

Panzer-Blitz Mini-Game

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TEC TERRAIN EFFECTS CHART		
TERRAIN FEATURE	EFFECT ON MOVEMENT	EFFECT ON DEFENSE (DEFENDING unit on a given terrain)
CLEAR	Costs 1 MF to enter. Costs truck units 2 MF to enter.	NONE
ROADS	Costs 1/2 MF to enter, if entered from non-road hex. MF cost is that of other terrain in hex.	NONE - (other terrain in road-hex has whatever effect would have had without the road).
TOWNS	Costs 1/2 MF to enter (even from non-road hexes)	Add one to attacker's die roll. Units stacked together in towns must be treated as one combined DF.
WOODS	Costs 1 MF to enter. Vehicular units may not move through green hex-side symbols except on costs. Costs truck units 2 MF to enter.	Add 1 to attacker's die roll.
SWAMPS	Costs 1 MF to enter. Vehicular units may not enter except on roads.	
GULCHES & STREAMBEDS	Apply MF cost to half of accompanying terrain for entry and movement along gulches. Costs trucks 5 MF to LEAVE. Costs other vehicles 3 MF to LEAVE.	See rules.
STREAM FORD	Treat as CLEAR terrain (no "heaving" penalty)	NONE
SLOPES	Costs 4 MF for trucks to enter. Costs all other vehicles 3 MF to enter.	Attacker's AF is halved. See TET.
HILLOPS	MF cost as per other terrain on hilltops-hex.	

TET							TARGET ELEVATION TABLE		
UNITS FIRING FROM	INTERVENING OBSTACLE/FIX-DATE SYMBOLS WHICH OBSTRUCT THE LINE OF FIRE WHEN TARGET IS ON...								
	GROUND LEVEL		SLOPES		HILLTOPS				
GROUND LEVEL	ALL		BROWN ORANGE see Note B		see Note B see Note D				
SLOPES	BROWN ORANGE see Note A		BROWN ORANGE see Note E		see Note E				
HILLTOPS	see Note A see Note C		see Note E		NONE				
WEC									
WEAPONS EFFECTIVENESS CHART									
CLASS OF WEAPON BEING FIRED	TYPE OF TARGET				ALL OTHERS (including trucks)				
	ARMORED VEHICLES (including halftracks)		All Greater Than Half Range		All All Ranges				
I	A/ Half Range or Less		Attacking not allowed		Normal AF				
A	May attack only when using Close Assault								
	Double AF		Normal AF		Half AF				
H & M	Normal AF		Half AF		Normal AF				

CRT		COMBAT RESULTS TABLE							Explanation
DIE ROLL	DIE ROLL	1-4	1-3	1-2	1-1	2-1	3-1	4-1	
-2	DD	X	X	X	X	X	X	X	DIE ROLL
-1	DD	X	X	X	X	X	X	X	-1
0	D	DD	DD	DD	X	X	X	X	0
1	D	D	DD	X	X	X	X	X	1
2	—	D	D	DD	X	X	X	X	2
3	—	—	D	DD	X	X	X	X	3
4	—	—	—	DD	X	X	X	X	4
5	—	—	D	DD	X	X	X	X	5
6	—	—	—	—	—	—	X	X	6
7	—	—	—	—	—	—	—	7	7

X=Unit depressed (roll counter face down) may not move in next player turn, may not fire. Subsequent 1 from roll of subsequent attacks at the end of that player's next turn. See PLAY SEQUENCE.

DD=Special depressed (defender already fired by fire in that turn, unit is destroyed if unit was undepressed next as normal dispatch.—=No Effect.

Odds are always simplified and rounded off in defender's favor. No attacks permitted at worse than 4-1. Odds greater than 4-1 are listed as 4-1.

The roll additions and/or subtractions affecting a given attacker (due to terrain or position) or defender (due to terrain or position) are not figures and applied to the die example. -2 and -1 combined means one die to roll.

A unit may conceivably be attacked as many as three times in any one turn: first by a member of the attacking force, then by a member of the defending force, and finally by a member of the attacking force.

Note: if the defending unit is not in a fielded, it could also be attacked by the attacking force. The sequence of the series is: Attacker's Turn, Normal Attack, Overrun, Normal Attack, Overrun, Normal Attack, Overrun, Close Assault.

