the hex. For example, assuming a die roll of '4' and one of three units in a hex requires a die roll modification of '-1', that unit would treat the roll as a '3' while the other two units would treat it as a '4' and different rows would be consulted on the CRT. Factors that may change a die roll are:

**Disrupted** Units reduce the die roll by 1.

**Town** hexes increase the die roll of attacks against units within them by 1.

**City** hexes increase the die roll of attacks against units within them by 1.

**Improved Positions** increase the die roll of attacks against units within them by 2.

**Fortifications** increase the die roll of attacks against units within them by 2.

**Reverse Slope Benefit** increases the die roll of attacks against units adjacent to slope hex sides by +1 or +2 when subject to Direct Fire.

If more than one modifier applies to a defending unit, all of them are accumulated into a single modifier. For example, a Disrupted (-1) unit in a Fortification (+2) would modify its roll by +1.

### 6.3.6 The Weapons Effectiveness Chart (WEC)

Each combat unit in the game is noted with a Weapon Category and a Unit Type. In order to determine how well a unit's armament might fare against a defending unit, the WEC is used.

When combat is initiated, the attacking unit cross-references its Weapon Type from the list at the left of the table with the Unit Type at the top of the table. When attacking an Armored unit type, also note the distance between the attacking unit and the target and use the column appropriate to the range.

The table result indicates if the attacking unit's Attack Strength (AS) is used as printed, halved, doubled, or if the attack is allowed at all. If an attack is disallowed by the WEC, the unit's AS is reduced to zero (0).

If attacking a hex that contains units of different types, use the type corresponding to the majority of units in the target hex. If there is no majority, use the type most beneficial to the defender.

WEAPONS EFFECTIVENESS CHART - TYPE OF TARGET			
FIRING WEAPON CATEGORY	ARMORED		NON-ARMORED
	Half Range or Less	Greater than Half Range	All Ranges
I	CAT attacks only, other attacks not allowed	Attacks not allowed	Printed AS. Units with an asterisk (*) after range may fire up to twice the printed range at half-AS
A	Double AS	Printed AS	Half AS
H	Printed AS at ranges of six hexes or less	Half AS at ranges greater than six hexes	Printed AS
(H) DF	Printed AS at ranges of six hexes or less	Half AS at ranges greater than six hexes	Printed AS
(H) IF	Half AS	Half AS	Normal AS
M	Half AS	Half AS	Normal AS
NOTES:	AS: Attack Strength; DF: Direct Fire; IF: Indirect Fire		

**6.3.7 Line of Sight**

The map is a two-dimensional representation of a three-dimensional space. That is, the terrain in each hex is assumed to rise to a specific height at or above “ground level.” In order for an attacking unit to spot a defender, its view must either be clear of these intervening obstacles or it must occupy an elevation high enough to see over any intervening obstacles. This view is called “Line-of-Sight (LOS).”

LOS is determined by drawing an imaginary straight line from the center of an attacker’s hex to the center of a defending hex. If this line passes through or along a blocking hex or hex side, LOS may be blocked. Blocking hex terrain includes Woods, Towns, Collective Farms, and Forts.

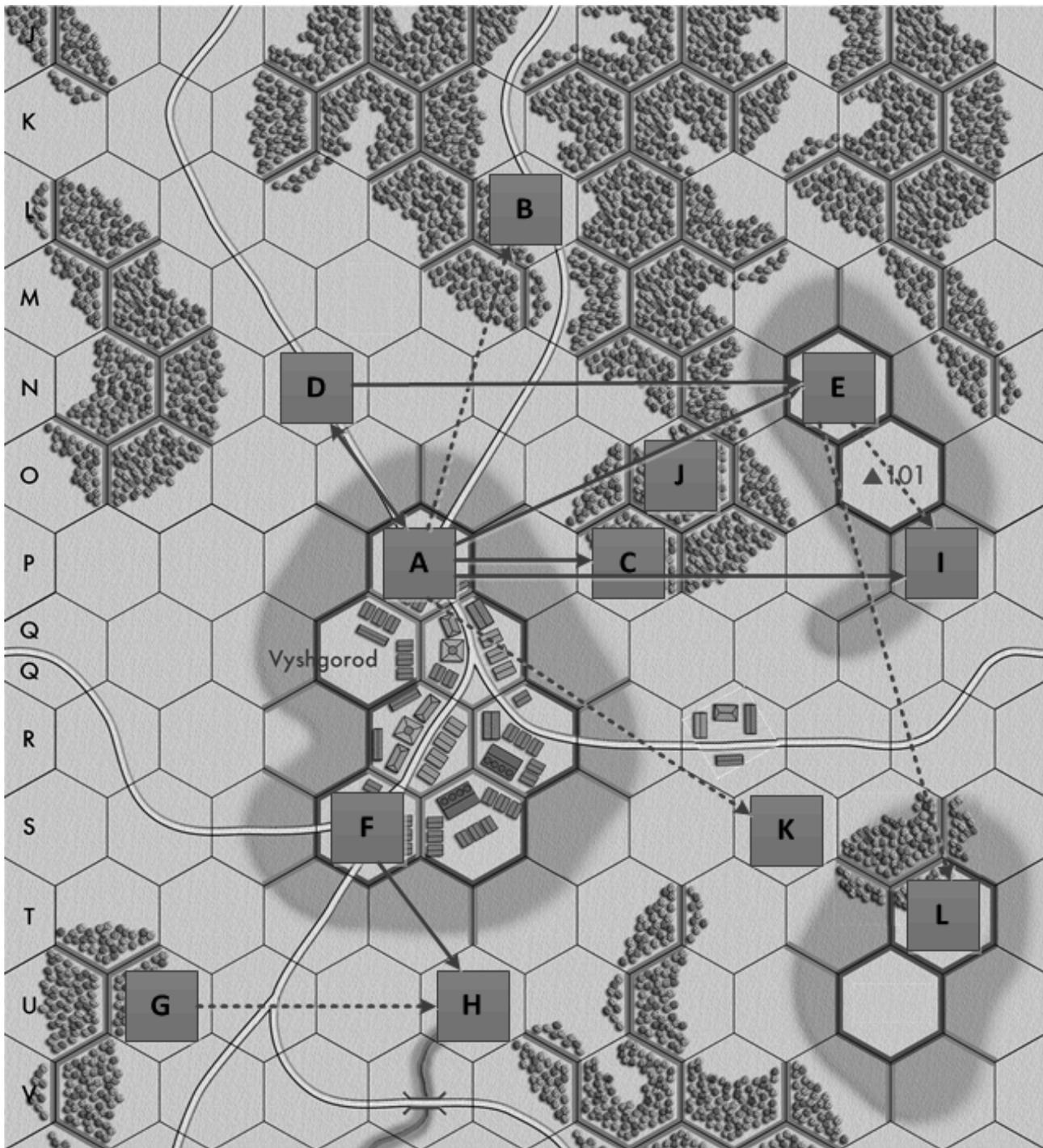
Heavy colored lines on hex sides (including the corners where colored and non-colored hex sides meet) indicate the potential of blocked LOS when it bisects those lines. Blocking hex side terrain includes Woods (green hex sides) and Towns (gray hex sides) in addition to slopes and hills that rise above ground level. These obstructions rise to a range of levels as noted below:

- **Level 0:** Ground (lowest) level.
- **Level 0.5:** Woods/Town (Green/Gray hex sides).
- **Level 1:** Low Slope (dark brown hex sides).

- **Level 2:** Low Hilltop (orange hex sides) and cliff hex sides.
- **Level 3:** High Slope (yellow hex sides)
- **Level 4:** High Hilltop (purple hex sides)

To determine if LOS is blocked by intervening terrain, check the levels of the attacking and defending hexes and the intervening terrain (adding the level of green or gray hex sides if necessary) and refer to these general rules:

- If both the attacker and the defending hex are at the *same* level and the LOS crosses blocking hex or hex side terrain at a *lower* level, LOS is *not blocked*.
- If both the attacker and the defending hex are at the *same* level and the LOS crosses blocking hex or hex side terrain at a *higher* level, LOS is *blocked*.
- If the attacker and defending hexes are at *different* levels and the intervening terrain is at a level that is *lower* than both the attacker and defending hex, LOS is *not blocked*.
- If the attacker and defending hexes are at *different* levels and the intervening terrain is at a level that is *higher* than both the attacker and defending hex, LOS is *blocked*.
- If the attacker and defending hexes are at *different* levels and the intervening terrain is at the same level as the higher hex, LOS is *blocked*.



The diagram above shows several samples of clear and blocked Lines of Sight. The solid lines indicate clear LOS, while the dashed lines indicate blocked LOS. Note that all LOS is reciprocal. If the shooter can see the target, the target can see the shooter. The reasons for each are as follows: **A-B**: LOS is blocked by the green hex side. **A-C**: Unit C may be targeted only if it was spotted or if it fired or moved. **A-D**: Clear LOS. **A-E**: Clear LOS because both units are higher than the intervening green hex side. **A-I**: Unit I may be targeted because Unit I is adjacent to the brown Ridge hex side. **A-K**: LOS is blocked to Unit K because it is adjacent to the Town hex. **C-J**: Adjacent units always have a clear LOS and are always spotted. **D-A**: Clear LOS, Unit A is protected by Reverse Slope. **D-E**: Clear LOS because the blocking green hex side is closer to the higher unit. **E-I**: LOS is blocked because it passes through more than one orange hex side (the intervening hill hex is higher than the slope hex). **E-L**: LOS is blocked by the Slope/Woods hex side. **F-H**: Clear LOS because Unit F is at a higher elevation than the Stream hex. **G-H**: LOS is blocked because Unit H is in the Stream.

- If the attacker and the defending hex are at different levels and the intervening terrain is at a level between, LOS *is clear* if the intervening terrain is closer to the higher hex while the lower hex is a number of hexes away from the intervening terrain equal to the intervening terrain's relative height (rounding up if the intervening terrain includes a green or gray hex side).

In addition to these general rules, there are specific considerations:

- LOS is completely reciprocal. If an attacking unit has LOS to a defending hex, units in the defending hex have LOS to the attacking hex.
- When the attacker and defending hex are at different levels, LOS is *always blocked* if it crosses a Woods, Town, Collective Farm, or Fort hex to which the lower unit is adjacent. The same is true of the LOS crosses through a green or gray hex side that is part of the lower hex.
- Regardless of elevation differences or hex side color, a unit may always fire upon a defending hex that is adjacent to its own (but note Reverse Slope effects if firing across a slope or hill hex side).

If there is a question concerning a blocked LOS, refer to the Target Elevation Table.

### 6.3.8 Spotting

When playing the game, players can clearly see each other's counters. That does not mean that the forces being portrayed by those counters can actually see each other. Even though a unit may have LOS to a target that does not mean that they automatically see it. In order to see an enemy unit, that unit must be "spotted." All units in a hex containing at least one spotted unit are considered spotted as well.

In order for an enemy unit to be considered spotted, it must either be adjacent to a friendly unit or meet the following criteria:

1. The enemy unit is in the LOS of any friendly unit.
2. The enemy unit is in clear terrain or is marked with either a Moved, Fired, or Spotted marker.

A Spotted marker is placed as the result of a successful Spotting action by a selected unit. To attempt to spot, a player selects an inactive spotting unit and an enemy unit in its LOS and within its spotting range. An activation point is spent and a die is rolled. A roll of 1-3 re-

veals a unit in Woods or Collective Farm terrain. A roll of 1-2 reveals a unit in Town or Fortress terrain. A revealed unit is marked with a Spotted marker.

The spotting range of a unit is typically four hexes. However, units of types Scout, Recon, or noted as CP (inherently or otherwise) automatically spot enemy units within four hexes and may make a spotting roll at a range of five to eight hexes

A unit that successfully spots an enemy unit may immediately and freely fire upon that unit as part of its action. If a player wants to combine fire with multiple units, each unit must pay to spot the enemy unit, but only a single die roll is made.

Following a spotting attempt, a spotting unit is marked with a Completed marker.

Any hexes marked with Spotted markers retain the marker until vacated or units within begin a turn out of the LOS of an enemy unit.

**Limitations:** Any unit may attempt to spot except for Trucks and any unit that is being transported.



### 6.3.9 Reverse Slope

If the LOS to a defender's hex passes through a Slope or Hill hex side that is part of the defender's hex and at a higher elevation than the attacker's hex, the defender may gain the benefit of Reverse Slope. With regards to armored vehicles, this is also referred to as being Hull Down.

This state is applied regardless of where the LOS crosses the Slope hex side (even the very ends) and is applied even if the units are adjacent to each other with the Slope or Hill hex side between them.

The effects of being on a Reverse Slope are not applied against indirect fire, overrun, close assault, or air strike

attacks. The effects are applied against direct fire and opportunity fire attacks.

When applicable, +2 is added to the CRT die roll of any Armored targets and +1 is added to the CRT die roll of any Non-Armored targets.

### 6.3.10 Hill and Slope Defense Exceptions

Ordinarily, a unit attacking a defender occupying a Slope or Hill terrain has its AF halved. A defender on a Slope does not gain this advantage if the attacker is adjacent to the defender, unless there is a Slope hex side directly between the attacker and defender. A defender on a Hill does not gain this advantage if the attacker is also on a Hill at the same or a higher level.

### 6.3.11 Streams and Ravines

Stream terrain describes stream and river terrain that is particularly difficult to cross. The terrain includes thick vegetation and steep-sided ravines with muddy bottoms that offer excellent cover. In the desert, these dried river beds are Ravines (also called Wadi) that provide the same benefits. Although they provide the same effects, they are both referred to as "Streams" in these rules.

Vehicle and Artillery units (including wagons) may not enter Stream hexes, except at (undestroyed) Bridge hexes.

Infantry units may only enter a Stream hex if:

- They begin their activation adjacent to it or
- Upon moving adjacent, make a successful Morale roll. If this roll is failed, the moving unit must halt and may not move further during the turn.

Units entering a Stream hex must halt movement and are marked with both a "Down" and "Moved" markers.

Units in a Stream hex expend their entire movement to either leave the Stream into an adjacent hex or move to an adjacent Stream hex. If units in a Stream hex are moved to another Stream hex (even if crossed by a Bridge), they automatically receive (or retain) a "Down" marker.

Units in a "Down" state may expend their entire movement to enter an "Up" state within the Stream hex. Units in an "Up" state are still within the Stream hex, but may attack out of it. Only units in an "Up" state may attack from within a Stream hex.

Once a Stream hex is vacated, remove the "Down" or "Up" marker from the moving unit (unless moving to another Stream hex).

Units that are in a "Down" state may not be seen by non-adjacent ground-level units. They may be seen by adjacent units or units on Slopes or Hill hexes. Units that are in an "Up" state may be seen by any unit.

Units that are in a "Down" state in a Stream hex that also includes a Bridge are assumed to be under the bridge. Units under a bridge must be spotted. Units crossing a Stream at a Bridge do not receive a "Down" marker and are assumed to occupy Clear terrain for the purposes of combat. Units may not enter a Stream hex from a Bridge hex.

Units in a Stream hex add +1 to the CRT die roll for any Direct attacks targeted against them. Indirect attacks targeted at units in Stream hexes are not modified due to the Stream.

## 6.4 Attack Types

There are several different means through which to attack based upon the units attacking, the units being attacked and their position on the battlefield. Some units may employ different types of attacks, depending upon these factors, so it's up to the player to select the attack type depending on what the situation demands. Regardless of the type of attack selected, all attacks follow the same rules previously described toward determining an attack's outcome.

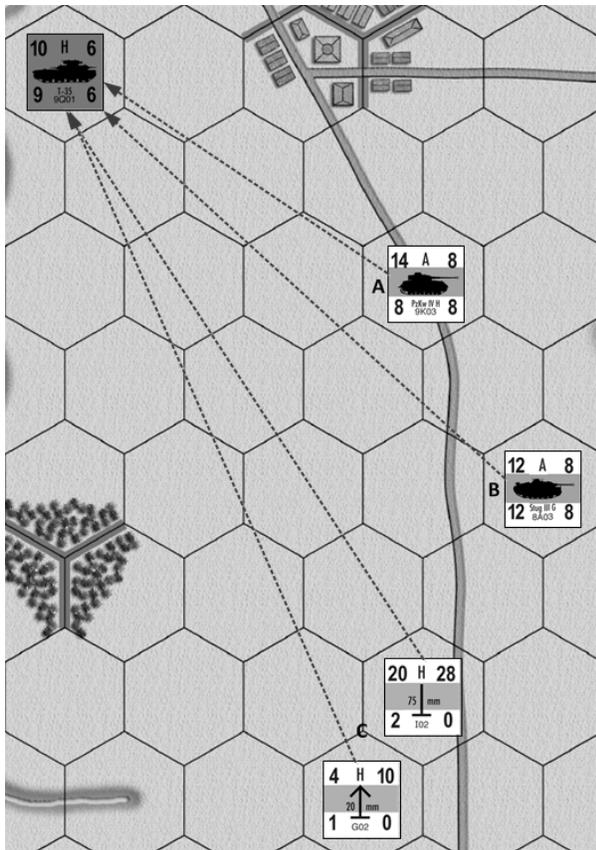
### 6.4.1 Direct Fire

Direct Fire attacks are those where all of the attacking units have a LOS to the spotted target hex.

The effective attack strengths (per the WEC) of all of the attacking units must be combined into one attack strength.

The attacker may target one or more units in a hex, but only units in the target hex may be attacked. Different attacking units are free to target different defending units in the target hex, but all attackers and defenders for each attack must be defined prior to any attacks being resolved.

Apply Terrain effect die roll modifiers to each attack on the target hex, per the Terrain Effects Chart. Note that Direct Fire attacks may be subject to Reverse Slope effects.



**Attack A:** The Finnish Pzkw IV H fires at the Russian T-35. At a range of 4, which is less than or equal to half-range, so the AS is doubled. The odds are 28 to 9 or 3-1.

**Attack B:** The Finnish StuG III G fires at the Russian T-35. At a range of 6, the printed AS is used. The odds are 12 to 9 or 1-1.

**Attack C:** The Finnish 75mm and 20mm combine to attack the Russian T-35. The 75mm is 6 hexes away, so its AS is unchanged. The 20mm is greater than 6 hexes away, so its AS is halved. The attack is 22 to 9 or 2-1.

### 6.4.2 Opportunity Fire

Opportunity Fire is a type of combat that allows a player to activate units for Direct Fire during the opponent’s activation. Only units with A and I (and in some cases, AA) weapon types may use Opportunity Fire.

When a player moves a unit out of its current hex and into an adjacent hex, an opponent may temporarily halt the unit’s movement for Opportunity Fire. The active player must provide sufficient time (a few seconds) for an opponent to make this decision.

The number of movement points expended to enter a hex indicates the number of enemy units that may perform Opportunity Fire against the moving unit.

Only units that have activated for Opportunity Fire and have LOS to the target hex may perform Opportunity fire. Once complete, these units are marked with Fired markers.

Opportunity Fire may only be performed against the moving unit, regardless of any other units that may occupy the hex the target currently occupies. This exception supersedes any other rules concerning attacking a hex with multiple units in it.

In all other regards, Opportunity Fire is treated as Direct Fire.

To be eligible for Opportunity Fire, a unit is activated and an Opportunity Fire marker placed on it. During Housekeeping, these markers may be left in place so that the marked units are eligible for Opportunity Fire during the following turn (they may not receive different orders during that turn). If a unit marked for Opportunity Fire is disrupted, replace its marker with a Completed marker.

### 6.4.3 Indirect Fire

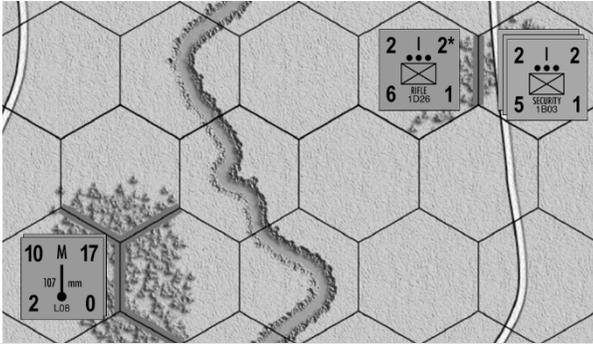
Indirect Fire is a type of combat that allows an attacking unit to fire at an enemy hex that is within range but not within LOS.

Only units with (H) or M weapon types may use Indirect Fire, as can self-propelled artillery (SPA) units.

Even though the firing unit(s) need not have a LOS to the target hex, there must be at least one friendly unit that does have LOS to the spotted target hex and is not marked as fired, moved, or completed. Only units that would ordinarily be able to fire on the spotted unit can act as the “sighting” unit during Indirect Fire.

(H) units may fire at targets within their range and no closer than ¼ of their range (round fractions normally).

When executing an Indirect Fire attack, an activation point is spent for each hex containing firing units. An activation point need not be spent by the sighting unit. When the attack is completed, the firing units are marked with Fired markers and the sighting unit is marked with a Completed marker.



Two American 107mm mortars are firing indirectly at the German Security forces with an American Rifle unit spotting. The American mortar hex is activated for fire (the spotting unit does not have to be activated). The mortar attack computes as a combined strength of 20, divided by 3 (the number of units in the target hex). The odds of each attack are 6.67:5 or 1:1.

When using Indirect Fire, all units in the targeted hex must be attacked. Sum all of the modified attack strengths of the attacking units into a combined value and then divide it by the number of defending units in the target hex. Compare this strength to the defensive values of each defending unit to determine combat results for each attack.

In all other regards, Indirect Fire is treated and executed as Direct Fire.

**6.4.4 Off-Board Artillery (OBA)**

Off-Board Artillery is a type of attack identical in all ways to Indirect Fire with these exceptions:

The attacking units are not placed on the map. Depending upon special scenario rules, these units may be organized into one or more separate batteries. Each battery requires an action point to activate.

Once a point has been spent to activate OBA, a Morale Check die roll must be made. Failure to make this roll



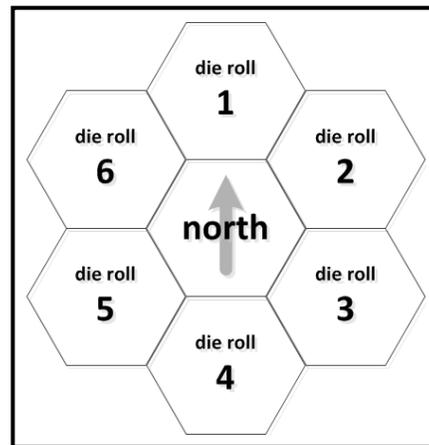
means that the OBA is unavailable. Additional attempts may be made at the expense of additional activations (even immediately following a failed attempt).

Batteries may combine with on-board artillery units, provided enough action points are available to do so.

The attacking units have an effective range of infinity and may hit any hex on the map, unless specified otherwise in special scenario rules. A sighting unit is still required.

Once the attacking units and defending hex have been determined, an accuracy die must be rolled.

<u>DIE ROLL</u>	<u>EFFECT</u>
1-2	Indirect fire hits targets normally
3-5	Indirect Fire hits one of the six adjacent hexes. Roll a die once and consult the Scatter Diagram to determine which hex is hit.
6	Indirect fire is widely spread. No units in the target hex are attacked.



Prior to making the accuracy roll, one or more activation points may be expended. Each spent point reduces the accuracy die roll by one.

If the attack scatters into an adjacent hex, any units in that hex must be attacked (even if they are friendly).

OBA units may not be attacked by on-board units. OBA units may be attacked by enemy OBA units following the first friendly OBA attack. These “counter-battery” attacks take place at half strength, unless the attacker can activate an unused aircraft unit as part of the attack.

6.4.5 Overrun

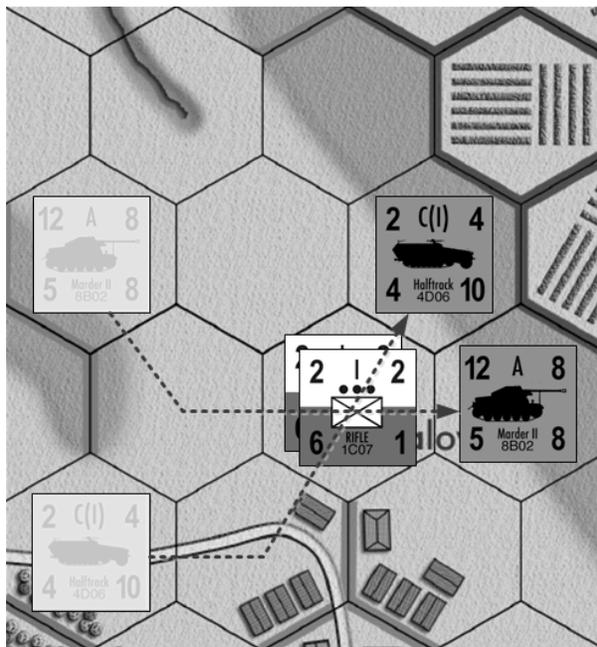
Overrun attacks occur when one or more friendly armored units move through an enemy occupied hex in an effort to attack enemy units at close range and with maximum firepower.

Overrun attacks may only be targeted against units in open terrain hexes that do not include Blocks, Wrecks, Minefields, or Fortifications.

To initiate an Overrun, the target hex is first selected. Any activated armor units that take part in the Overrun are moved through the target hex and into a hex adjacent to the target. This need not be the same hex. Units that cannot complete this movement may not participate in the Overrun.

The attack strengths of the attacking units are combined into a single value, as are the defense strengths of any enemy units in the target hex. The attack is resolved using these values on the CRT without regards to weapon effectiveness (WEC). Shift the odds column shifted one to the right, and deduct two (-2) from the attack die roll for the overrun attack itself.

Self-Propelled Artillery (SPA) units may not participate in overrun attacks. Halftracks may not overrun ar-



The German Marder II and a Halftrack overrun two Polish Rifle units, stopping adjacent to the target units. The attack is calculated at 12+2 (or 14) to 12 or 1-1, which is increased to 2-1. Additionally, a -2 is applied to the die roll.

mored vehicles (including other halftracks).

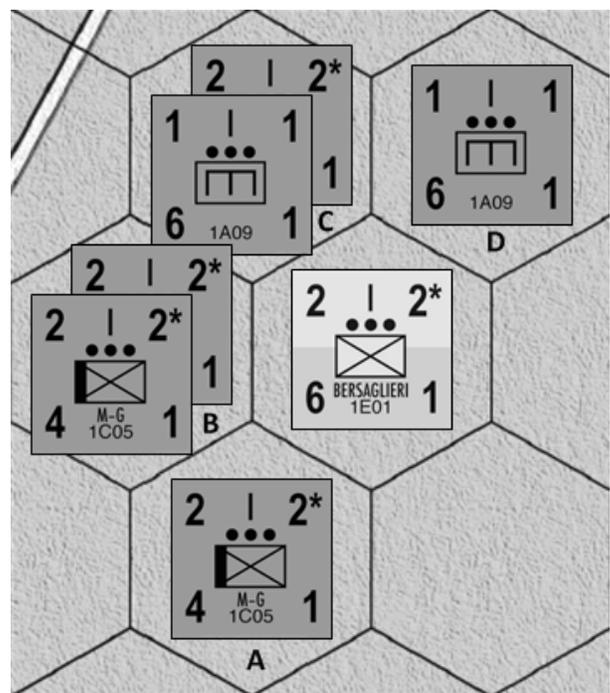
6.4.6 Close Assault

Close Assault attacks occur when infantry units of any nationality attack an enemy unit in close combat. Close Assault is the only way in which an "I" category unit can attack an armored unit.

In order to conduct a Close Assault, the attacking units must be adjacent to the target and may not be or have been transported at any time during the turn, nor may they have used any movement bonus. Excepting this, units may move prior to Close Assault.

To initiate a Close Assault, the target hex is first selected. Any activated infantry units that take part in the Close Assault are moved adjacent to the target hex. Units that cannot complete this movement may not participate in the Close Assault.

The attack strengths of all assaulting infantry units are added together as are the defense strengths of enemy



Several American units are using Close Assault against an Italian Bersaglieri. The MG in Hex A cannot participate because it is not stacked with a non-MG unit. The MG in Hex B may participate. The Engineer in Hex C allows a column shift to the right. The Engineer in Hex D may participate, but does not allow a column shift since it's not stacked with an Infantry unit. The odds are 8 to 6 or 1-1, raised to 2-1. Additionally, a -2 is applied to the die roll.

units in the target hex. These values are modified by the TEC and used to resolve the attack. The attack die roll is reduced by two (-2) for the Close Assault itself. If at least one Engineer unit is stacked with an Infantry unit, the combat result column is shifted one to the right.

Machinegun (MG) units may only participate in a Close Assault if they are stacked with at least one non-MG Infantry unit.

Close Assault attacks may not be executed from a Stream or water hex, nor may they be executed against a water hex.

**6.4.7 Aircraft Attacks**

A scenario may specify that either or both sides have access to aircraft attacks. Each aircraft unit indicates the weapon types it has available. For each weapon type it has available, it may conduct one attack of that type during its activation. Once an aircraft has completed its attacks and exited the map, it is removed from the game. The strength of each attack is indicated above the noted attack type. A P-38 Lightning, for instance has an '(H)' attack strength of 40 and an '(I)' attack strength of 4.

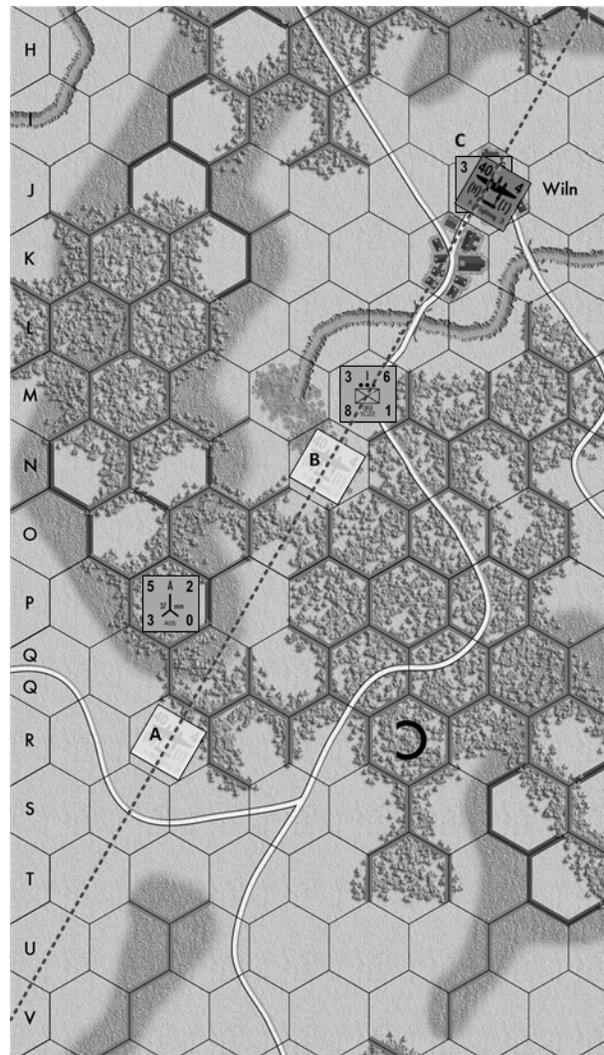


An aircraft must fly in a straight line. It may not turn during movement. The aircraft enters the map through an edge hex, facing as desired, and then moves into each hex that the aircraft icon faces until it exits the map. An aircraft has unlimited movement. Unless it is destroyed along the way, it always has sufficient movement points to cross the map.

At any point during its move, an aircraft may halt its movement to complete an attack. Additionally, any enemy Anti-Aircraft (AA) unit may temporarily halt an aircraft's movement to conduct Opportunity Fire, provided that the aircraft is within the AA unit's range.

Units that are AA-capable are noted on the Unit Function Table.

AA fire is resolved using the Anti-Aircraft Fire Table, instead of the CRT, with the following considerations. All aircraft are considered non-armored targets. The attack strength of AA units is doubled at less than half range.



*An American P-38 Lightning is flying in for a strafing and bombing run. It enters the map in Map Hex V, heading to Wiln. It is halted by the Germans at Point A to suffer an AA attack. It survives and proceeds to Point B where it strafes the German Infantry with its I attack. It then proceeds to Point C where it attacks the German Infantry in Wiln with an (H) attack. Finally, it continues moving forward until it moves off-map.*

The attack strengths of all AA units firing at the same target are summed into a single value. Find the column whose range of attack strengths include this value and cross-reference the die roll to determine the result of the attack.

Aircraft units are automatically spotted. An aircraft's target unit must be spotted before the aircraft enters the map.

Different weapon types have different attack ranges:

<b>G</b>	12 hexes
<b>A</b>	3 hexes
<b>I</b>	1 hex
<b>H and (H)</b>	0 hexes

If, depending upon the location of the target and the configuration of the map, an aircraft cannot fire at its maximum range due to it not being on the map, it can still fire at that distance. However, if the difference between the map edge and the maximum range of the attacking aircraft still falls within the range of an available AA unit, the aircraft can be attacked by that AA unit, even though the aircraft is not on the map.

G, A, I, and H weapon types use Direct attacks and may target one or more units in a single hex. When attacking multiple targets, sum the targets' defense strengths into a single value. The results only affect the units attacked.

(H) weapon types use Indirect attacks that affect all units in the target hex. Each unit is attacked separately by the attack strength of the weapon type.

Defending units do not benefit from Reverse Slope effects, regardless of the direction from which the aircraft is attacking.

After an aircraft has completed its first attack and it has more than one, it may exit and reenter the map from a different point for each additional attack available. Once all of an aircraft's attacks have been completed, remove the aircraft from the game.

If an aircraft is disrupted (driven off) or destroyed during one of its attacks, any additional attacks are lost.

**Spotter Aircraft:** Some scenarios may provide Spotter aircraft. These are special types of aircraft that do not have any attack values. They are moved just like other aircraft, but only get one activation per turn and are available every turn until disrupted or destroyed.

When activated, they may spot enemy units on the ground just like any other unit. Their spotting range is infinite.

In addition to spotting enemy units, Spotter aircraft can also spot for OBA. When doing so, place the unused spotter aircraft anywhere on the map. It may

then receive AA fire. If it has not been driven off, complete the OBA attack on the spotted hex. Once complete, remove the Spotter aircraft, marking it with a Moved marker.

## 7.0 MORALE

During the course of combat, units will become disrupted. Their ability to return to good order so that they can continue to fight is represented by their Morale level. Each nation in a battle is provided with a numerical Morale Level. The higher the number, the better the cohesion and training of the forces. The Morale levels for the combatants in the original **PanzerBlitz** and **Panzer Leader** Situations are listed on the Situation Command & Control charts.

### 7.1 Morale Checks

When a unit needs to make a Morale Check, two dice are rolled and summed. If the modified dice roll is less than or equal to a nation's Morale Level, the Morale Check has been passed. Otherwise, the Morale Check has been failed. Cumulative Morale roll modifiers are as follows:

**Hidden:** If the unit is not spotted, deduct one (-1) from the dice roll.

**Protective Terrain:** If the unit is in Town, Fort, or Improved Position, deduct one (-1) from the dice roll.

**Command Post** (see Optional Rules): If the unit is stacked in the same hex as a Command Post, deduct two (-2) from the dice roll.

**Out of Command** (see Optional Rules): If the unit is far enough removed from a Command Post so as to be out of command, add one (+1) to the dice roll.



## 7.2 Disrupted Units

When a unit has been disrupted as the result of an attack, it is flipped over to its Disrupted side. The effects of being disrupted are as follows:

**Vulnerability:** Firing upon a disrupted unit allows the attacker to reduce the die roll result by one (-1). Additionally, a disrupted unit that receives a special disruption (DD), it is eliminated.

**Movement Limits:** When activated, a disrupted unit may move normally when out of the LOS of a ground-based (not aircraft) enemy unit. When within the LOS of a ground-based enemy unit, the disrupted unit may only move away from enemy units within its LOS.

**Attack Limits:** A disrupted unit may not perform attacks of any kind.

**Spotting Limits:** A disrupted unit may not act as a spotter for a friendly unit.

**Rally:** A disrupted unit may be activated for a Rally attempt.

## 7.3 Unit Rally

When activated, a unit may attempt to rally by making a successful Morale Check. Units that succeed are marked with Completed markers. Units that fail are not marked at all and may attempt another Rally attempt during the same or a later activation.

## 8.0 NEUTRAL COUNTERS

There are several types of “neutral” counters that modify the status of units stacked with them. These units may or may not be placed during the course of a game, depending upon their type. In all cases, they can be occupied by either side during play and their placement on a road negates the movement benefit of that road hex.

### 8.1 Wrecks

Wrecks are placed whenever an armored or fortification unit is destroyed in a hex. A maximum of three Wrecks can occupy a hex, regardless of the number of units destroyed within it. Wrecks may not be placed in hexes with other neutral counters or in Water or Swamp terrain.



### 8.2 Mines

Mines are placed as part of a side’s setup instructions. Mines may be placed in clear, Woods, Collective Farm, or road (including block and bridge) hexes.



Unless placed in a bridge hex, the location of mines may be tracked secretly. The owning player makes a notation as to the location and strength of the mines. Their position is revealed when a unit moves into a mine hex.

Engineer and Flail units are immune to mine attacks, but still reveal their location when entered. All other units entering a mined hex are immediately attacked at the strength noted on the mine unit. Disrupted units must halt their movement in the mine hex. Units that attempt to exit the mine hex are also subject to attack (e.g. units entering a mine field are subject to two attacks: entering and exiting) at the strength noted on the mine unit.

A unit that is disrupted while trying to exit a mine hex must stay in that hex. Since the unit never left the hex, it is not subject to Opportunity Fire.

Units subject to a mine attack roll on the CRT column indicated by the strength of the mine unit. There are no modifications to the die roll and the results are applied immediately.

A unit in a mine hex may not make an Overrun attack, nor may it participate in a Close Assault.

An engineer or flail unit can remove a minefield marker per the process described within the Supplemental Rules section, below.

### 8.3 Improved Positions

Improved Positions are placed as part of a side’s setup instructions. They may be placed in any hex other than Town and Water hexes. Only a single Improved Position can occupy a hex. Improved positions may not be placed in hexes that include other neutral counters. Once placed, an Improved Position may not be removed.



A unit occupying an Improved Position adds two (+2) to its CRT die roll.

A unit that is fired upon by Opportunity Fire while entering a hex containing an Improved Position does not gain the benefit of the Improved Position.

Units occupying an Improved Position deduct one (-1) from their Morale checks.

#### 8.4 Fortifications

Fortifications represent bunkers, redoubts, pillboxes, and other structures built specifically to withstand attacks.



Fortifications are placed as part of a side's setup instructions. They may be placed in any hex other than Swamp, Water, Mine, or Block hexes. Once placed, they may not be removed.

A Fortification does not affect LOS.

Units are considered within a Fortification if stacked beneath the Fortification marker. Units on top of the Fortification marker are outside of the Fortification. Units outside of a Fortification may be attacked normally.

Units within a Fortification are counted as a single unit for Stacking purposes. If a Fortification is destroyed, all units within the Fortification are destroyed as well. Replace a destroyed Fortification with a single Wreck marker.

If a Fortification receives a Disruption result in combat,

all units within it are Disrupted. Disrupted units within a Fortification are not destroyed with subsequent Disruption results. These results are simply ignored.

Units within a Fortification defend only with the strength of the Fortification itself. All units within a Fortification are considered armored targets. Units attack from within a Fortification normally.

A fortification may hold a number of units equal to its Defense strength divided by 10 (i.e., a 20 strength Fortification could hold two units). This capacity is in addition to regular stacking within a hex of which the Fortification itself counts as a single unit. So assuming a stacking limit of four units in a hex, a 20 strength Fortification in a hex could hold two units inside with three units outside.

Provided that there are no units outside of a Fortification, enemy units MAY enter a Fortification hex. Units in a Fortification attacking an enemy unit in the same hex (and vice-versa) attack as if they were adjacent.

Enemy units entering an occupied Fortification hex must stop. Enemy units entering an occupied Fortification hex are subject to a number of Opportunity Fire attacks equal to the entry cost of the hex terrain. Opportunity Fire attacks may come from inside or outside of the Fortification.

Units in Fortifications cannot be attacked by Overrun, nor may units within Fortifications initiate an Overrun.



A Fortification counter negates a road in the Fortification hex.

### 8.5 Blocks

Block markers represent road blocks, tank traps, felled trees, or anything that might impede movement. They may be placed as part of a side's setup instructions or they may be created by Engineer units during play. They may not be placed in Water hexes. No more than one Block may be placed in a hex.



A unit may only enter a Block hex if it begins its activation adjacent to the Block hex. Entering a Block hex expends all of a unit's movement. A unit may exit a Block hex normally.

Blocks count as a unit with regards to stacking limits.

Blocks may only be removed by Engineer units.

Blocks negate any roads in the Block hex.

Blocks do not affect LOS and have no effect on combat.

Units entering a Block hex may be attacked more than once by Opportunity Fire. After the first attack, roll a die. If the result is equal to the number of Opportunity Fire attacks sustained, the unit may no longer be attacked. Otherwise, the unit may be attacked again, as if the unit had expended that number of movement points to enter the Block hex.

## SUPPLEMENTAL RULES

The following rules need only be referred to if specific units are being used in a scenario or if the scenario deals with special conditions.

### 9.0 ENGINEER UNITS

Engineers are specialty units that have the ability to perform certain unique activities outside of simple movement and combat. They can be used to clear minefields, create and remove blocks, demolish bridges and increase the effectiveness of a CAT attack.

#### 9.1 Clearing Minefields

Engineer units may remove minefield markers from the map.

In order to remove a minefield, an engineer unit must begin its activation adjacent to it. To remove the minefield marker, the engineer unit expends an activation point to move into the minefield hex, inverting the minefield marker.

Inverted minefield markers are removed during the Housekeeping segment of the turn, provided that the engineer unit that inverted it remains in its hex. If the engineer leaves the hex containing the inverted minefield or becomes disrupted, the inverted marker remains in place until another good-order engineer unit moves into it and remains with it until the end of the turn. Until the marker has been removed, it still attacks any unit entering its hex normally.



An engineer unit may only clear one minefield marker at a time. While in the process of clearing the marker, the engineer unit may neither move nor attack.

**9.2 Demolitions and Obstacles**

In addition to clearing minefields, engineer units can perform a variety of more involved tasks. These are outlined below. However, to complete these tasks, a substantial amount of specialized equipment is required. To simulate this, prior to the start of a scenario, a player with engineers must designate one “C” category unit to be the transport for each individual engineer unit. These vehicles may only carry their designated engineer unit. If this vehicle is destroyed, the engineer may only clear minefields. In order for an engineer to complete one of these tasks, their assigned vehicle must be stacked with or be adjacent to the engineer unit.

**Bridge Demolition:** To destroy a bridge, the engineer unit must spend three activations while occupying the bridge hex. When the engineer unit is activated, an Engineer Action marker is placed in the hex on its ‘1’ side. During the unit’s next activation, this marker is flipped to its ‘2’ side. During the unit’s third activation is must exit the hex and roll a die. If the result is a 1-5, a Block marker is placed on the bridge hex and the bridge is considered destroyed. If the result is a 6, the attempt to destroy the bridge has failed.

An engineer unit attempting to blow a bridge need not perform the requisite three activations concurrently. It may, for instance, attack an enemy unit. However, the engineer unit may not leave the hex until the third activation.

Following a failed attempt to blow a bridge, a subsequent attempt can be made. Use a second Engineer Action marker to track its progress. Unlike the first attempt, an engineer may attempt to blow the bridge following the first impulse or any subsequent impulse. Upon exiting the bridge hex and making the die roll, success depends upon the number of impulses spent in attempting to blow the bridge again (1:1-2; 2:1-4; 3:1-5). If this second attempt fails as well (regardless of the number of impulses spent), remove all bridge demolition markers. Any further attempts to blow the bridge will have to be started from scratch.

**Creating Blocks:** Blocks can be created on any Road hex. The process to create a block is the same as the

destruction of a bridge; however the number of Engineer Actions required depends upon the other terrain in the road hex. Two actions are required to create a block in a Woods hex. Any other terrain requires four actions. A block is placed successfully following a die roll of 1-5. Unlike bridge demolition, any number of subsequent actions can be taken following a failed attempt to create a block and the success die roll is always 1-5.

**Removing Blocks:** Blocks are removed following the same process used to clear minefields.

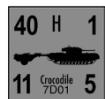
**9.3 Special Engineer Vehicles**

The Allies developed several specialized engineering vehicles that may be available for play, depending upon the scenario.

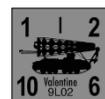
**Sherman Flail:** This unit behaves like a regular armored vehicle in every way. It may additionally be used to remove minefield markers. It is immune to minefield attacks. To remove a minefield, the flail must either expend no more than half of its movement prior to entering a minefield hex or it must expend half of its MP exiting a minefield hex. In either case, the expense of half of the unit’s MP eliminates the minefield marker. Remove it from play immediately.



**Churchill Flamethrower:** This is a regular Churchill tank whose main gun was removed and replaced by a large flamethrower for up-close (and hot) work.

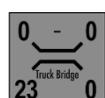


**Valentine Bridge Layer:** This is a modified Valentine tank chassis that was modified to quickly drop a folding tank bridge. These bridges are laid as follows.



1. The bridge layer enters a stream hex, where it halts movement.
2. During a subsequent activation, the bridge layer leaves the stream hex while spending an additional 3 MP. Place a bridge marker in the hex just exited.

**Temporary Bridges:** These are hastily constructed bridges or those placed by bridge layer. Temporary bridges may be destroyed if they are alone in their hex.



1. Artillery Target: Temporary bridges may only be attacked by non ‘I’ category weapons, either di-

rectly or indirectly. When attacked, use the bridge marker's inherent defense strength noted on the counter. The bridge is only eliminated upon an 'X' result (all other results are ignored). When attacked by indirect fire, the attack strength is halved. Temporary bridges must be attacked separately from other units in the hex. If destroyed, any vehicular unit (and passengers) in the hex are destroyed as well, while other unit types are ignored.

2. **Engineers:** Engineers eliminate temporary bridges in the same manner as regular bridges except that attempts are automatically successful and no block markers are placed.

#### 9.4 Wreck Removal

An engineer unit that begins an activation in or adjacent to a hex containing one or more wreck markers may remove a single wreck marker if the active unit does not move during that activation. Note that this action may allow other units move normally through the cleared hex during the same activation.

### 10.0 AMPHIBIOUS LANDINGS

Throughout World War 2, in both the European and Pacific Theaters, the Allies were involved in landing troops from sea-bound forces. These rules describe the process used to get from the water onto dry land.

#### 10.1 Setup Process

First, the Axis forces place any fortification, block, and minefield markers provided by the scenario setup. Second, each non-vehicle unit in the Allied mix is placed under an LVT or DUKW unit. LVTs carry up to two units. DUKWs carry only one. Only 'I' category units may be stacked with DUKW units. If the mix of landing craft is not specified, consider the counter mix provided by Imaginative Strategist as binding. Finally, the Axis forces place the remains of their forces on the map.

#### 10.2 Allied Initial Sea Hex Placement

The Allied player places one landing craft (with their carried unit) or vehicular unit in an all-sea hex. These hexes may be adjacent to a beach hex. Only one vehicle may be placed per hex or half-hex. If there are not sufficient hexes to hold all units, any remaining units are left off-map.

#### 10.3 Beach Landing

Units stacked on sea hexes may not be activated during a turn. Instead, they are activated during the Housekeeping phase of the turn all at once (see below). Until they are activated at the end of the turn, they may be targeted by enemy fire, but may not return fire in any way. Until they can get onto a land hex, they are at the mercy of their own defensive strength value against incoming attacks.

During the Housekeeping phase, all units on sea hexes advance one hex toward the closest beach hex (even if the unit is disrupted ... this is an exception to the rule prohibiting disrupted units moving closer to an enemy unit in its LOS). A unit reaching a beach hex is automatically disrupted. A unit that was disrupted on its approach to the beach remains disrupted. A unit that cannot advance due to stacking is eliminated. A unit that is off-map may advance onto an open sea hex (or half-hex) adjacent to the edge of the map.

A landing craft (LVT and DUKW) may only move from beach hex to beach hex. It may not advance out of a beach hex.



#### 10.4 Axis Fire

All Allied units loaded onto landing craft use the defensive rating of the landing craft. All vehicle units use a defensive rating of '8' that represents their specific carrier type. Additionally, all vehicle units are treated as Armored targets for WEC purposes.

Those vehicle units noted as 'DD' (dual drive) in the scenario description use their normal defense strength. Additionally, the scenario may indicate a chance that a DD vehicle sinks immediately upon hitting the water. As soon as one of these vehicles is placed in a sea hex, roll to see if it sinks. This check needs to be made only when the vehicle is initially

placed in a sea hex (including when moved from off-board). Units that sink do not create wreck markers.

Once a beach hex has been reached, units in good-order transport carriers may be unloaded normally. A unit unloaded from a transport may move up to half its MP. Vehicle units are automatically considered unloaded as soon as a beach hex is reached (disrupted or not).

**10.5 Naval Support Fire**

Some scenarios may allow for naval support fire for the landing player. These are handled either in the same fashion as off-board artillery or as direct fire from any map edge sea hex (or half hex). All naval fire is (H) category with attack strengths of at least 20, firing at a range of greater than six hexes (although all hexes can be hit).

**11.0 AIRBORNE ASSAULTS**

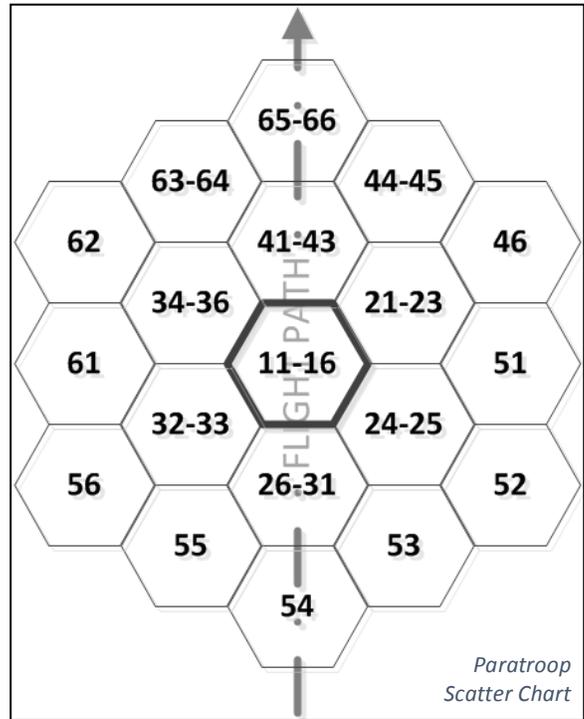
Throughout World War 2, both the Axis and Allied forces employed assaults from the air to lesser or greater effect. These assaults not only included paratroop drops, but also glider assaults. These rules cover the process of getting soldiers from the air onto the ground.

**11.1 Target Hex**

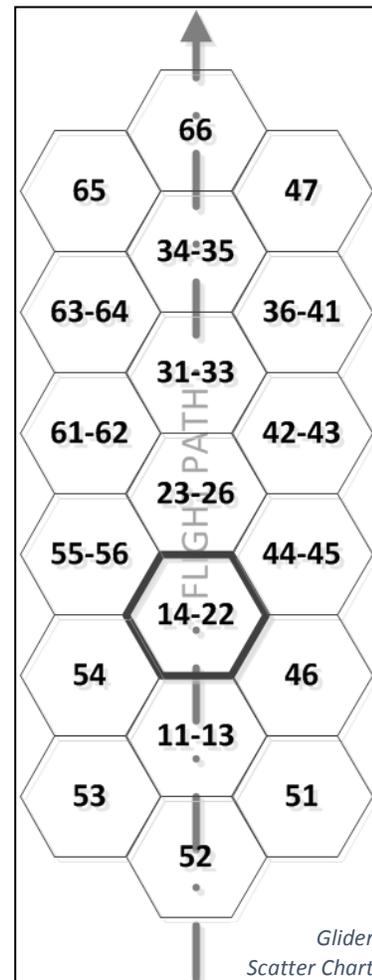
When one side deploys troops through an airborne assault, the owning player must specify a target hex (or hexes) where the units will arrive. These hexes are specified following the opposing placement of fortification, block, and minefield markers provided by the scenario description. The assaulting player assigns his units that will be placed in each target hex. After the target hexes have been secretly noted and units assigned, the opponent places his combat units provided by the scenario description.

**11.2 Approach Vector**

An aircraft assigned to an airborne assault (either a glider or powered) must fly to its target hex before it can deliver its payload of combat units. This process is the same as an aircraft attack that takes place during setup. The aircraft enters the map from a map edge and moves in a straight line to the target hex. If the aircraft moves within range of an enemy anti-aircraft unit, it can be attacked. Anti-aircraft units may only fire once during the landing process.



*Paratroop Scatter Chart*



*Glider Scatter Chart*

If an aircraft is destroyed, the units it is carrying are destroyed as well. If an aircraft suffers a disrupted result, all units must land in the hex where attacked. This hex becomes a new landing hex, for all intents.

### 11.3 Paratroops

Once an aircraft reaches its target hex, it automatically unloads its combat units. For each unit, roll two dice. Concatenate the two die rolls together to create a number from 11 to 66 (alternatively, multiply the first die roll by 10 and add the result to the second die roll).

Find the resulting die roll on the scatter diagram below. Position the diagram so that the flight direction of the aircraft matches the flight line on the diagram and the central hex matches the target hex on the map. Place the unit into the map hex indicated by the die roll.

### 11.4 Gliders

When an aircraft reaches its target hex, two dice are rolled to see if the glider is on target. Concatenate the two die rolls together to create a number from 11 to



66 (alternatively, multiply the first die roll by 10 and add the result to the second die roll). Find the resulting die roll on the scatter diagram below. Position the diagram so that the flight direction of the aircraft matches the flight line on the diagram and the central hex matches the target hex on the map. Place the unit into the map hex indicated by the die roll. Like paratroops, units carried by gliders are immediately unloaded upon landing.

### 11.5 Landing Status

All units, upon landing, unload in disrupted status.

If a unit lands in a hex that is already stacked to its capacity, it is eliminated instead. If a unit lands in ineligible terrain (e.g. water), the unit is eliminated. If a unit lands in a minefield, it is immediately attacked as if it had moved into the minefield normally.

If a unit scatters into a hex that would be off-map, the unit is eliminated.

### 11.6 Carrying Capacity

Transport aircraft can carry three 'I' category units. Gliders can carry two units. These can be two 'I' category units, two 'C' category units, or one of each.

## OPTIONAL RULES

The rules presented in this section are optional and may be used at the discretion of both players or if stipulated by the special rules of the scenario being played. Ideally, all of these rules should be used.

### 12.0 COMBAT STRESS

Quite often, an attacker will find himself a few strength points shy of achieving the next odds column on the CRT. For example, an attacker may have 29 attacking points to 10 defending points, which becomes a 2-1 attack owing to rounding in favor of the defender. If the attacker had one more strength point, the attack would be resolved at 3-1. Combat Stress allows the attacker to "pressure" his forces to make up for the shortcoming through sheer force of will.

#### 12.1 Stress Process

After determining the odds ratio of an attack where an attacker has more than enough strength to achieve the current odds ratio, but not enough to achieve the next higher odds ratio, the attacker may add up to five un-

modified strength points to exactly meet the next higher combat odds ratio.

#### 12.2 Stress Limits

The number of points added may not exceed one-third of the attacker's base attack strength. If this limit does not allow enough points to achieve the next odds ratio, combat stress may not be used.

When using Indirect Fire to attack a hex containing several defending units, Combat Stress is applied on an attack-by-attack basis. If the attackers disrupt at any point during these attacks, any unresolved attacks are cancelled.

#### 12.3 Stress Penalties

After determining the results of an attack using stress, the attacker rolls a die. If the result is less than or equal to the number of stress points added to the attack, all attacking units become disrupted.



### 13.0 MOUNTED INFANTRY FIRE

Certain 'C' category units are open-topped, and therefore allow an infantry unit being carried to provide its own combat strength in an attack or defense. Units noted as 'C(I)' have this ability.

An infantry unit being carried by a 'C(I)' unit may provide half of its attack or defense strength to any type of attack the units might be involved in.

### 14.0 BAIL-OUT

Open-topped carrier units allow for carried units to quickly dismount if needed.

If a 'C(I)' unit suffers a disruption, any 'I' category passenger unit has the option to immediately dismount, provided that doing so does not violate stacking limits. Dismounting units due to disruption of the carrier are disrupted as well.

## 15.0 INFANTRY QUICK-TIME SPEED

Any infantry unit other than Machine Guns (M-G) may use quick-time speed when activated. Units using quick-time add an additional movement point to their movement rate.

### 15.1 Limitations

Units using quick-time may only enter clear hexes unless moving along a road. Road movement bonuses cannot be used along with quick-time movement. Units using quick-time that are attacked by opportunity fire reduce their defense strength by one-half.

### 15.2 Fatigue

After moving a unit using quick-time, roll a die. A result of four or more causes the unit to disrupt. Units already disrupted suffer no additional affects.

## 16.0 PANZERBLITZ ASSAULT

German armored vehicles (excepting SPA units) may transport single infantry units for the purpose of executing a PanzerBlitz attack. Only German units can do this.

### 16.1 Armored Carriers

Infantry units are loaded on armored units in the same fashion as 'C' category units. The fate of the carried unit is the same as the carrier. Units being carried by armored units may be attacked separately from the carrier unit. Passengers being carried have a nominal defense rating of '1.' If the infantry unit is disrupted it immediately unloads. The vehicle is unaffected unless

the unloading process violates stacking, in which case the infantry unit is eliminated and the vehicle is disrupted. Armor units may fire while carrying a passenger.

### 16.2 Assault Process

When one or more armored units carrying passengers are activated for overrun attacks, the passengers dismount immediately prior to the overrun attack. After the overrun has been resolved, the dismounted infantry close assault the units just attacked by the overrun.

## 17.0 BANZAI ATTACK

Japanese Infantry units (except Machine Gun and Cavalry) may perform a special type of close assault attack and is performed in the same manner but for the following exceptions:

### 17.1 Morale Check

When the Japanese player declares that a close assault is a Banzai attack, each good-order defending unit in the target hex must make a morale check. If a check fails, the defending unit becomes disrupted.

United States Marine units reduce their Morale die roll by one (-1) if the target of a Banzai attack.

### 17.2 Opportunity Fire

Any inactive, good order units that remain in the target hex may perform opportunity fire against the attacking Japanese.

Additionally, subtract one (-1) from the CRT die roll



when determining the opportunity fire's outcome.

**17.3 Attack Effects**

While in Banzai, the Attack and Defense strengths of participating Japanese units are inverted (read the top-left value as Defense and the bottom-left value as Attack strength). Additionally, disrupted units (even those disrupted due to opportunity fire during the current attack) *MAY* participate in a Banzai attack, but their Attack and Defense Strengths are halved.

Subtract two (-2) from CRT die rolls when determining the Banzai attack's outcome.

**18.0 MOBILE FIRE**

Turreted vehicles were equipped with weapon systems that could be fired more effectively while the vehicle was moving than those with fixed weapon systems. This does not mean that moving vehicle could fire their weapons as effectively as when immobile. Still, in a pinch, the weapons could be used.

**18.1 Movement**

Turreted vehicles have the option to employ mobile fire when activated. Once declared, a vehicle may move up to half of its movement allowance and then attack. The attack need not be immediate. Mark the unit with a Mobile Fire marker.

**18.2 German Effects**

German units employing Mobile Fire may either move up to half of their movement allowance or load/unload a passenger, but not both.

**18.3 Mobile Attack Opportunity**

Units marked with a Mobile Fire marker may be activated later during the turn for opportunity fire or as part of another non-mobile (no overruns) attack. Doing so does not require an activation.

**18.4 Mobile Attack Strength**

Units marked with a Mobile Fire marker attack with their attack strength halved.

**19.0 ARTILLERY FIELD-OF-FIRE LIMITS**

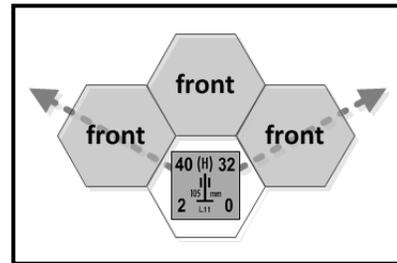
Once placed, artillery units were difficult to move around. This rule limits where an artillery unit can fire, based upon how it is positioned on the map.

**19.1 Position**

When placed (initially or following unloading), a non-M type artillery unit must be placed so that the top of the counter faces a hex-side. Any time it is moved, it must face a hex-side in this fashion. If its facing is not clear, the opposing player may position the unit to face either of the two hex-sides it faces.

**19.2 Arc of Fire**

The facing of the artillery unit identifies its arc of fire. This arc extends through the hexes immediately to the left and right of the hex the unit faces and extends indefinitely. The artillery unit can fire on any hex that lays on or between these lines, limited by range and/or LOS.



**19.3 Facing Changes**

When activated, an artillery unit's facing can be changed. Units 88mm or larger may only be adjusted one hex-side to the left or right. Other units may be faced in any direction. Leaving a hex requires a carrier unit.

**20.0 SMOKE SHELLS**

All artillery units having the ability to fire indirectly (excepting rocket launcher units), may optionally fire smoke shells in an effort to obscure LOS through their target hexes.

**20.1 Procedure**

Smoke shells are fired in the same fashion as normal indirect artillery attacks. However, a minimum of 25 attack strength points must be fired to obscure LOS. Smoke may be fired directly or indirectly (regardless of the limits to the types of units that can fire them). Units firing smoke are marked with a Fired marker.

### 20.2 Limitations

Smoke may not be fired into sea, stream (including bridge), or swamp hexes. Smoke may not be fired into hexes containing friendly units.

### 20.3 Duration

Smoke lasts for two turns. Place a Smoke 2 marker on the hex fired upon. During the Housekeeping phase, remove Smoke 1 markers and then flip Smoke 2 markers to their Smoke 1 side.

### 20.4 Effects

LOS that passes through or along the side of a hex that contains a Smoke marker is blocked. Units within a hex containing a Smoke marker must be spotted.

## 21.0 INTERDICTION ATTACKS

Standard artillery attacks are targeted against a visible unit. Interdiction attacks are targeted against a hex to keep enemy units from moving through an area on the map. Units that move through interdicted hexes are subject to attack.

### 21.1 Target Hex

The hex to be interdicted need not be spotted nor must it be occupied by any units. It only need be within range of the unit(s) laying the bombardment and either within the LOS of one of those units or a unit that would otherwise be capable of spotting for indirect fire.

### 21.2 Placement

Once a target hex has been selected, the process of attacking the hex is the same as Off-Board artillery. Rather than resolving an attack, place an Interdiction marker in the hex and make a note of the number of attack points included in the attack. At least 14 attack strength points must be included in an Interdiction attack.

More than one Interdiction marker can be placed into the same hex.

### 21.3 Execution

Interdiction markers affect the hex they are in as well as those adjacent to it. Any unit that expends any part of its movement within or adjacent to an Interdiction

hex is attacked (Aircraft units are not affected by Interdiction attacks).

Armored units are attacked using the 1-2 column on the CRT. Other targets use the 1-1 column. The die roll is not modified in any way.

A disrupted result (D or DD) halts the expense of the movement points and the unit is marked with a Moved marker. Since no movement points were expended, the unit cannot be affected by the expense of those points (e.g. it won't activate a minefield, cannot be attacked by opportunity fire, etc.).

A destroyed result (X) eliminates the unit normally.

## 22.0 COMMAND CONTROL

Keeping units in the field in command and under control is one of the great challenges of warfare. Overcoming this challenge requires the ability of a commander to quickly issue orders or, unable to do so, expect the units under command to act as expected. These rules implement a framework to simulate a command structure.



### 22.1 Command Posts

In a scenario, each side is issued one or more Command Post (CP) units. These may be attached or independent. Attached CPs are assigned to either A- or I- (including 'C(I)') category units. Once assigned, they

may not be reassigned unless the unit a CP is assigned to is destroyed. A unit to which an attached CP is assigned gains the function of a CP in all ways. Independent CPs are units unto themselves and need not be assigned to another unit.

If a unit carrying a CP is destroyed, place the CP on the Turn Track in the next turn box. The CP is returned to another unit during the Housekeeping phase of the following turn.

**Note:** *The Japanese, American, and British orders of battle provided by Imaginative Strategist do not include CP units. An additional collection of CP units has been created for these nationalities. Several **PanzerBlitz** scenarios assign CP units as artillery spotters. These units (and accompanying rules) are ignored. Instead, refer to the Situational Command & Control Listings. These listings indicate the number of attached command posts available to each side. These may be assigned as a player sees fit.*

## 22.2 Command Effects

Both mobile CP and units assigned CP are treated as CP. In order for a non-CP unit to be in command (and thereby receive activations) it must be within the command radius of a CP unit. Units within command radius may be activated normally. Units (not hexes) outside of this radius require two points to activate.

In order to provide commands to units within its command radius, the CP need not be activated itself. However, once the CP unit has been activated, it cannot be used to provide commands until the following turn. A disrupted CP may continue to issue orders until it has been otherwise activated.

**Reinforcement Exception:** All off-map reinforcements are assumed to be in command. They do not need to make a morale check to enter the map. Once on the map, they must be in command to receive activations.

## 22.3 Command Radius

The command radius of each nation (assigned/mobile) is listed below:

- Finland (4/-)
- France (3/-)
- Germany (5/2)
- Great Britain and Commonwealth (5/2)
- Hungary (3/-)
- Italy (3/-)
- Japan (4/-)
- Poland (3/-)
- Romania (3/-)
- Soviet Union (4/-)
- United States (6/2)

## 22.4 Morale Effects

Units that are within the command radius of a CP automatically pass morale checks when attempting to return to good-order status.

Units that are stacked with a CP unit deduct two (-2) from any other morale effect die roll.

## 23.0 SOLITAIRE PLAY

Here are a couple of rules modifications and additions that help enhance solo play. Generally, a player should attempt to play both sides as equally as possible. These rules make things a little easier.

### 23.1 Hesitation

When activating a unit that is in the LOS and range of a good order enemy unit, it must make a Morale check prior to moving. If the check is failed, the unit cannot move any closer to the enemy unit.

### 23.2 Opportunity Fire

Regardless of whether a unit has been activated for Opportunity Fire, all non-activated units are eligible for Opportunity fire.

## 24.0 BATTLEFIELD CHAOS

The unexpected was a regular event on the battlefield. As the saying goes, all plans are void once the bullets start flying. These rules provide a means of injecting the unexpected, both for good and bad, into a scenario (beyond the simple results of dice rolls).

### 24.1 Dice Result Cards

Rather than use a die (or dice) to determine outcomes (combat or otherwise), an "Action Deck" of cards is provided. The upper left corner of each card notes two dice icons, one in black and one in green. The black die result applies to the Axis player, while the green result applies to the Allied player. When two dice are needed to determine a result (i.e. morale), use both dice (summed or concatenated, as required).

When drawing a card to determine an activation pool, a player wishing to pass (or who has no inactive units) on that turn does not draw a card.

In a situation that would ordinarily require a die roll, but is considered an automatic result, do not draw a result card.

**24.2 Random Events**

In addition to these dice cards, there are also cards that have a question mark in place of a side’s die. In these cases, a random event has occurred. Draw another card, and read the event description. The event applies to the side drawing the event, unless the text of the event specifies “the enemy” in which case the other player’s forces are affected. If drawing a two dice result and one of the dice is an event, the event is triggered. If an event cannot be applied, assume nothing happened and use the die/dice value on the card to resolve the action. If another event occurs while attempting to resolve an active event, discard that card and draw another one.

**24.3 Continuance**

After a random event has been resolved and the Action Deck reshuffled, draw a new result card to resolve the action that initially called for a card draw. If this is also an event, discard the card and roll a die (or dice) in lieu of completing another event to determine the action’s outcome.

**24.4 Reshuffling**

As soon as the last card in the Action Deck has been used, reshuffle the deck. Additionally, whenever a Deus Ex Machina (see 24.5) card is received, reshuffle the Action Deck.

**24.5 Deus Ex Machina**

There are six cards in the Action Deck with their titles on a red background. These cards can be held by the drawing player and used at a later time. A player can hold up to three cards at a time. If a player needs to

draw a fourth card, the opposing player draws one of the four cards at random. These cards must be played prior to determining the result against which they’ll be applied. When a held card is played, it is removed from the game. Playing one of these cards forces a deck re-shuffle.

PANZERBLITZ SITUATION COMMAND & CONTROL				
Situation	Soviet	Soviet	Axis	Axis
	Command	Morale	Command	Morale
1	2xCP	7	3xCP	8
2	3xCP	7	2xCP	8
3	1xCP	6	2xCP	8
4	3xCP	8	2xCP	8
5	2xCP	7	3xCP	8
6	3xCP	7	2xCP	7
7	3xCP	7	3xCP	7
8	3xCP	7	2xCP	7
9	3xCP	8	2xCP	7
10	2xCP	7	3xCP	8
11	1xCP	6	3xCP	7
12	3xCP	7	2xCP	8

PANZER LEADER SITUATION COMMAND & CONTROL				
Situation	Allied	Allied	Axis	Axis
	Command	Morale	Command	Morale
1	2xCP	8	2xCP	8
2	3xCP	8	3xCP	8
3	3xCP	8	2xCP	8
4	3xCP	7	2xCP	8
5	3xCP	7	2xCP	8
6	2xCP	8	1xCP	8
7	2xCP	7	1xCP	7
8	2xCP	8	1xCP	7
9	3xCP	9	2xCP	9
10	1xCP	9	2xCP	7
11	3xCP	8	2xCP	8
12	2xCP	8	3xCP	8
13	2xCP	8	2xCP	8
14	1xCP	8	2xCP	8
15	1xCP	9	2xCP	9
16	2xCP	9	2xCP	8
17	2xCP	8	2xCP	8
18	2xCP	9	2xCP	8
19	3xCP	8	2xCP	8
20	1xCP	8	1xCP	7

**25.0 DESIGN CREDITS**

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