

**Panzer Gruppe - Large Scale Armoured Warfare  
Playsheet (09.02.08)**

Initiative, determine road control                      1hex = 10km  
 Movement, place reorg, inf dig in                      1 turn = 1 day  
 Combat    1 base = 1 brigade/regiment/weak division  
 Exploitation movement (engaged)  
 Exploitation combat  
 Reorganise units  
 Determine supply status of both sides

**Movement**

Roll 1D6 movement for each formation (may be modified for air superiority)

|           |         |                             |  |
|-----------|---------|-----------------------------|--|
|           | Engaged | Disengaged (X Country/Road) |  |
| Leg/Horse | D6-1    | D6+2/4                      | Engaged may assault if 1 hex movement. |
| Motorised | D6+3    | D6+8/12                     |  |

May put three units of one division (or Russian Corps) plus one higher level unit in a hex, otherwise maximum of two units or if overridden by scenario. 2MP cost per hex.

Exploitation movement by mech/cav units which do not engage in combat and are to rear of a successful attack involving at least one mech unit. Max one unit road movement per hex. Difficult terrain costs +1MP or may be impassable. Minor rivers/canals may be crossed in engaged mode, major rivers require bridge or engineer unit.

**Combat**

Must engage all enemy in hex, attacker allocates combat order and units. Support, logistic and artillery units may not initiate assault combat. Modify SP as follows:

|   |   |
|---|---|
| Armour in open vs enemy in open               | doubled                                       |
| Stationary Infantry/Support                   | doubled                                       |
| Stationary Infantry/Support in fortifications | tripled, immune from retreat results & ZOC    |
| Defending difficult terrain, BUA, river       | doubled (stationary infantry/support tripled) |
| Heavy artillery vs fortifications             | doubled                                       |
| Low supply                                    | attack halved, no artillery fire              |
| Isolated                                      | defence halved, no attack possible            |

Support/HQ units adjacent and artillery in range may add base SPs to friendly combat unit and take losses. Rockets and Field guns: 1 hex Heavy guns: 2 hex  
 Each side add score from 1D6 per engagement then compare scores.

**Draw** Attrition, both sides lose 1 SP per unit  
**A>B** Minor victory, B lose 1 SP per unit, A hit on 3+ (roll per unit)  
**A 2xB** Tactical victory, B loses 2 SP per unit, A hit on 4+  
**A 3xB** Major victory, B loses 3 SP per unit, A hit on 6+

Base removed if strength < 0 or attacked with strength of 0. Winner may advance into hex and loser retreats. May retreat through friends but if physically unable to retreat, they are eliminated.

**Logistics**

Supply routes traced back through friendly territory directly or via a chain of trucks/horses to a supply head or road controlled at the start of the turn. Trucks have no combat value and automatically retreat from combat, losing 1SP. They may not function at 0 SP.

|            |                           |   |
|------------|---------------------------|---|
| Supplied   | supply head within range* | Normal movement and combat                          |
| Low supply | cannot trace supply       | May only move as engaged, half attack               |
| Isolated   | low supply exhausted      | Half defence, no attack, may only retreat (engaged) |

\* range is disengaged leg/motorised movement depending on unit transportation

**Reorganisation.** Stationary units out of enemy ZOC (including in fortifications) and in supply may recover 1SP per turn up to starting value by rolling over current strength.

## Notes

### Definitions

|           |   |
|-----------|---|
| Leg       | Foot or horse drawn units   |
| Cavalry   | Mounted infantry, may exploit   |
| Lorried   | Lorried units (ie without integral transport) such as British & US infantry divisions |
| Mot, Mech | Units with integral transport e.g. tanks, motor rifle, panzer grens etc. May exploit  |

|           |  |
|-----------|--|
| Infantry  | Foot or horse mounted infantry. May dig in and use fortifications.                 |
| Armour    | Tanks, SPGs etc  |
| Support   | Engineers, AT, Flak, infantry guns, SPAT etc. May dig in and use fortifications.   |
| Artillery | Ranged tube or rocket weapons. Heavy artillery more useful against fortifications. |
| Logistic  | Trucks, carts. Used to extend range of supply sources.                             |

### Logistics

Units logistic status is assessed at the end of each day, but control of roads is assessed at the start of each day, so units can outrun their supply lines quite easily. Their inherent logistic reach is a normal disengaged move back to a supply source, however dedicated logistic units can act as a bridge between the supply source and the units, and may even form a chain. Make logistic 'reach' rolls separately from normal move rolls, but supply units can be attacked from the air when moving.

A force is also rated for its logistic endurance, which basically determines how long a unit can exist on low supply before becoming isolated.

**poor** - become isolated at once

**average** – become low supply on day one, then two isolated on day two.

**good** – no effect day one, low supply day two, isolated day three.

When resupplied, units go from isolated to low supply, then low supply to normal.

Some supply sources may only provide 'low supply', so if units cannot reach them they go unsupplied.

Some supply sources may be rated for capacity or endurance, this will vary with scenario.

### Air Power

Tactical air strikes have a notional SP of 5 but only add one Average Dice SP to a combat. They lose SP from adverse combat results (subtracted from subsequent attacks), and losses may be repaired by reorganisation. They are destroyed if cumulative losses exceed 5.

More commonly air power is abstracted into overall air superiority. This translates into possible losses from air attack when units move as well as movement restrictions. If a formation rolls a 1 for its movement, it may be subject to losses, and overall movement distances may be degraded.

Complete superiority lose 1 SP on 6+

Partial superiority lose 1 SP on a 5+

Parity lose 1 SP on a 4+

Partial inferiority -1 movement motorised/mech. Lose 1SP on a 3+

Complete inferiority -2 movement motorised/mech, -1 for leg/horse. Lose 1SP on a 2+.

### Engineering and fortifications

Most engineering activity is factored in, however major rivers require an engineer(support) unit to bridge. Preparation of extensive fortifications is outside the scope of the game, however where these are present they triple infantry and support units defending them, and may only be moved through as 'engaged'. Engineers can 'bridge' these as well up to 1 square per day.

Escarments - linear obstacles & difficult terrain if attacked from the far side. Any motorised unit takes an entire day to cross from one side to the other.

### Rating Forces

Basic brigade, 1 per western battalion, 1 per 30 tanks, 1 per 30 artillery

Possibly 1 per 45 tanks, 1 per 30 guns?

+/- 1 for troop quality

+/- 1 for qualitative advantage/disadvantage

Tanks are not especially highly rated, however remember they are doubled fighting in the open, which makes them pretty tough in good tank country.