

# KampfPanzer

## Armored Combat, 1937-40

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## Scenarios & Historical Notes

### [14.0] THE SCENARIOS

#### INTRODUCTION:

The nine scenarios that follow simulate most of the wide range of tactical armored warfare as it was in the 1937-1940 period. Some of the scenarios simulate specific historical actions. These are the ones that have an exact date following the name. The others are typical of actions representing typical units of the armies involved in the actual conflicts depicted. One scenario is completely hypothetical. It represents a situation that might have occurred if the Czechs had militarily resisted the German occupation.

#### HOW TO USE THE SCENARIOS

##### Format:

The scenarios are all written in a standard format as follows: The first Player's forces; his beginning deployment (he deploys first), including any special instructions or limitations; his force's Panic Level. The same data is given for the second Player, who deploys second. The Game length for that Scenario, and the Victory conditions for that Scenario.

##### Special Notation:

The units given in the forces are always of the nationality given for the force unless the unit type is followed by the abbreviation of another nationality in parentheses. AFV and artillery units are always the color of the *manufacturing* country. Infantry of each of the minor powers was similar to that of one of the major powers and therefore the appropriate major power infantry is used.

##### Entering and exiting the map:

Any time units enter the map instead of starting on the map, they enter on the Movement Execution Phase of the indicated Game-Turn. A Movement plot must be written for each such unit on that Game-Turn's Simultaneous Plot Phase. They cannot Panic the Game-Turn they enter. Any number of units may enter on the same hex. Normal Stacking restrictions apply thereafter. Movement Point costs *are* paid for the entrance hex. All infantry and artillery units may start envehicled if sufficient vehicle units either deploy in the same area, or enter through the same hexes. No unit may ever leave the map except to fulfill a Victory Condition and then only through the indicated hexes.

##### Victory Conditions:

The Victory Conditions of many of the scenarios call for a certain number of units to exit the map or to occupy a certain part of the map. In all cases this refers only to combat units. Truck and APC units are never counted.

##### Beginning the Game:

The Players should decide in any mutually agreeable manner which scenario is to be played and who is to play each side. The old standby of one Player picking the scenario and the other picking the sides will always work. After these decisions have been made, the first Player deploys his forces, the second Player deploys his, and the game begins.

*Note:* Deployment instructions that indicate a set-up area such as "anywhere between 0017 and 0001" refer to the two zig-zag rows formed by all the hexes *ending* in those two last digits (i.e., 17 and 01).

#### [14.1] SPAIN, 1937

##### NATIONALISTS:

(a) nine inf(Fr), two 75mm(Fr), two 25mm(Fr)  
(b) three BT7(Ru), three PzI(Ge), two 25mm(Fr), two Trucks

*Deploy:* (a) anywhere between 0029 and 0054 inclusive, any units desired may be entrenched; (b) enters at 3963 on Game-Turn six.  
*Panic Level:* 2

##### REPUBLICANS:

ten BT7(Ru), six inf(Br), six Trucks

*Deploy:* anywhere between 0017 and 0001 inclusive.  
*Panic Level:* 3

*Game-Length:* ten Game-Turns

*Victory Conditions:* Whoever has more undisrupted units in Town 1 at the end of the game wins.

#### [14.2] CZECHOSLOVAKIA, Hypothetical, 1938

##### GERMAN:

two PzI, four PzII, four inf, one 37mm, five APC

*Deploy:* Infantry and 37mm in Town 1, APC's within one of 2037. AFV's enter on hex 3653 on Game-Turn three.

*Panic Level:* 2

##### CZECH:

four Pz38, four inf(Fr), one 25mm(Fr), five Truck

*Deploy:* enter on hex 0954 on Game-Turn 1.  
*Panic Level:* 2

*Game-Length:* ten Game-Turns

*Victory Conditions:* Czechs must get five units off the map at hexes 2701-3001 inclusive. Germans must prevent five Czechs from exiting without losing six units of their own. If an insufficient number of Czechs exit while the German loses six or more units, the game is a draw.

#### [14.3] BAIN-TSAGAN HILL, May 28, 1939

##### RUSSIANS:

Ten BT7, three inf

*Deploy:* seven BT7's within two hexes of 0908, two BT7's within two hexes of 3631, one BT7 and three entrenched infantry within four hexes of 0938.

*Panic Level:* 2

##### JAPANESE:

eight T97, nine inf(Fr), two 75mm(Fr), two 25mm(Fr), five Trucks

*Deploy:* within five hexes of 2121.

*Panic Level:* 3

*Game-Length:* sixteen Game-Turns

*Victory Conditions:* Russians win if they have twice as many undisrupted units as Japanese on Hill 1 at the end of the Game. Otherwise, Japanese win. *Note:* this scenario is historically accurate, but unbalanced. If the Japanese Player comes close, he should consider it a moral victory.

#### [14.4] POLAND, September 1939

##### GERMANS:

two PzIIID, four PzII, four inf, two 37mm

*Deploy:* within five hexes of 1016

*Panic Level:* 2

##### POLES:

five FT17(Fr), five R35(Fr)

*Deploy:* enter between hexes 0101-1001, inclusive on Game-Turn 1.

*Panic Level:* 4

*Game-Length:* ten Game-Turns

*Victory Conditions:* To win Poles must destroy four or more German units. If not, Germans win.

#### [14.5] SUMMA, December 16, 1939

##### FINNS:

six inf(Br), four 37mm(Ger), four 75mmH(Fr)

*Deploy:* anywhere between 0013 and 0001 inclusive. Any units desired many start entrenched.

*Panic Level:* 1

##### RUSSIANS:

ten BT7, ten inf

*Deploy:* BT7's within two hexes of 2319; inf's within two hexes of 2528. The BT7's may carry the infantry, using the same procedure as described for vehicles in 12.0 with the only exception that the carried infantry may be attacked separately from the tanks. The infantry has a Defense Strength of "one" while being carried. A result suffered by the infantry does *not* affect the tanks. If the carrying tanks are attacked, they defend normally. A result suffered by the tanks *is* suffered by carried infantry. Infantry that has been disrupted while riding tanks, remain on the tanks until they complete a debark operation. Disrupted infantry that successfully exit on a tank *are* counted towards Victory Condition fulfillment.

*Panic Level:* 5

*Game-Length:* ten Game-Turns.

*Victory Conditions:* Russians must exit six units off the map between hexes 1901 and 1301 inclusive. If not, the Finns win.

#### [14.6] HANNUT, May 13, 1940

##### FRENCH:

five S-35, five H-39, four 25mm, four inf, four APC

*Deploy:* within two hexes of 1903

*Panic Level:* 3

##### GERMANS:

seven PzII, seven PzIVE, two inf, two APC

*Deploy:* Town 1 and adjacent hexes

*Panic Level:* 1

*Game-Length:* ten Game-Turns

*Victory Conditions:* The Player with more undisrupted units on Hill 2 at the end of the game wins.

**JAPANESE:**

eight T97, nine inf(Fr), two 75mm(Fr), two 25mm(Fr), five Trucks

*Deploy:* within five hexes of 2121.

*Panic Level:* 3

*Game-Length:* sixteen Game-Turns

*Victory Conditions:* Russians win if they have twice as many undisrupted units as Japanese on Hill 1 at the end of the Game. Otherwise, Japanese win. *Note:* this scenario is historically accurate, but unbalanced. If the Japanese Player comes close, he should consider it a moral victory.

## [14.4] POLAND, September 1939

**GERMANS:**

two PzIIID, four PzII, four inf, two 37mm

*Deploy:* within five hexes of 1016

*Panic Level:* 2

**POLES:**

five FT17(Fr), five R35(Fr)

*Deploy:* enter between hexes 0101-1001, inclusive on Game-Turn 1.

*Panic Level:* 4

*Game-Length:* ten Game-Turns

*Victory Conditions:* To win Poles must destroy four or more German units. If not, Germans win.

## [14.5] SUMMA, December 16, 1939

**FINNS:**

six inf(Br), four 37mm(Ger), four 75mmH(Fr)

*Deploy:* anywhere between 0013 and 0001 inclusive. Any units desired must start entrenched.

*Panic Level:* 1

**RUSSIANS:**

ten BT7, ten inf

*Deploy:* BT7's within two hexes of 2319; inf's within two hexes of 2528. The BT7's may carry the infantry, using the same procedure as described for vehicles in 12.0 with the only exception that the carried infantry may be attacked separately from the tanks. The infantry has a Defense Strength of "one" while being carried. A result suffered by the infantry does *not* affect the tanks. If the carrying tanks are attacked, they defend normally. A result suffered by the tanks *is* suffered by carried infantry. Infantry that has been disrupted while riding tanks, remain on the tanks until they complete a debark operation. Disrupted infantry that successfully exit on a tank *are* counted towards Victory Condition fulfillment.

*Panic Level:* 5

*Game-Length:* ten Game-Turns.

*Victory Conditions:* Russians must exit six units off the map between hexes 1901 and 1301 inclusive. If not, the Finns win.

## [14.6] HANNUT, May 13, 1940

**FRENCH:**

five S-35, five H-39, four 25mm, four inf, four APC

*Deploy:* within two hexes of 1903

*Panic Level:* 3

**GERMANS:**

seven PzII, seven PzIVF, two inf, two APC

*Deploy:* Town 1 and adjacent hexes

*Panic Level:* 1

*Game-Length:* ten Game-Turns

*Victory Conditions:* The Player with more undisrupted units on Hill 2 at the end of the game wins.

## [14.7] FLAVION, May 16, 1940

**FRENCH:**

two B-1, five R35, eight H39

*Deploy:* in Town 1 or on Road hexes within two hexes of the town. May not *move* Game-Turn one.

*Panic Level:* 3

**GERMANS:**

eight Pz38(Cz), three PzIII D, two PzII, six inf, two 37mm, eight APC

*Deploy:* anywhere on rows 0001, 0002, 0003.

*Panic Level:* 1

*Game-Length:* ten Game-Turns

*Victory Conditions:* Germans must exit eleven units off Map Edge W, having destroyed eight or more French units without losing ten or more German units. If these conditions are not met, the French win.

## [14.8] ARRAS, May 21, 1940

**GERMAN:**

three PzII, two PzIIID, four inf, two 37mm

*Deploy:* infantry and artillery in Town 1, armor within two hexes of 0753

*Panic Level:* 3

**BRITISH:**

three A11, two A12, one M6, six inf, one 2Lbr, one 75mmH(Fr)

*Deploy:* three inf, 2Lbr within two hexes of 3437; three inf, one 75mmH within two hexes of 3532; rest within two hexes of 3930.

*Panic Level:* 2

*Game-Length:* fifteen to eighteen Game-Turns

*Victory Conditions:* The British must have an undisrupted unit on hex 2341 at the end of Game-Turn 15, 16, 17, or 18. The game ends if this condition is met. If not met between Game-Turns 15-18, the Germans win.

## [14.9] ABBEVILLE, May 27, 1940

**BRITISH:**

six A10, four A13, four M6

*Deploy:* within two hexes of 0621.

*Panic Level:* 4

**GERMAN:**

six PzII, three inf, three 37mm

*Deploy:* PzII's hexes 3001-3006, rest on Hill 3. Infantry and artillery may be Entrenched.

*Panic Level:* 1

*Game-Length:* ten Game-Turns

*Victory Conditions:* British win if less than three undisrupted German units on Hill 3 at end of game; if there are three or more, Germans win.

## [15.0] HISTORICAL NOTES

## [15.1] SPAIN

While there was little tank-to-tank combat in Spain, tanks would sometimes meet in battle, especially in the Guadalajara sector, although not in the numbers used in this hypothetical scenario. The scenario depicts Republican attack on a Nationalist strongpoint. Both sides are using Russian-made BT-5 tanks, which were almost identical to the BT-7. The Nationalists used captured tanks in preference to German and Italian-made light tanks, such as the PzI, with which they were also supplied, because of the Russian tanks thicker armor and better armament. Both sides possessed anti-tank weapons which were greatly superior to the tanks employed by either side in Spain.

## [15.2] HYPOTHETICAL CZECH-GERMAN ACTION

There was, of course, no Czech-German fighting in 1938; but if the Czechs had elected to resist the Germans, a situation such as this Czech counterattack might well have devel-

oped, especially after the Germans penetrated or outflanked the Czech defense positions in places. The Czech armor force had no divisions or brigades. Their tanks operated in independent battalions either alone or in support of Czech infantry. While Czech armor doctrine was undeveloped, their tanks were excellent, the Skoda 38t tank being among the finest in the world at the time. After the German occupation of Czechoslovakia, many Czech tanks were pressed into German use, and proved most effective weapons when used against the French.

## [15.3] BAN-TSAGAN HILL

Increasing Russo-Japanese tensions resulted in the Nomohan Incident of 1939, when Japanese forces crossed into Russian areas of Mongolia. On 28 May 1939, Japanese tanks of the 4th Tank Regiment, supported by infantry of the 28th Regiment, advanced towards Ban-Tsagan Hill, inside Russian territory. Although they pushed aside some Mongolian cavalry without trouble, the Japanese found themselves with their flanks unsupported and threatened by the Russian 11th Armored Brigade. Although the Japanese pushed on to take the hill, the Russians were in position to surround them and the Japanese were forced to withdraw.

## [15.4] POLAND

Although the Polish Army of 1939 had more and better tanks than the American army of the period, they were deployed in two weak brigades with the remainder split up in very small groups. The best Polish tanks, a unit of French Renault 35's, were, for some reason, kept guarding the Rumanian frontier. So the Poles were forced to rely on small and obsolete British, French, and indigenous tanks to stem the onslaught of the German *panzers*. The situation depicted here is not of any individual battle, but based on several. A large number of tanks, more than actually used by the Poles at any one time, are included in this scenario.

## [15.5] SUMMA

Russian use of armor in their attack on Finland was singularly unsuccessful. Often used in mass, without sufficient infantry support, they seldom penetrated Finnish positions along the Mannerheim line. In the northern sectors, Russian tanks often fell prey to Finnish ski troops who would hit them with Molotov cocktails and escape into the forest. One of these unsuccessful attacks occurred at Summan on the morning of 16 December 1939. A battalion of Russian tanks tried to penetrate the defenses of the Finnish 5th Division. The Russian infantry, however, was held in reserve in the rear, and the tanks were destroyed piecemeal by the Finns. When the infantry finally attacked, they were also slaughtered by the Finns.

## [15.6] HANNUT

The southern wing of the French advance into Belgium was covered in part by the 1st Armored Cavalry Division. Near St. Clare in southern Belgium, on 13 May 1940, this unit encountered the spearhead of the German 3rd Panzer Division's 6th Panzer Regiment. The French armor was able to block the German advance by gaining a position on a height overlooking the main road in the area. The Germans, unable to advance, had to attack the French and were beaten back, their light tanks proving ineffective against the French. This action demonstrated that French armor, if properly used, could defeat the Germans. In the next few weeks, however, it was to be properly used very few times.

[15.7] FLAVION

The French 1st Armored Division had spent much of the campaign with its component units separate and never had the opportunity to operate together as a division. After being dive-bombed repeatedly, the remnants of one of the larger units of the division halted near Avesnes. On the morning of 16 May, these units, while gassing up, were attacked by a kampgruppe of the 7th Panzer Division. The French armor, short on fuel and confused, was out-manuevered and destroyed in a close-range tank-to-tank action. Most of the surviving French surrendered. This battle was another of the many actions where small, demoralized, and often lost groups of French armor, unsupported by infantry, were destroyed by fast moving German columns.

[15.8] ARRAS

As the Germans pushed through Northern France, the British, with French support, counterattacked the advancing Germans so that orderly withdrawal might be made to Dunkirk. This counterattack was to be made at Arras on 21 May 1940. Spearheading it were the infantry tanks of the 4th and 7th Royal Tank Regiments and the Territorials of the 6th and 8th battalions, Durham Light Infantry. Divided into two columns, the British hit the SS Totenkopf brigade. Faced by the territorials and tanks with armor invulnerable to their anti-tank weapons, the SS "supermen" ran. The British attack continued and also succeeded in breaking through the forward lines of the 7th Panzer, and were only halted when the Germans used anti-aircraft guns as anti-tank weapons. The British withdrew intact, supported by their own artillery. While not an unqualified success, Arras made the Germans think British resistance was still strong and gave the British time to retire to Dunkirk.

[15.9] ABBEVILLE

The French Campaign had already swung to the Germans favor by the time the British 1st Armored division arrived. As soon as part of the division arrived, it was placed under a French command and launched in an attack to try to throw the Germans back across the Somme River. On 27 May 1940, near Abbeville, elements of the 2nd and 5th Royal Tank Regiments and the 9th Queen's Royal Lancers attacked dug-in German infantry of the 86th Motorized Infantry Regiment, supported by tanks of the 10th Panzer Division. Attacking without infantry or artillery support, the British tanks were prey to German anti-tank guns. Unable to penetrate the German defenses, although they had destroyed many German tanks, the British withdrew.

# Charts & Tables

[9.19] RANGE ATTENUATION TABLE

Range-to-target	Attack Strength Effect
1	doubled
2-5	normal
6-10	-1
11-15	-2
16-20	-3

[9.69] OVERRUN TABLE

# of Def. units	Number Overrunning Units					
	1	2	3	4	5	6
1	+3	+6	+8	+8	+8	+8
2	0	+3	+5	+6	+7	+8
3	-1	+1	+3	+4	+5	+6
4	-2	0	+2	+3	+4	+5

[9.39] H RESULTS TABLE

Die roll	Moving	Static
1	D1	D3
2	D1	D2
3	•	D2
4	•	D1
5	•	D1
6	•	•

• = No effect.

See 9.71 for an explanation of the results.

[9.51] WEAPONS EFFECTIVENESS TABLE

Target Type	Weapon Type			
	A	M	H	R
[Hard]	N	N	Special	NA
Soft	N	x2	Special	N

N = Regular Attack Strength used.

NA = Not Allowed. No fire permitted at target of this type.

x2 = Double the Attack Strength. Any necessary modifications (e.g. Range Attenuation) are made before this doubling.

Special = See Direct H Fire 9.33, 9.34.

[11.3] PANIC TABLE

Die Roll	Panic Level				
	1	2	3	4	5
1	1	1,7	1,7,9	2,4,8,0	1,2,3,4
2	2	2,8	2,3,8	1,3,7,9	5,6,7,8
3	3	3,9	3,9	3,5,9	1,2,9,0
4	4	4,0	4,5,0	4,6,0	3,4,5,6
5	5	5	1,5	1,5,7	7,8,9,0
6	-	6	2,6	2,6,8	6,7,8,9,0

[9.7] COMBAT RESULTS TABLE

Die Roll	Attack Superiority											Die Roll	
	-3	-2	-1	0	1	2	3	4	5	6	7		8
1	D1	D1	D1	D2	D2	D3	D3	D3	D3	D3	D3	D4	1
2	P	D1	D1	D1	D2	D2	D3	D3	D3	D3	D3	D4	2
3	P	P	D1	D1	D1	D2	D2	D3	D3	D3	D3	D4	3
4	P	P	P	P	D1	D1	D2	D2	D3	D3	D3	D4	4
5	P	P	P	P	P	D1	D2	D2	D2	D3	D3	D4	5
6	P	P	P	P	P	P	D1	D2	D2	D2	D3	D4	6

Attacks at an Attack Superiority of less than -3 are not allowed.  
Attacks at greater than +8 are treated as +8.

[9.71] EXPLANATION OF COMBAT RESULTS

P = Pinned. Affected units may not carry out that Game-Turn's plotted operation unless that operation was Fire Combat.

D1 = Disruption level one. Unit remains disrupted until Die Roll of 1, 2, or 3.

D2 = Disruption level two. Unit remains disrupted until Die Roll of 1 or 2.

D3 = Disruption level three. Unit remains disrupted until Die Roll of 1.

D4 = Disruption level four. Unit destroyed.

Disruption Effects: Affected units may not carry out any operation while disrupted. Disruption level effects are cumulative. Example: a unit with a current Disruption level of 1 suffers a Combat Result of "D2"; it now has a Disruption level of 3. "P" results have no effect on disrupted units.

[9.19] RANGE ATTENUATION TABLE

Range-to-target	Attack Strength Effect
1	doubled
2-5	normal
6-10	-1
11-15	-2
16-20	-3

[9.39] H RESULTS TABLE

Die roll	Moving	Static
1	D1	D3
2	D1	D2
3	•	D2
4	•	D1
5	•	D1
6	•	•

• = No effect.

See 9.71 for an explanation of the results.

[11.3] PANIC TABLE

Die Roll	Panic Level				
	1	2	3	4	5
1	1	1,7	1,7,9	2,4,8,0	1,2,3,4
2	2	2,8	2,3,8	1,3,7,9	5,6,7,8
3	3	3,9	3,9	3,5,9	1,2,9,0
4	4	4,0	4,5,0	4,6,0	3,4,5,6
5	5	5	1,5	1,5,7	7,8,9,0
6	-	6	2,6	2,6,8	6,7,8,9,0

Superiority

3	4	5	6	7	8	Die Roll
D3	D3	D3	D3	D3	D4	1
D3	D3	D3	D3	D3	D4	2
D2	D3	D3	D3	D3	D4	3
D2	D2	D3	D3	D3	D4	4
D2	D2	D2	D3	D3	D4	5
D1	D2	D2	D2	D3	D4	6

ty of less than -3 are not allowed.  
n +8 are treated as +8.

D3 = Disruption level three. Unit remains disrupted until Die Roll of 1.

D4 = Disruption level four. Unit destroyed.

Disruption Effects: Affected units may not carry out any operation while disrupted. Disruption level effects are cumulative. Example: a unit with a current Disruption level of 1 suffers a Combat Result of "D2"; it now has a Disruption level of 3. "P" results have no effect on disrupted units.

[10.0] TERRAIN EFFECTS CHART

TERRAIN FEATURE Hexes	MOVEMENT POINT COST			COMBAT EFFECT ON DEFENSE STRENGTH*
	AFV/APC	Truck	Infantry	
Clear 	1	2	1	NA
Town 	½	½	½	+4
Woods 	3	4	1	+2
Slope 	3	4	1	+3**
Wreck†	2	8	1	+2
Hexsides	Costs are to cross‡			
Stream 	4	6	1	NA
Road or Bridge 	½	½	½	NA
Ford 	2	4	1	NA

\* These effects apply to Direct non-H Fire only.

\*\* If on a Slope hex and the Line of Fire is being traced through a Crest hexside of the target hex; if not, there is no effect on Defense Strength. In the case of a combined attack by several units, some of which are firing through Crest hexsides and some of which aren't, the three *is* still added to the Defense.

‡ These costs supercede the entry costs of the terrain type of the hex entered when entering through these hexsides.

† In a case in which a wreck is formed in other than a clear terrain hex, the higher of the two terrain Movement Point costs, and the higher of the two additions to the Defense are used.

NA = Not applicable (no effect).

[10.1] HEXES AND HEXSIDES

A hex (or hexside) is considered to be a type of terrain other than clear if any part of that hex (or hexside) contains (or is crossed by) any of that type of terrain.

[10.2] DEFENSE ADDITIONS

The Defense Additions listed on the Terrain Effects Chart apply to each separate *attack*, not necessarily to each separate unit. *Example:* a French infantry unit and a French 25mm gun are on a Woods hex; if attacked in separate attacks the infantry would have a total Defense Strength of seven, the 25mm a total Defense Strength of six; if attacked together in the same attack they would have a total Defense Strength of eleven.

# KampfPanzer

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### [1.0] INTRODUCTION

*KampfPanzer* is a tactical level simulation of armored warfare as it was in the period 1937-1940. Conflicts represented took place in the Spanish Civil War, the Battle of Khalkhin-Gol, the Russo-Finnish War, and the early stages of World War II. Armies represented include the British, French, German, Czech, Finnish, Russian, Japanese, Polish, Spanish Republican and Spanish Nationalist. A great variety of armored fighting vehicles are involved in a wide range of situations along with infantry and artillery units. A panic rule simulates the varying levels

of training, discipline and determination of the forces represented. *KampfPanzer* is played in scenarios, each representing an historical, or in a few cases, a hypothetical action. The victory conditions vary widely with the scenario being played. Each of the scenarios is, in effect, a separate game which shares a common body of rules with the other scenarios. Enjoy them all.

#### [1.1] GAME SCALE

Each Game-Turn represents three minutes forty seconds of real time. Each hex on the game map represents an area 100 meters across. Each Armored Fighting Vehicle unit represents five AFV's; each infantry unit represents a platoon; and each artillery unit represents a battery.

### [2.0] GENERAL COURSE OF PLAY

*KampfPanzer* is basically a two-Player game. It is played in sequenced turns called Game-Turns, during which the Players move units on the map, have combat, and attempt to achieve certain objectives.

*KampfPanzer* uses a system by which both Players simultaneously write orders for their units and then simultaneously execute those orders. This systems heightens the realism, excitement and uncertainty that should be inherent in a small unit, tactical level game.

### [3.0] GAME EQUIPMENT

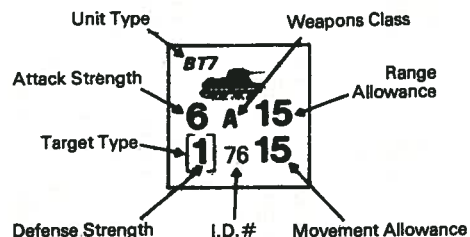
#### [3.1] THE GAME MAP

The 22" x 34" mapsheet is the area on which the units are maneuvered. A hexagonal grid is superimposed on the map to regulate movement, position, and firing ranges of the units. The hexes are numbered for easy identification when writing orders for the playing pieces. The map represents typical terrain of the areas in which the various combat actions simulated actually took place.

#### [3.2] THE PLAYING PIECES

The game contains differently colored sets of playing pieces, henceforth known as either units or markers. The units represent the combat units of the various forces. The markers represent other necessary information, such as the condition of a unit or the presence of entrenchments. The units to be used in each scenario are listed where that scenario is presented. It is recommended that the Players keep the units and markers sorted by nationality and/or type, as this will save much time.

#### [3.21] SAMPLE UNIT



[3.22] SUMMARY OF UNIT TYPES

<b>FRENCH</b>		
	S35	
	H39	
	FT17	
	25mm Anti-tank Gun	
<b>BRITISH</b>		
	A10	
	A12	
	M6	
	British Infantry	
<b>RUSSIAN</b>		
	BT7	
<b>CZECH</b>		
	Pz38	
<b>JAPANESE</b>		
<b>GERMAN</b>		
	PzI	
	PzIIID	
	German Infantry	

[3.23] MARKERS

	Trucks	
	Armd Prsnl Carrier	

	Entrenchment	
	Disruption Level 1	
	Disruption Level 3	

[3.24] DEFINITION OF TERMS

*Attack Strength* is the basic attacking power of a unit quantified in Strength Points.

*Defense Strength* is the basic defensive power of a unit quantified in terms of Defense Strength Points.

*Range Allowance* is the greatest distance, in hexes, over which which the unit's Attack Strength may be applied.

*Movement Allowance* is the maximum movement ability of a unit quantified in terms of Movement Points.

*Weapons Class* is the type of weaponry represented in the unit's Attack Strength.

*Target Type* is the target class, either "hard" (armored) or "soft" (unarmored) to which a unit belongs. Hard targets are distinguished by the brackets around their Defense Strengths.

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided to simplify certain key game functions. The Combat Results Table is used in resolving all non-H (i.e., all non-high explosive) fire. The H Fire Results Table is used in resolving H Fire. The Overrun Table is used in resolving Overrun Attacks. The Weapons Effectiveness Table summarizes the varying effectiveness of various weapons types on various target types. The Range Attenuation Table details the effect of range on the Attack Strength of non-H weapons. The Terrain Effects Chart summarizes the effects of the various types of terrain on Movement and Combat. The Panic Table is used each Game-Turn to determine which units Panic.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of *KampfPanzer* should contain the following parts:

- one Game map
- one set of Game rules
- one set of die-cut counters
- one die (boxed games only)
- one SiMov pad (boxed games only)

[4.0] SEQUENCE OF PLAY

Each Game-Turn consists of six Phases. Phases must be played in the exact sequence given below. All operations must be performed in the specified Phase. Any operation performed out of the proper sequence is a violation of the rules. The number of Game-Turns in a complete game is given as a part of the instructions for each scenario.

[4.1] SEQUENCE OF PLAY OUTLINE: THE GAME TURN

(A) *Simultaneous Movement and Combat Plot Phase*: Both Players secretly write down an operation plot for each of their non-disrupted units.

(B) *Panic Determination Phase:* Each Player determines which of his units Panic that Game-Turn according to the Panic rules.

(C) *Combat Execution Phase:* Each Player executes his plotted Direct Fire attacks, applying the results as directed in the Combat rules.

(D) *Panicked Movement Plot Phase:* Each Player substitutes a Panicked Movement Plot for the appropriate Panicked units.

(E) *Movement Execution Phase:* All units that have movement plotted and haven't yet been affected during that Game-Turn's Combat are moved according to their plot.

(F) *Disruption Removal Phase:* All Pinned markers are removed and the Players roll for the removal of all Disruption Markers.

## [5.0] SIMULTANEOUS PLOTTING

### GENERAL RULE:

During the Simultaneous Movement and Combat Plot Phase both Players simultaneously plot the operations that they wish each of their non-disrupted units to perform that Game-Turn. Each unit may only have plotted (and therefore may only execute) either Movement or Combat or one of the other operations described below in a Game-Turn.

*Simultaneity of Movement:* All Movement is considered simultaneous. Both Players execute all Movement during the Movement Phase Execution Segment. All Movement must be executed. Units may never alter their Movement in response to Enemy actions.

*Simultaneity of Combat:* All combat is considered simultaneous. For this reason Combat Results are not effective until the end of the Combat Phase. Then they are applied to all units that suffered them. A unit that suffers a combat result in a given Combat Phase must engage in Combat during that Combat Phase if ordered to do so by the Simultaneous Movement Plot Chart without any consideration of the combat result. The combat result does not affect the unit's Combat Ability in any way until after all combat of that Combat Execution Phase is completed. A Combat Result suffered on the Combat Execution Phase is, however, considered to be in effect before the immediately following Movement Execution Phase.

### PROCEDURE:

All actions must be plotted for each individual unit. All necessary information to make the move must be contained in each unit's plot. The plot must leave no doubt as to the planned use of the unit. All units must have written plots or they may not perform any operation that Game-Turn. The method of plotting an operation varies with the operation.

### USE OF THE SIMULTANEOUS MOVEMENT PLOTTING SHEET:

Examine a Simultaneous Plot Sheet. A horizontal row is used for each Friendly unit. Plotting an operation will require one or more columns. The far left column is used to record the identity number of each unit. Most operations except movement have a specific code letter. That letter is placed in the next column (to the right of the first). The rest of the plot varies with the specific operation being plotted. One Game-Turn's worth of plots will seldom require more than half of the twelve numbered columns on the plot sheet. The plot sheets may, therefore, be conserved

by drawing a vertical line through the entire right-most column used by any unit on a Game-Turn and then using the remaining columns for the next Game-Turn. In such a case do not rewrite the identity numbers of the units, but use the same row for each unit. This process may be repeated until a Player runs out of columns on a sheet.

### [5.1] PLOTTING MOVEMENT

Movement is plotted by writing in a given column, a direction code and a number indicating the number of hexes to be moved in that direction. A new column can be used for each direction-number pair, or more than one pair may be written in one column as long as all the letters and numbers and their order is clear. The letter-number pairs are always read and executed in left to right order. See example. If a unit is to move, stop and move again during a Movement Execution Phase, insert the notation "S#" in the Movement Plot where the stop is desired. The "S" is the code for making the stop, and in place of the "#" write the number of Movement Points to be expended while stopped. Expending Movement Points while stopped is in all ways equivalent to expending Movement Points while moving; i.e. it is the total of the two types of Movement Point expenditures that must not exceed the Movement Allowance of a unit, and both types are used in resolving Movement Conflicts (see 5.54).

### [5.2] PLOTTING COMBAT

[5.21] There are four types of Combat in *KampfPanzer*: Direct non-H Fire, Direct H Fire, Opportunity Fire, and Overrun Attacks. The three types of fire function quite differently from each other (see the Combat rules for details), however, they are all plotted in the same manner. They each have a code letter and a target hex. The code letter is placed in the first column to the right of the column containing the unit's identity number. The target hex number is placed in the next column (see 5.4 Code Letter Summary for the individual letter codes). Note that Direct H Fire has two varieties each with a separate letter code. If there is more than one enemy unit in a hex which is the target of Direct non-H Fire, the Player must write which Enemy unit in that hex is the target. If one of two Enemy units in a hex is not designated as the target, both are assumed to be the target.

[5.22] Overrun attacks involved aspects of both movement and combat. This is not a violation of the one operation/Game-Turn rule. An Overrun has a target hex and an exit hex from this target hex. The approach to this target hex is plotted in exactly the same manner as normal movement. Then in the next column the letter code for an Overrun (V) is placed in front of a direction code letter, which indicates the hex to be Overrun. See the Plot Example (5.5) and the Overrun rules (9.6) for further explanation.

### [5.3] PLOTTING OTHER OPERATIONS

[5.31] *Embarking:* Embarking always involves two units: an infantry (or artillery) unit and a vehicle unit. For the combat unit involved, merely write the letter code for Embarking (M) in the column to the right of the identity column. For the vehicle unit involved, write the M as well as the hex number in which it will pick up the Combat unit.

[5.32] *Debarking:* Debarking similarly involves two units. For the Combat unit involved write the code letter for debarking (Q) in the column. And for the vehicle unit write the code and the hex to which it is moving after dropping off the combat unit.

[5.33] *Changing Facing:* Artillery units must face a particular hexside and may change the hexside they face. In the column to the right of the identity column write the letter code of the new direction to be faced.

[5.4] SUMMARY OF PLOTTING LETTER CODES

<i>Letter</i>	<i>Meaning</i>
A,B,C,D,E,F	Direction codes (see Scatter Diagram on mapsheet)
N	Direct non-H Fire
T	Tight Pattern H Fire
L	Loose Pattern H Fire
P	Opportunity Fire
V	Overrun
M	Embark
Q	Debark

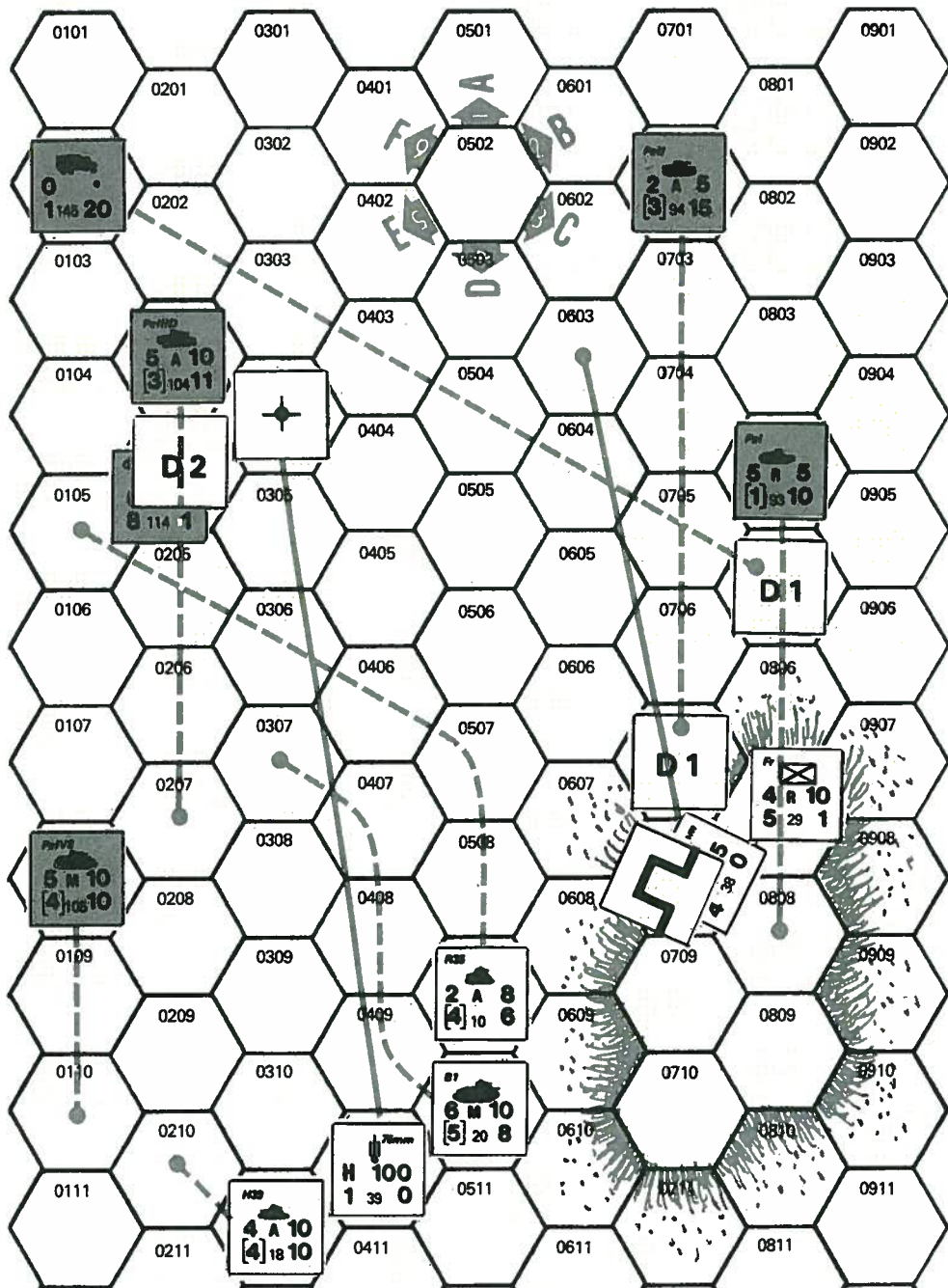
[5.5] SIMULTANEOUS PLOTTING AND EXECUTION EXAMPLE

It is suggested that the reader scan rules sections 6.0, 7.0, 8.0, and 9.0 before reading

this section. The action used in this example has been selected because of the wide range of different situations given. It is not an illustration of recommended tactics. In this example no unit Panicked.

[5.51] PLOTTING EXAMPLE

UNIT	MOVEMENT PLOT		
GERMAN	A. 145	1. C7	2. 3.
	B. 94	1. D5	2. VD
	C. 93	1. D2VD	2. 3.
	D. 104	1. D6	2. 3.
	E. 105	1. D3	2. 3.
	F. 114	1. -	2. 3.
FRENCH	G.	1.	2. 3.
	H. 39	1. L	2. 0304
	J. 38	1. R0603	2. 3.
	K. 10	1. A2	2. F4
	L. 20	1. F1	2. A2
	M. 18	1. F2B4	2. 3.
N. 29	1. E1	2. 3.	



[5.52] EXPLANATION  
OF PLOTTING EXAMPLE

Unit Number                      Explanation of Plot

**GERMAN**

- 145 Move seven hexes in direction C.
- 94 Move five hexes in direction D, Overrun the adjacent hex in direction D.
- 93 Move two hexes in direction D, Overrun the adjacent hex in direction D. Note the number of columns used in a plot has no effect on the meaning of the plot, it is only the ordering of the letters and numbers.
- 104 Move six hexes in direction D.
- 105 Move three hexes in direction D.
- 114 The unit is disrupted from a prior Game-Turn and no plot may be written for it.

**FRENCH**

- 39 Loose pattern H Fire on hex 0304.
- 38 Opportunity Fire on hex 0603.
- 10 Move two hexes in direction A, four hexes in direction F.
- 20 Move one hex in direction F, two hexes in direction A, three hexes in direction F
- 18 Move two hexes in direction F, four hexes in direction B.
- 29 Move one hex in direction E.

[5.53] EXECUTION EXAMPLE

[5.54] EXPLANATION  
OF EXECUTION EXAMPLE

Unit #, Type                      Explanation of Execution

**GERMAN**

- 145, truck Moved seven hexes in direction C, was attacked by Loose Pattern H Fire in both hexes 0303 and 0403 from unit 39 — cumulative effect was D1. It is applied after Movement is completed.
- 94, PzIII Moved five hexes in direction D. Attacked by Opportunity Fire of unit 38 upon entering hex 0706, suffered a result of D1, was not able to execute the plotted Overrun, and had to stop in hex before the Overrun.
- 93, PzI Succeeded in Overrunning unit 29 with a result of D2. Note that hilltop hex 0807 is a clear terrain hex. The counterattack by Enemy unit 29 had no result.
- 104, PzIIID Moved four hexes of the plotted six in direction D, entered the Zone of Control of Enemy unit 20 and had to end that Game-Turn's Movement. Note that Loose Pattern H Fire cannot affect an armored target type.
- 105, PzIVE Moved one hex of the plotted three in direction D and attempted to enter the same hex as Enemy unit 18. The conflict was resolved as follows: (A) the two units had moved through the same number of hexes; (B) they have the same Movement Allowance; and so (C) a die was rolled by each Player, the German Player getting the higher roll, and so the PzIVE enters the hex in question, after which both units cease movement for the Game-Turn.

- 114, Infantry No plot was allowed. It was attacked by H Fire, but suffered no result.

**FRENCH**

- 39, 75mmH The Loose Pattern attack on hex 0304 was executed, the impact marker being placed at the beginning of the Combat Execution Phase. Enemy unit 114 was attacked immediately. Enemy unit 145 was attacked twice on the Movement Execution Phase.
- 38, 25mm Opportunity Fire was triggered by the PzII. Note that had the Fr Fr 25mmH been Overrun, it would have counted as two units when consulting the Overrun Table, since it was entrenched.
- 10, R35 Completed its movement. It crossed paths with the PzIII but the two were never actually adjacent and so did not interfere. Note that the Enemy infantry unit 114 was disrupted, and therefore had no Zone of Control.
- 20, B1 The movement execution was not completed due to entering the PzIII's Zone of Control. If its plot had been written with a stop inserted, e.g., F1 S2 A2 F3, it would never have entered the PzIII's Zone of Control and would have completed its movement.
- 18, H39 Moved one hex and then conflicted with the PzIV (see explanation for the PzIV).
- 29, Infantry Was Overrun and hence could not execute the plotted movement. The counterattack against Enemy unit 93 had no effect.

## [6.0] MOVEMENT EXECUTION

**GENERAL RULE:**

During the Movement Execution Phase, both Players move all their units that have Movement plotted, except those that are now in a pinned or disrupted state as a result of action on the Combat Execution Phase. A unit must expend one or more Movement Points to enter a hex. The number of Movement Points that must be expended to enter a given hex varies with the type of unit and the terrain of the hex (see the Terrain Effects Chart). No unit may ever expend Movement Points in excess of its Movement Allowance on a given Game-Turn. It may expend less or none at all at the owning Player's option. Opposing units may block completion of each other's movement plot by attempting to enter the same hex, or by entering each other's Zone of Control Whenever necessary to solve complicated movement situations, move each unit one hex of its plotted movement at a time so that the sequencing will be correct.

**CASES:**

- [6.1] All units must move exactly as plotted. They may not deviate from their plotted paths, and must execute the full plotted Movement, except when stopped by an enemy unit (see below).
- [6.2] Units may not plot movement and any other operation in the same Game-Turn.
- [6.3] Units must immediately cease all movement for that Game-Turn upon entering an Enemy Zone of Control (see 8.0). If both

units involved are moving, they both cease movement. Note that crossing a unit's path does not necessarily mean its Zone of Control has been entered. The units in question must actually be adjacent to each other at the same point in the Movement Execution Phase. In a questionable case move each unit involved, Movement Point by Movement Point, and see if they are ever actually adjacent to each other (see example 5.53).

[6.4] Enemy and Friendly units may *never* occupy the same hex except during an Overrun. If an Enemy and a Friendly unit attempt to enter the same hex (without first becoming adjacent to each other, and hence subject to 6.3), only one of them may enter the hex. The conflict is decided by a priority list. The unit will enter the hex if it:

(A) has moved through the least number of hexes, or, if equal,

(B) has the higher Movement Allowance, or if equal,

(C) each Player rolls a die and the higher roll gains the hex.

Note that the units are then adjacent to each other and so their Movement for that Game-Turn will cease.

## [7.0] STACKING

### GENERAL RULE:

Except as noted below, no two units may ever occupy the same hex at the *end* of a Movement Execution Phase. Friendly units may freely pass through each other *during* Movement Execution Phases. Units may never occupy or pass through the same hex as an Enemy unit, except while Overrunning.

### CASES:

[7.1] An infantry and a Friendly artillery unit may occupy the same hex at the end of a Movement Execution Phase.

[7.2] A vehicle unit carrying an infantry or artillery unit must occupy the same hex as the unit being carried while it is carrying that unit.

## [8.0] ZONES OF CONTROL



### GENERAL RULE:

The six hexes surrounding a unit constitute that unit's Zone of Control. All units must, upon entering an Enemy Zone of Control immediately cease all movement for that Game-Turn. There is no additional movement penalty. Units which began their Movement Phase in an Enemy controlled hex may freely leave Enemy Zones of Control, except that they may never move directly from one Enemy Zone of Control to another.

### CASES:

[8.1] A unit executing an Overrun is not affected by the Zone of Control of the unit being Overrun. It may also ignore the presence of other Enemy Zones of Control in the hex it is Overrunning.

[8.2] A Disrupted unit has no Zone of Control while it is Disrupted.

[8.3] A vehicle unit does not have a Zone of Control unless carrying an infantry unit.

[8.4] Zones of Control have no other effects other than those specifically mentioned in this section.

## [9.0] COMBAT EXECUTION

### GENERAL RULE:

There are four types of combat in *Kampf-Panzer*: Direct non-H Fire, Opportunity Fire, Direct H Fire and Overrun Attacks. All must be plotted in the Simultaneous Plot Phase. Each unit has one of four Weapon Types: A (armor piercing), R (small arms), M (mixed) and H (high explosive). For combat purposes those weapons are divided into H and non-H (i.e., A, R or M). The weapons types affect the type of fire a unit may engage in, and the effectiveness that this fire has against different target types. No unit may Fire more than once per Game-Turn. In any given Combat action the Attacker is the Player whose unit is firing and the Defender the Player whose unit is being fired upon. Apply results as directed in case 9.8.

### PROCEDURE:

**Direct Non-H Fire:** Total all Attack Strengths attacking a given unit(s) in a single attack (after adjusting for Range Attenuation and Weapons Effectiveness). Then subtract from that number the (terrain modified) Defense Strength of the Defending unit(s). The result is the Attack Superiority. Roll a die and cross index the die roll with the Attack Superiority on the Combat Results Table and apply the result. Direct non-H Fire is executed in the Combat Execution Phase.

**Opportunity Fire:** A target hex is designated on the Simultaneous Plot Phase. The Opportunity Fire is executed on the Movement Execution Phase if and when an Enemy unit Triggers the fire by passing into the target hex or between the target hex and the firing unit. Once Triggered, Opportunity Fire is resolved in the same manner as Direct Non-H Fire. H weapon equipped units may not use Opportunity Fire.

**Direct H Fire:** H weapons may fire in a tight or loose pattern. The pattern must be decided along with the target hex on the Simultaneous Plot Phase. An Impact Marker is placed on the target hex in the Combat Execution Phase and removed at the end of the Movement Execution Phase. H combat is resolved by determining whether or not the defending unit was plotted to move that Game-Turn and then rolling a die and consulting the appropriate column on the H Results Table.

**Overrun Attacks:** An Overrun Attack involves Movement and is executed in the Movement Execution Phase. The number of Overrunning units is cross indexed with the number of units being Overrun on the Overrun Table. The result is the Attack Superiority which is then used with the Combat Results Table and a die roll to resolve the attack.

### CASES:

#### [9.1] DIRECT NON-H FIRE

[9.11] If more than one unit is attacking an Enemy unit(s) in direct non-H Fire, it is the Attacking Player's option to treat it as one combined attack or as several separate ones, dividing the attacking units in any manner desired. Each individual combat action could have more than one defending unit, provided both are on the same hex. In all cases where several units are attacking a unit as one combined attack, first calculate the appropriate Attack Strength of each individual attacking unit, taking all modifications of the basic Attack Strength into account, and then total all the individual modified Attack Strengths. Use this total to resolve the attack.

[9.12] A non-H type unit may never divide its individual Attack Strength into separate

attacks even if the targets of these separate attacks are in the same hex. It may, however, attack two Enemy units in the same target hex as one combined attack, using their combined Defense Strength.

[9.13] Direct Fire is flat trajectory, line of sight fire (see 9.15) against targets which can be directly observed by the units firing at them. Units may use direct fire against targets that are any number of hexes away up to the limit of the unit's Range Allowance. Direct Fire may not be used through blocking terrain.

[9.14] *Line of Sight/Line of Fire.* In order to fire at a given hex, the Attacking Player must be able to trace a perfectly straight line unobstructed by terrain (see 9.16) from the center of the hex of the firing unit to the center of the hex containing the target unit. Players should use a straight edge (a ruler or stiff piece of cardboard) to delineate the line of sight.

#### [9.15] JUDGING THE LINE OF SIGHT

Lay the straight edge from the center of the firing hex to the center of the target hex. If any point along the line passes through a *blocking hexside* then the line of sight is blocked and direct fire may not be used. All ambiguous cases should be decided in favor of the defender.

#### [9.16] BLOCKING TERRAIN

There are three types of Blocking Terrain which can obstruct the Line of Sight/Line of Fire (note that intervening units themselves never obstruct nor are affected by the Line of Fire).

A. *Crest Hexsides:* There is *only one set of circumstances* in which a Crest hexside will block the Line of Fire, i.e., when either (or both) the Target hex or the Firing hex is a "ground-level" hex *and* the intervening Crest hexside is not part of either of those two hexes. "Ground Level" hexes are any non-Slope, non-Hilltop hexes.

B. *Woods and Town Hexsides:* A Woods or Town hexside *always* blocks the Line of Sight unless the target hex is directly adjacent to the firing hex. Any hexside wholly or partially covered by Woods or Town symbols is a Woods or Town hexside.

C. *Woods or Town Hexes:* These hexes may only be fired into by units which are three or fewer hexes away. Woods or Town hexes may be fired out of (within the restrictions of A, B, and C).

#### [9.17] RANGE

Range is determined by counting the fewest number of hexes from the firing unit to the target hex, as if one were moving the unit, disregarding the terrain Movement Point costs.

[9.18] All non-H type weapons suffer the effects of Range Attenuation (see the Range Attenuation Table for specifics).

#### [9.17] RANGE ATTENUATION TABLE (see separate sheet)

#### [9.2] OPPORTUNITY FIRE

##### [9.21] TRIGGERING

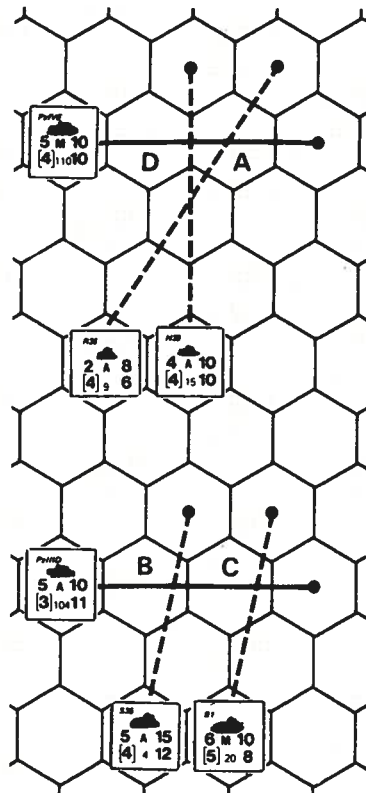
Opportunity Fire has to be "triggered" in order to be executed. This means that an Enemy unit must pass between the firing unit and the target hex (or in the target hex), or else the fire is *not* executed at all. In effect, the Firing unit does not execute any operation that Game-Turn.

[9.22] Only the *first* Enemy unit to move between the target hex and the firing units triggers the Opportunity Fire. In case of any possible dispute as to which unit is the first,

the unit that moves between the target hex and firing unit after the smallest expenditure of Movement Points is the first unit. In the case of two units moving between them after the same Movement Point expenditure, the unit closer to the firing unit is the one attacked.

[9.23] The path of Opportunity Fire is always considered to be a straight line drawn from the center of the hex of the firing unit to the center of the target hex. A unit will trigger the Opportunity Fire if it moves into a hex that the line passes through (subject to 9.22). If the line happens to coincide with a hexside, moving into a hex bordered by that hexside will not necessarily trigger the fire; the hexside must in this case be crossed by a unit in order to trigger the fire (see Example 9.24a).

[9.24] An Opportunity Fire attack, once triggered, is resolved in exactly the same manner as normal Direct non-H Fire. Weapons Effectiveness, terrain and Range Attenuation are all considered. However, different firing units may only combine their Strengths into one total Strength and make one combined attack against a defending unit if that unit triggers the Opportunity Fire from the different units upon entering the same hex (see example 9.24a).



[9.24a] *Example:* The PzIV will trigger Opportunity Fire from both the R35 and the H39 upon entering hex "A." Since the fire from both units is triggered upon entering the same hex, the French Player has the option of treating the fire from both units as one combined attack or two separate attacks. Note that the PzIV did not trigger the H39's fire when it entered hex D (see 9.23). The PzIII will trigger the S35's Opportunity Fire when entering hex B. It will then trigger the B1's fire when entering hex C. The S35's and the B1's fire may therefore not be combined into one attack (see 9.24).

[9.25] Opportunity Fire may not be plotted into or through a hex containing an Enemy unit during the Plotting Phase.

### [9.3] DIRECT H FIRE

[9.31] All rules that apply to Direct non-H Fire apply to Direct H Fire except as herein noted.

[9.32] H Fire is directed against a target hex, not a specific unit. It affects all units that start the Game-Turn in that hex or may subsequently move through that hex that Game-Turn. An Impact marker is placed on the target hex at the beginning of the Combat Execution Phase and removed at the end of the Movement Execution Phase in order to see if units move through the hex.

[9.33] An H attack is plotted as either a tight pattern H attack or a loose pattern H attack. Tight pattern attacks affect only the target hex. Loose pattern attacks affect the target hex and the adjacent six hexes equally; however, a loose pattern attack does not in any way affect hard type targets.

[9.34] H Fire attacks are resolved in a completely different manner from non H Fire. Simply ascertain whether or not each defending unit is plotted to move on that Game-Turn; consult the H Results Table; roll a die; and read the result. The terrain and Defense Strength of the unit are irrelevant to H Fire resolution. Note that H Fire is resolved on the basis of whether or not the target unit was *plotted* to move, not whether it actually succeeds in moving.

[9.35] More than one H attack may share the same target hex, and more than one H attack may affect a given unit; however, the Players may not combine H attacks. Each one must be resolved separately.

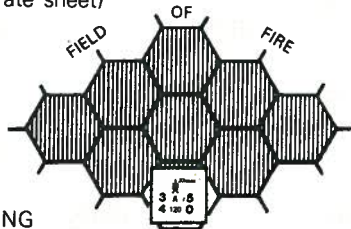
[9.36] As described above, loose pattern H Fire attacks more than one hex. It is possible that a unit might move through more than one of these hexes during a Movement Execution Phase. If so, it is attacked (Soft Targets only) and a separate attack is made and resolved for each attacked hex it enters.

[9.37] Unlike Direct non-H Fire, Direct H Fire may be fired at a town or woods hex from more than three hexes away, although town, woods and slope *hexsides* still block H Fire in the same manner as non-H Fire. Units in town or woods hexes are always considered moving for the purpose of resolving loose pattern H attacks. Tight pattern attacks are resolved in the normal manner, except that one is added to the die roll.

[9.38] Units involved in changing Facing, Embark or Debark operations are considered Static for the purpose of resolving H attacks against them.

### [9.39] H RESULTS TABLE

(see separate sheet)



### [9.4] FACING

Facing applies only to non-vehicled artillery units. When an artillery unit is placed on the map or is debarked from vehicles, it must be Faced towards a specific hexside. The unit may only Fire at targets which are in the 120° arc defined by the three front hexes on the Faced unit (see diagram above). All normal fire restrictions apply. Defense Strength is unaffected by facing. Changing facing is a distinct operation that takes place at the end of the Movement Execution Phase. A new facing

may be to any of the five possible hexsides. Artillery units which are plotted to be overrun that Game-Turn may not change facing.

### [9.5] WEAPONS EFFECTIVENESS

There are four different types of fire weapons in the game and two different types of targets. A given weapon type may have its attacking effectiveness affected by the target type it is firing at. To find the effect of target type on a specific weapon type, cross index the two types on the Weapons Effectiveness Table. Hard targets are distinguished by the brackets around their Defense Strengths.

[9.51] WEAPONS EFFECTIVENESS TABLE (see separate sheet)

### [9.6] OVERRUN ATTACKS

Overrun Attacks have elements of both Movement and Combat and are executed on the Movement Execution Phase. They may only be conducted *against* Soft Target Type units *by* Hard Target Type units. Execution of an Overrun costs two Movement Points in addition to the normal terrain Movement costs.

[9.61] Any unit that wishes to overrun a hex may move up to the limit of its Movement Allowance, but must have the required two additional Movement Points to complete the overrun.

[9.62] Units that wish to Overrun must enter the target hex, and exit the hex on the opposite hexside from entering. The unit must stop on the exit hex and move no further that Phase. This limits the amount of Overrunning units to six for a given hex since they must end their moves on adjacent hexes and cannot stack.

[9.63] To resolve an Overrun attack, take the number of attacking units and cross index it with the number of defending units on the Overrun Table. This will yield an Attack Superiority to be used with the Combat Results Table to resolve the attack.

[9.64] Units which are Entrenched count as two units for defense purposes against Overruns (see Entrenchments, 13.0).

[9.65] A unit plotted to Overrun may not execute that Overrun if it suffers a combat result on that Movement Execution Phase (due to H or Opportunity Fire). Instead, it stops in the hex in front of the unit that was to be Overrun.

[9.66] Overrun Attacks may only be made against units in clear terrain hexes.

[9.67] A unit that is plotted to be Overrun may not execute a Movement, Changing Facing, Embark or Debark operation on that Game-Turn. This restriction is true regardless of whether the Overrun is successful, or even if the Overrun is aborted because of 9.65 or 6.3.

### [9.68] COUNTERATTACKS AGAINST OVERRUNS

Each unit being Overrun may counterattack *one* of the Overrunning units (counter-attacker's choice). An Attack Superiority of -2 is always used in these counterattacks, ignoring all other considerations, including entrenchments.

### [9.69] OVERRUN TABLE

(see separate sheet)

### [9.70] COMBAT RESULTS TABLE

(see separate sheet)

### [9.72] HOW TO UNDISRUPT UNITS

Undisruption occurs in the Disruption Removal Phase of the Sequence of Play. All units that have a P marker on them have this marker removed and the unit is normal for the next Game-Turn. All the units with Disruption

markers on them must roll a die to have the effect removed. Any unit that gets the necessary die roll has the marker removed and returns to a normal status the next Game-Turn. All units that do not get the right die roll, remain Disrupted until they achieve the proper die roll in a subsequent Disruption Removal Phase.

#### [9.8] APPLICATION OF COMBAT RESULTS

The application of Combat Results depends on the Phase that the results are inflicted.

[9.81] Results inflicted on the Combat Execution Phase (these are due to Direct Fire) are applied at the end of that Phase. These results do not affect the execution of Direct Fire plotted for that Phase. All plotted Direct Fire must be executed as plotted. These results do, however, take effect before the Movement Execution Phase, and will prevent the execution of operations plotted for that Phase as given in 9.71. An H Fire attack made on the Combat Execution Phase will still affect units on the immediately following Movement Execution Phase regardless of any combat result suffered by firing unit on that Combat Execution Phase.

[9.82] A unit that suffers a Combat result on the Movement Execution Phase (due to H Fire, Opportunity Fire and Overruns) will complete any movement plotted for that Phase and have the result applied at the end of the Movement Execution Phase, unless the Combat results in the elimination of a unit, in which case the unit is eliminated in the hex it suffers the eliminating result and does not complete that Game-Turns plotted Movement.

[9.83] A Pinned result suffered on a Movement Execution Phase (due to Opportunity Fire, Overruns and Counterattacks against Overruns) is treated as "no effect."

#### [9.9] WRECKS

[9.91] Wrecks are created in a hex whenever a vehicle unit (AFV, APC or truck) is destroyed in that hex. Turn the destroyed unit upside down on the hex. This in effect creates a new form of terrain in the hex (see the Terrain Effects Chart for the specific effects). The unit itself no longer exists. There is no additional effect of two or more wrecks in one hex. Therefore, there is no need to keep two upside down counters in one hex.

[9.92] For all purposes, including Movement Point costs and Defense additions, all Wrecks are considered to be created at the *end* of the Movement Execution Phase of the Game-Turn they are created. They do not in any way affect that Game-Turn's movement or combat.

### [10.0] TERRAIN EFFECTS CHART

(see separate sheet)

### [11.0] PANIC

#### GENERAL RULE:

Panic is used to present the differing tendencies of units to receive garbled orders, to misunderstand orders or simply to disobey orders for purposes and reasons the small unit's commander considers quite sound.

All units are therefore subject to Panic randomly. Units that had movement plotted will have a new Panicked Movement plot determined. Units that had any of the other operations plotted (those operations described in 5.2 and 5.3) do not carry out their plotted

operation, or any operation. The effects of Panicking last the Game-Turn that the unit Panics. Units may Panic on any number of successive Game-Turns.

#### [11.1] PANIC DETERMINATION

Determination of which units Panic is made by each Player on the Panic Determination Phase of the Game-Turn. Any unit that Panics has the last box used on that Game-Turn's operation plot circled.

[11.11] Each of the forces given in each scenario is assigned a Panic Level. This Panic Level determines which column of the Panic Table is to be used for that force. Once each Panic Determination Phase, each Player will roll a die and consult the Panic Table. Units on hexes, the last digits of which correspond to digits thus indicated on the Table, Panic.

[11.12] Disrupted units never Panic. If Disrupted or Pinned between the Panic Determination Phase and the Panic Movement Plot Phase, it is not necessary to determine a Panicked Movement Plot. The unit cannot move.

#### [11.2] PANICKED MOVEMENT PLOT

[11.21] All Panicked units that had movement plotted for that Game-Turn have a Panicked Movement plot substituted for their original movement plot on the Panicked Movement Plot Phase.

[11.22] The Panicked movement plot for each unit is determined as follows: Roll a die and consult the Scatter Diagram on the map. The direction indicated is the direction that the unit will be plotted to move. Non-envehicled Infantry units will always be plotted to move one hex in that indicated direction. For other units that had movement plotted, roll a second die for each. The resulting number is the number of Movement Points in the indicated direction that the unit will be plotted to move. Determine which hex the unit will move to and plot the movement in the normal manner. *Important Note:* Units cannot Panic off the map; they will stop in the appropriate map edge hex instead.

[11.23] The plotted Panicked Movement is executed on the Movement Execution Phase exactly as normal movement. It is subject to all the restrictions and inhibitions of normal movement execution. The only way it is treated differently from normally plotted movement is that a Panicked unit is always considered to have the lower Movement Allowance if ever its path conflicts with a non-Panicked unit (see case 6.4).

#### [11.3] PANIC TABLE

(see separate sheet)

### [12.0] VEHICLES

#### GENERAL RULE:

There are two types of troop carrying vehicles: trucks and armored personnel carriers (APC's). A vehicle unit may be combined with a friendly infantry or artillery unit in order to increase the Movement Allowance of that infantry or artillery unit. A Combat unit embarked on a vehicle unit may not attack, and the pair defend exactly as the vehicle unit would defend by itself. Both units suffer any Combat Result.

#### PROCEDURE:

Embarking or Debarking is a special operation that is essentially a form of movement. Either operation is executed at the *end* of the

Movement Execution Phase. No unit involved in Embarking or Debarking may plot or execute any other operation that Game-Turn. The vehicle unit and the combat unit involved in Embarking must start the Game-Turn adjacent to each other. To Embark, the vehicle unit is placed on top of the Combat unit. To Debark the vehicle unit is taken off the combat unit and is placed in an adjacent vacant hex.

#### CASES:

##### [12.1] EMBARKING AND DEBARKING

[12.11] In order to successfully complete either an Embarking or Debarking operation, both units involved must have that operation as their plotted mission. In addition, the vehicle unit must have plotted the hex on which it is being placed.

[12.12] Disrupted or Pinned units may not participate in an Embarking or Debarking operation.

[12.13] The effect of Panic on an attempted Embarking operation is a special case. A vehicle attempting to Embark a combat unit can *not* Panic. A combat unit attempting to Embark *is* subject to the normal Panic rules. If it *does* Panic, the Embark operation automatically fails. The vehicle unit involved remains in its original hex. The combat unit is not considered moving and so it will remain in its hex. An attempted Debark operation fails if the pair of units Panic. They are not considered moving, and so remain in the hex.

[12.14] A combat unit in the same hex as another Friendly unit may not Embark. A Debark operation may not take place if there is no vacant hex adjacent to the pair of units in which to place the vehicle unit. The Debark operation may take place if an adjacent hex becomes vacant during the Movement Execution Phase.

[12.15] Embark and Debark operations are *not* considered simultaneous to other movement; they occur after all other movement is completed. An Overrun on a unit involved in either operation will take place before the operation can occur, and if the unit in question is disrupted, the operation will not take place. A vehicle unit carrying a combat unit is considered as *one* unit for the purpose of resolving an Overrun, whether the combination is Overrunning or being Overrun.

##### [12.2] VEHICLE AND ENVEHICLED MOVEMENT

The movement of a vehicle is not affected by whether or not it has a combat unit embarked on it. It is not necessary to write a Movement Plot for an envehicled combat unit. It will always automatically stay with the vehicle unit until successfully debarked (the debarking order itself must be written). Note that truck units pay the truck terrain Movement Point costs, and that armored personnel carriers pay the AFV terrain Movement Point costs.

##### [12.3] VEHICLE AND ENVEHICLED COMBAT

[12.31] Vehicle units have no Attack Strength and therefore may never fire. They do have a Defense Strength: "one" for trucks, "three" for armored personnel carriers. Trucks are considered Soft Targets; APC's are considered Hard Targets.

[12.32] Combat units that are envehicled may not use either their Attack Strength or their Defense Strength. When a vehicle unit carrying a combat unit is attacked, the attack is resolved exactly as an attack on the vehicle unit alone would be. The combat unit suffers any result, including elimination, that the

vehicle unit suffers. A die may be rolled to attempt to undisrupt the vehicle unit only. The combat unit is automatically undisrupted when the vehicle unit is undisrupted.

[12.33] An armored personnel carrier unit may execute an Overrun Attack only when it is carrying an *Infantry* unit. It does so in exactly the same manner as an AFV. An APC may not execute an Overrun when it is not carrying an Infantry unit.

##### [12.4] NO ZONE OF CONTROL

Vehicle units do not possess a Zone of Control unless they are carrying an infantry unit. They are affected by the Zones of Control of other Enemy units.

## [13.0] ENTRENCHMENTS

#### GENERAL RULE:

In some scenarios one of the Players may start entrenched. This represents previously constructed trenches and earthworks to aid the defense of a unit.

#### PROCEDURE:

An entrenched marker is placed on any hex containing a unit that is to be entrenched. Only infantry and artillery units may start the game or end a Movement Execution Phase in an entrenched marker. Vehicle and tank units may pass through an entrenchment (whether as a Friendly movement or an Enemy Overrun), but they may not end the Movement Execution Phase in an Entrenched hex. An entrenched marker will add four Points to the Defense Strength of any unit in its hex. This increase is instead of, and not in addition to, any terrain effect that might apply (e.g., a French infantry unit in a woods hex with an entrenched marker would have a Defense Strength of nine).

#### CASES:

[13.1] DESTRUCTION OF ENTRENCHMENTS  
Entrenchments are destroyed if they are left unoccupied by a Friendly unit at the end of any Game-Turn. Entrenchments may *never* be built in the course of the game. Entrenchments may freely be moved out of, without penalty.

##### [13.2] EFFECTS OF ENTRENCHMENTS

Entrenchments have several effects and restrictions as listed below.

[13.21] Up to two units, one infantry and one artillery, may be in an entrenchment. Units entering entrenchments after the start of the game are considered entrenched.

[13.22] Each unit in an entrenchment is treated as two units against Overrun Attacks.

[13.23] Units in entrenchments are always considered moving for the purpose of resolving loose pattern "H" attacks against them. Tight pattern "H" attacks are resolved in the normal manner.

## [14.0] THE SCENARIOS

(see separate sheet)

## [15.0] HISTORICAL NOTES

(see separate sheet)

## [16.0] DESIGN CREDITS

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# Kampfpanzer

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H39 4 A 10 [4] 11 10	H39 4 A 10 [4] 12 10	H39 4 A 10 [4] 13 10	H39 4 A 10 [4] 14 10	H39 4 A 10 [4] 15 10	H39 4 A 10 [4] 16 10	H39 4 A 10 [4] 17 10	H39 4 A 10 [4] 18 10	B1 6 M 10 [5] 19 8	B1 6 M 10 [5] 20 8

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## British

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## Russian

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## German

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## Czech

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