PANZER SQUADRON

TRADING TANK GAME

RULES BOOKLET

VERSION 1.0

EXTRACT FROM A WAR DIARY

COMBAT AT LA POCHE DE COLMAR, DECEMBER 1944

At 15h00 two enemy tanks pass invitingly across a short portion of the road at the top of the hill facing us, at 45° to the destroyer and disappear into a hollow defile. "Bah! There'll be others…."

15h30. A tree, 30cm from the right wing of the tank, snaps in half, hit by a shell. An 88? The sector in front of us is empty. A second shot blows the handle off the 30mm machine-gun, welded onto a shortened tripod at the front of the turret to have a forward facing automatic weapon. Lachmi, wrapped in his scarf and standing on the engine, gets the handle in his face as if someone had thrown it at him.

A loud noise from the front differential: it's another shell exploding, too short this time. A buffeting wind: the fourth shot, scything off the antenna. All this happens quickly, very quickly. Another shot rips off the exhaust pipes fastened to the left side armour.

"Everyone back!" Marcel disengages, not knowing exactly where the fire is coming from, blinded by the tree, which is shredded and reduced to sawdust. The group leader, Jean, jumps to the ground: he is already near the peak of the hill and, with a quick knock on the top of his head,

"Never fire twice at the same place; never use the same position twice. Basic tank engagement rules!"

signals: "All tank commanders to me!"

Marcel arrives. In the hamlet of two or three houses a little lower down, and not facing our tanks, he sees a Panther and a Sturmgeschutz tank destroyer. It was these who were doing a number on our Dixmude, ignoring the badly armed Sherman tanks with their 75mms. (…) The Shermans are 600m away, on the same level and, prudently, are disengaging to the rear, in total rout.

Marcel returns to his tank thinking: "Range 700 yards – 80mm armour on the Panther, same for the Stug. That's a little much for my 76.2mm. No time to change position. Never fire twice at the same place; never use the same position twice. Basic tank engagement rules! I'm sure the German version is the same.

"So, I'll backtrack to where I was before. Yes, fine, but will my shells get through their armour?"

Marcel decides, very quickly, to fire on their muzzle guard. (…) "In Africa, I could do my telegraphic strike from a thousand meters. No wind here, that's it, target their guns first!"

Cont'd at back

INTRODUCTION

Panzer Squadron is not a historical simulation game. It is intended to be a game accessible to all. The rules are intentionally simple, feel free to create complex and realistic scenarios to add to your gaming experience.

Each game of Panzer Squadron is intended to be quick: an engagement between numerous tanks should take about 30 minutes. For those who want to recreate the famous Battle of Kursk, be warned: That might just take a little longer!

You can find the latest information and updates on the Panzer Squadron website: www.panzersquadron.com

THE CARDS

Each tank has an associated game card made up of 2 sides. One side gives the history and technical specifications of the tank; the other side provides information necessary to play Panzer Squadron.

HISTORY & TECHNICAL DATA
This information is principally aimed at collectors and provides a mine of information about the world of the tank in question: Its origins, history and camouflage. It also provides technical specifications: the size of the crew, weight, length, width, inception date and the calibre of its gun.

GAME DATA

Penetration Value
During the resolution of combat situations this value gives the basis on which to determine if one tank has managed to pierce the armour of the opposing tank. This value will be modified during combat resolution by factors based both on the game state and on chance.

Armour Value
This value represents the armour of your tank. You will need the value for Front, Side or Rear armour depending on the position of the tank firing on yours. (See Armour Diagram p.8).

Special Characteristics
These are tank-specific characteristics which have an influence on how the game is played.

Breakdown "X"
During your turn, the first time you activate a tank with the characteristic "Breakdown", roll a 6 sided dice. If you roll a number equal to "X", that tank cannot move for that turn, though it can still turn its turret and fire on opponent's tanks.

Movement Restrictions
Certain tanks are extremely slow, heavy or have difficulties in negotiating uneven terrain. These tanks will be marked with "Movement –X" to define their particular restrictions. Subtract the "-X" bonus from your total when you roll a movement dice.

Fixed Cannon
Certain tanks don't have rotating turrets. These are fixed cannons that require the tank itself to be turned and thus gave a disadvantage when positioning the tank to fire as each change in position requires you to spend a point of movement.

Firing Restrictions
Certain tanks were less accurate than other tanks. This is reflected in a firing restriction of "Shot –X" in the Special Characteristics box. Subtract the "-X" bonus from your total when you roll a shot D10 dice.

GAME SET-UP

Each player takes 15 Tiles and places them on the game-play mat in turns. Then each player places their tanks on a hexagon bordering their side of the game-play mat.

TURN SEQUENCE

1) Throw a 10-sided dice (D10) to determine which player has initiative that turn. The player with the highest roll controls the initiative.
2) The player who controls the initiative chooses one of their tanks and activates it.

3) The other player then chooses one of their tanks and activates it.

The turn ends when each player has repeated this step alternately until all the intact tanks on the game-play mat have been activated. If one player has more tanks than another, that player repeatedly activates their remaining tanks until they have no remaining un-activated tanks on the table.

The players then roll a 10-sided dice to determine who controls the initiative for the next turn.

GAME ACTIONS

When You Activate A Tank You May Choose One Of Four Actions:

-Move the tank

-Fire on another tank

-Move the tank and fire on another tank

-Leave the tank in its current position to ambush passing tanks

At the end of the previous turn each tank was either in movement, preparing an ambush or firing on another tank. If a tank fired on another tank this turn or chose to wait in ambush it will automatically be in a stationary position.

If your tank was only in movement during a turn, you may choose to leave it stationary in the hexagon it finishes in or leave it "in movement". You can indicate your choice to leave it "in movement" by placing a D4 behind the tank at the end of its turn.

IF YOUR TANK STARTS THE TURN FROM A STATIONARY POSITION

- You may fire on another tank. (See Below)

- You may move your tank.

Roll a 4-sided dice (D4). You may move your tank a number of hexagons equal to the number rolled. Don't forget to take away any movement restriction modifiers printed on the game card!

- You may leave the tank in its current position.

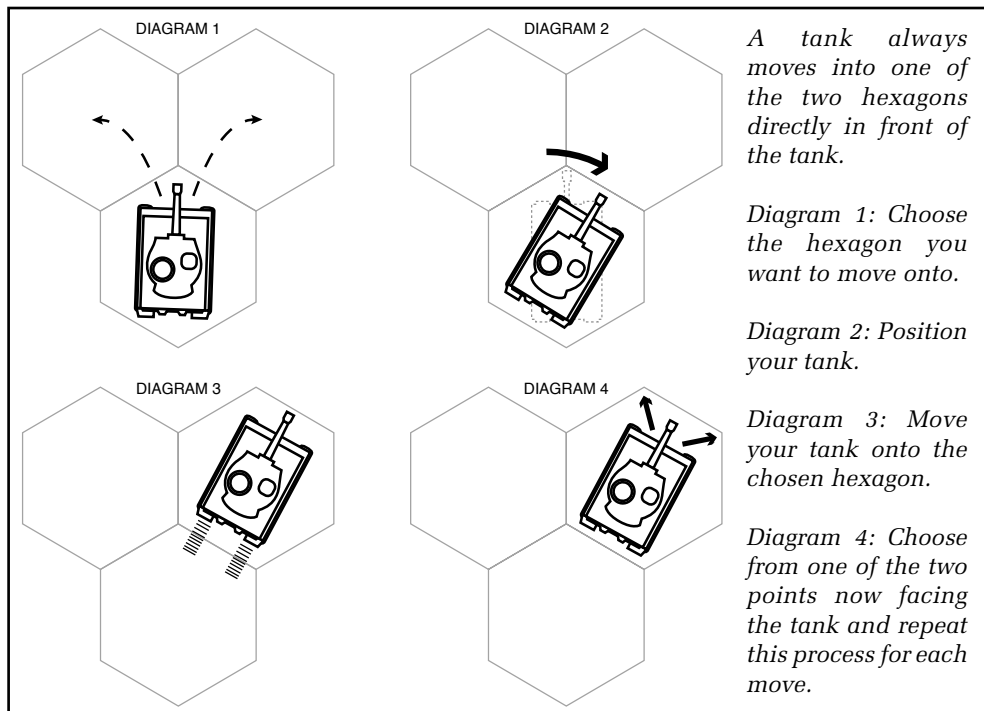### IF YOUR TANK STARTS THE TURN "IN MOVEMENT"

- You may move your tank.

Roll two D4s. You may move your tank a number of hexagons equal to the number rolled. Don't forget to take away any movement restriction modifiers!

- You may move your tank and then fire on another tank. Roll two D4s. Take away any movement restriction modifiers that tank has. To move and fire will cost you 3 movement points from the number rolled on your two D4s. (You may also move and fire on another tank if you started the turn in a stationary position, however you may roll only one D4. Good luck!)

If you started the turn in movement, you are not required to use all movement points generated but you are required to move at least one hexagon if you roll a movement dice.

Your tank is always positioned facing a corner of the hexagon it is on. You may turn your tank from one corner to the next to allow your tank to go in a different direction than the one it is initially facing. This action costs 1 movement point. Movements within the same hexagon of two or three positions cost 2 movement points.

DIAGRAM 1

DIAGRAM 2

DIAGRAM 3

DIAGRAM 4

A tank always moves into one of the two hexagons directly in front of the tank.

Diagram 1: Choose the hexagon you want to move onto.

Diagram 2: Position your tank.

Diagram 3: Move your tank onto the chosen hexagon.

Diagram 4: Choose from one of the two points now facing the tank and repeat this process for each move.

A tank can reverse following the same rules as a forward movement. You may not reverse if you have already moved forward during that turn, nor can you move forward if you have already reversed that turn. A tank that reverses is automatically considered to be stopped at the end of turn.

FIRING ON ANOTHER TANK
To fire on a tank controlled by an opponent your tank needs to be able to "see" the opponent's tank. A tank is visible to another tank if you can show at least two straight lines from the cannon of the firing tank to the hexagon of the target tank. (See Line of Fire Diagram p.7)

The lines intersect points denoting a part of the target tank's armour: Front, Side or Rear (See Armour Diagram p.8). If one of these lines passes through an obstacle, the target tank benefits from a bonus during that combat because it is protected by the obstacle. (See Diagram 2 p.7)
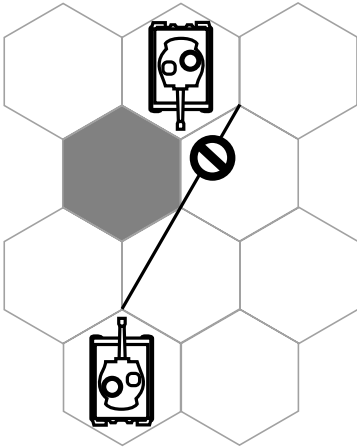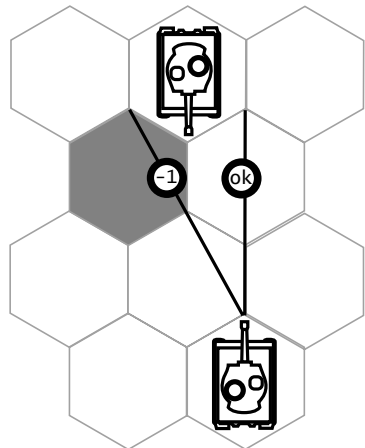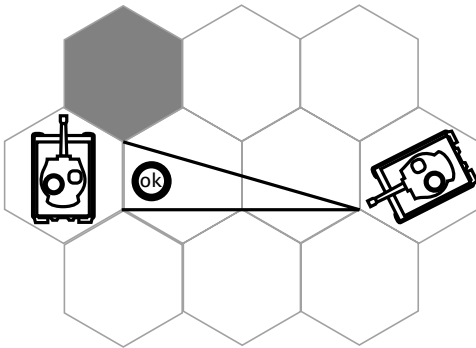
Diagram 1

Diagram 2

Diagram 1: only one line can be traced to the hexagon of the target tank. This tank can not be fired upon.
Diagram 2: A line of sight is cut by an obstacle. The firing tank subtracts -1 from its shot dice.
Diagram 3: The target tank is not protected as the firing tank is not targeting the front armour.

Diagram 3

After firing, a tank may not move again that turn even if there are movement points remaining.

ATTACKS OF OPPORTUNITY
A tank that has not yet been activated that turn, or a tank which was left in position to ambush opposing tanks, may launch an attack of opportunity. This may be done only while an opponent is in the process of moving their tank and only on the moving tank.
You cannot launch an attack of opportunity unless the target tank has moved at least one hexagon. A tank that launches an attack of opportunity is considered to have been activated that turn and may not subsequently shoot or be moved. The player launching an attack of opportunity may do so when they wish but must signal their intention to do so. Try to keep the game flowing.

CALCULATING THE POINT OF IMPACT OF A SHOT

To calculate the point of impact of a shot fired on another tank, look at the position of the firing tank in relation to the target tank. The fields of point of impact are shown in this diagram.
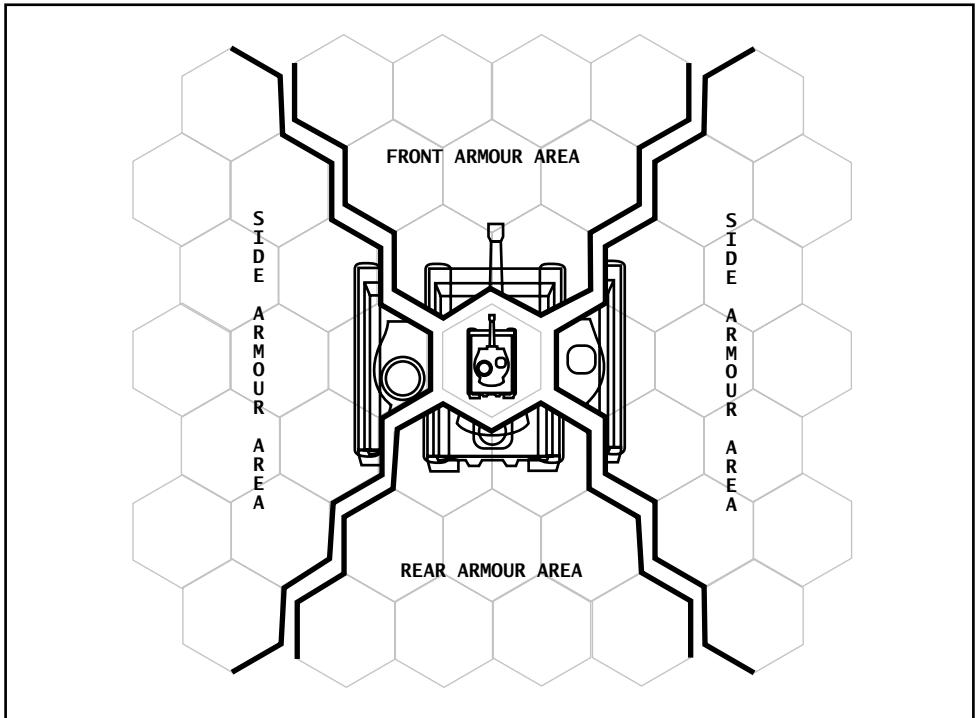

EXCEPTIONAL SITUATION

In the particular case of the example shown in the following diagram, where the firing tank should fire on the side armour of the target tank but is unable to do so (the side of the target is protected by an obstacle), the firing tank targets the front (or rear) armour instead.

For this shot to be legal, players will still need to show at least two straight lines from the front point of the hexagon of the firing tank to the hexagon of the target tank.

As part of the target is obscured, subtract a -1 bonus from the D10 shot dice roll.
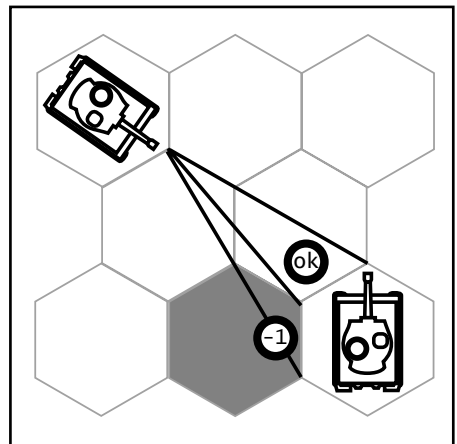
CALCULATING IF A TANK HITS ITS TARGET

Roll a D10 dice. Add or subtract any relevant shot modifiers given below. According to this list, apply the number rolled to indicate the success or failure of your shot:

From 1 to 5: The shot missed its target.
6 or 7: The shot hit the target but gains no additional penetration bonus
8: The shot hit the target and receives a +10 penetration bonus
9: The shot hit the target and receives a +20 penetration bonus
10: The shot hit the target and receives a +30 penetration bonus
11 or more: The shot hit the target and receives a +50 penetration bonus

The more precise your shot is, the more you increase your chances of hitting a sensitive point on your opponent's tank!

SHOT MODIFIERS

These bonuses and restrictions can be applied to each shot to determine its success or failure:

If the firing tank started the turn in a stationary position:
Add a +1 bonus to your D10 roll
If the firing tank started the turn in movement:
Subtract a -1 bonus from the D10 roll
If the firing tank moves its turret to fire:
Subtract a -2 bonus from the D10 roll. You may reposition rotating turrets to point forward at the beginning of the next turn.
If the target tank is in movement:
Subtract a -1 bonus from the D10 roll
If the target tank is partially protected by an obstacle:
Subtract a -1 bonus from the D10 roll
If the target tank is 5 hexagons or less from your tank:
Add a +1 bonus to your D10 Roll

All of these modifications are added to those generated, if any, by the various Tiles.

TO DETERMINE IF ARMOUR HAS BEEN PIERCED

If you hit a tank with your shot, roll a D100 and add the result to your penetration value (printed on the tank's game card) and also any additional bonus generated by rolling 8, 9, 10 or 11 on the initial shot dice. If the result is superior to the armour value on the target tank at the point of impact, that tank is destroyed. If not, the shell "ricochets" and doesn't pierce the target tank's armour.

Example:
You fire your T34-85 (penetration value 118) on the front armour of a Panther (front armour value 177). You roll 8 (after other modifiers are applied) on your D10 shot dice to determine of you hit the Panther. A value of 8 means that you hit the opponent's tank and you receive a +10 penetration bonus. You then roll a D100 and score 57. You total penetration value is 118+10+57=185. As the front armour on the Panther is only 177, it is destroyed by your shot.

When a tank is destroyed it stays on the game surface. Turn it on its side or upside down to indicate that it is destroyed. It is now considered to be an obstacle that blocks movement and the line of sight.

A Critical D100 Roll

A critical roll represents one of the extreme cases which happen during a tank battle. It is considered a "natural" roll and no other modifiers are added.

If you roll from 96 to 100, the target is automatically destroyed, whatever the penetration value of the firing tank or armour value of the target tank. On the other hand, if the D100 shows a score from 01 to 05, the shell is a dud and the shot fails.

GAME TILES

When a Tile blocks the line of sight, the entire hexagon is considered as blocking the line of sight. There are 5 different Tile types:
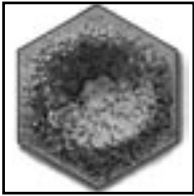
Here, the Bomb Crater

BOMB CRATERS:
These block movement but not line of sight. You may fire over them at an opposing tank. Bomb craters cannot be destroyed.

LARGE HOUSES:
These block both the line of sight and movement. Large houses cannot be destroyed.

SMALL HOUSES:
These block the line of sight.
To move into a house costs 3 movement points.

When a tank enters a small house, turn the tile over to reveal a ruined house. The tank now benefits from the ruined house bonus.

RUINED HOUSES:
To move into an already ruined house costs 2 movement points.
Tanks which are on ruined house tiles receive a bonus:
Opponents firing on your tank on this tile subtract a -2 bonus from their shot dice total (D10).
If your tank is behind, but not in, a ruined house:
Opponents firing on your tank subtract a -1 bonus from their shot dice total (D10).
Ruined houses do not block the line of sight.

HEDGES:
These do not block movement.
Crossing a hedge costs you 3 movement points.
They block line of sight except on tanks that are immediately beside the hedge or on the hedge hexagon itself.
When your tank is protected by a hedge:
Opponents shooting at your tank subtract a -2 shot bonus.
When a tank crosses a hedge, it reforms after the tank has passed. Hedges cannot be destroyed.

If certain unusual game situations are not easily resolved by referring to the rulebook, do what seems the most logical!

EXTRACT FROM A WAR DIARY (*Cont'd*)

On board, intercom in place, Marcel calls his pilot: "George, we're going back up to the same spot, slowly in first gear, no accelerator at all, not even for the clutch. I don't want any smoke at all: we've got two big babies up against us and if you go pumping out diesel our goose will be cooked before we know it. Understood?"

"Yes, sir! On your order."

"Luis, get up in the turret. Make it snappy! (...) Get two rounds of armour piercing and hold on to them! Henri, I want two in the chamber and two more ready. You are going to load one after the other and be careful, I'm going to stay on the trigger so I can go fast."

"If you go pumping out diesel our goose will be cooked before we know it. Understood?"

"Ready to fire!"

"George, when I say "Stop!" I want you to put her in reverse, push it up to two thousand revs but keep your foot on the clutch; on my command I want you to reverse out of here like your life depends on it!"

(…) Jean, the boss, lying flat on the top of the hill with his binoculars glued to his eyes, is watching the Germans.

At the turret controls, Marcel is waiting to see over the summit of the hill.

"Stop! Damn it!" A branch of a tree hits him in the face. Marcel, reaches out, breaks it off and then he sees them. How big they look in the binoculars! He decides to fire at the 105mm first.

The first shot lets fly; a few millimetres to the left for the muzzle guard of the 75mm and there it goes!

"Both direct hits!" shouts Jean.

"Phew! Now for the tanks themselves!"

Marcel fires shell after shell, eleven in all, in record time. Luis is shouting in the turret. He forgot that the cannon recoils to within 40cm of the armour after firing. He's a bit breathless but fortunately unhurt.

Marcel takes off, going backwards now. The two enemy tanks are belching smoke from the inside. He goes up to the peak of the hill on foot and is overjoyed with his handiwork. There he finds Jean still amazed at the skill of Marcel's shooting.

"Why did your fire on the muzzle guard?"

"I didn't know if my shells would pierce their armour so it was a safer bet!"

And Jean, the lieutenant, says to Marcel: "I've always thought, even when we were in the reserve before the war, that you were crazy!"

Written by M. Marcel Maurice
Source: www.chars-francais.net
Translation: Owen Burke

PANZER SQUADRON
TRADING TANK GAME

SHOT MODIFIERS:
Firing tank started turn in stationary position: Add +1 to D10 roll
Firing tank started turn in movement: Subtract -1 from D10 roll
Firing tank moves turret to fire: Subtract -2 from D10 roll
Target tank is in movement: Subtract -bonus from D10 roll
Target tank is partially protected by obstacle: Subtract -1 from D10 roll
Target tank is 5 hexagons or less from firing tank: Add +1 to D10 roll

CALCULATING IF A TANK HIT ITS TARGET:
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Tanks in a ruined house: Opponents subtract -2 from shot dice (D10).
Tanks behind a ruined house: Opponents subtract -1 from shot dice (D10).

HEDGES:
Hedges do not block movement. Crossing a hedge costs you 3 movement points. They block line of sight except on tanks that are immediately beside the hedge or on the hexagon itself. Tanks protected by a hedge: Opponents subtract -2 from shot dice (D10). When a tank crosses a hedge, it reforms after the tank has passed.