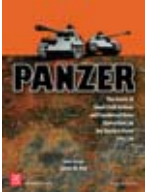


Panzer Frequently Asked Questions (FAQ) & Errata v3

Panzer Base Game



German Data Card G-3B

- The Weight should be 68.0 tons.

Soviet Data Card S-4A

- The Rising Front/Side HF Armor should be 28.

Soviet Data Card S-4B

- The Rising Front/Side HF Armor should be 28.

Soviet Data Card S-8B

- The M1 Bazooka AP Effectiveness KO should be 4-7.

Playbook

- Page 34, PzKpfw VIE Tiger I: availability is from M42 through E45.
- Page 36, CSW M1 Bazooka: availability is from M43 through E45.

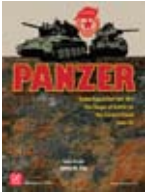
Game Card A

- In the Terrain Effects chart, ignore the "6" footnote for alley and all building type terrain.

Game Card C

- In the Sequence of Play chart, the Pivot Step in the Adjustment Phase should have (AG) listed.

Panzer Expansion 1



German Data Card G-29A

- The name should be Möbelwagen.

Soviet Data Card S-12B

- The Rising Front/Side HF Armor should be 28.

Soviet Data Card S-14A

- Add note: ATO-41 Limited.

Soviet Data Card S-17B

- The Ammo should be A: 6.

Playbook

- Page 6 is missing. Attached.
- Page 34, German Setup: should be maps 3 and/or 8.
- Page 36: The Panzergrenadier Company CHQ Half-Squad is missing its Infantry tag.
- Page 38: The final Soviet squad is missing its Rifle tag.
- Page 46, Special Conditions, replace 3rd entry: Any bridge may be destroyed. Each has a GP Defense of 6.
- Page 49, the correct German CP values are: Panzer Company CP-17 and Panzergrenadier Company CP-19.

German TO&E

- Page 15: Ignore the duplicate Panzer Pionier platoon at the top left.

Panzer Expansion 2



German Data Card G-36B

- The reverse data card reference at the lower right should be G-36A: PzKpfw 35(t).

Soviet Data Card G-32A

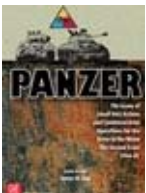
- The Advanced Game armor information should be as follows:

	★ S-32A: Churchill III						63					
	M: 2T 3-6 B: -15 TR: 0-2 Wt: 39.6											
	6-PDR Tt: 1 Sb: 0 St: O RoF: Q											
OFFENSIVE INFORMATION												
AMMO TYPE		GUNNERY RANGE					AP DAMAGE					
		P	S	M	L	E	ND	DM	KO	BU		
AP	R	3	5	9	13	15	1-2	3-5	6-9	10		
(57mm-KE)	P	19	17	15	13	10						
GP	R	4	8	14	19	23	GP EFFECTIVENESS					
(57mm)	F	4	3	3	2	1	GP Defense = 1-2					
DEFENSIVE INFORMATION												
SIZE:	+1	FRONT OR REAR				FRONT/SIDE OR REAR/SIDE				FALL		
GPD:	5A	TF	TR	HF	HR	TF	TS	TR	HF	HS	HR	Dk
KE or CE	LEVEL	18	18	20	13	21	21	21	24	18	15	---
	RISE	18	18	20	13	21	21	21	24	18	15	---
	FALL	18	18	20	13	21	21	21	24	18	15	28
NOTES: Available from early-43. Armor 19/16.												
S-32B: Valentine VIII												

Playbook

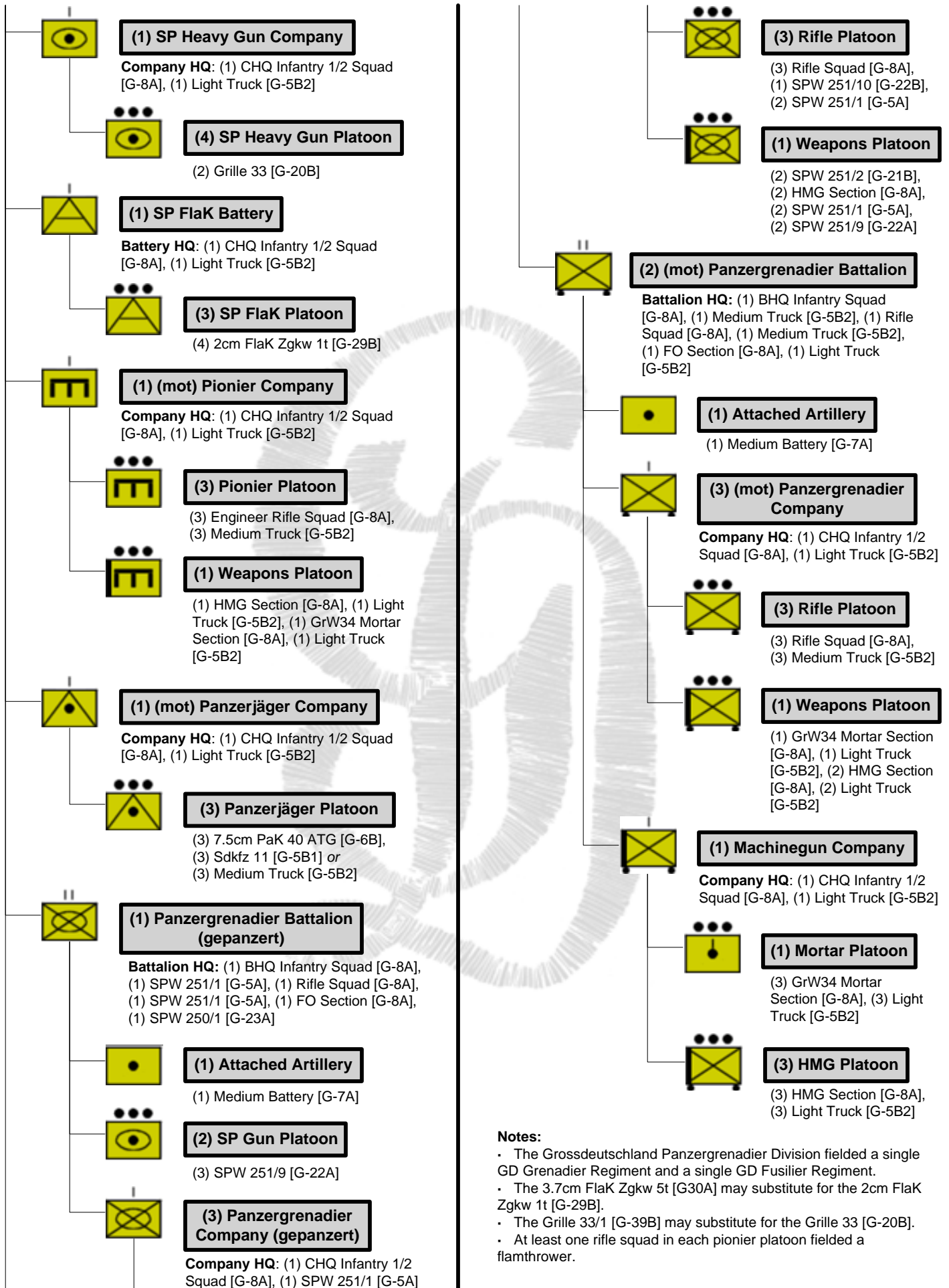
- Replace page 21. Attached.
- Replace page 30. Attached.
 - The Soviet Rifle Platoon in the second row of the Motorized Rifle Company should have x3 Medium Trucks. The point information for its formation and force is correct.
- Page 35. The German mortar section, HMG section, ATR section and the 4 light trucks should be boxed.

Panzer Expansion 3



Playbook

- Replace page 23. Attached.

**Notes:**

- The Grossdeutschland Panzergrenadier Division fielded a single GD Grenadier Regiment and a single GD Fusilier Regiment.
- The 3.7cm FlaK Zgkw 5t [G30A] may substitute for the 2cm FlaK Zgkw 1t [G-29B].
- The Grille 33/1 [G-39B] may substitute for the Grille 33 [G-20B].
- At least one rifle squad in each pionier platoon fielded a flamthrower.

Scenario 20

Battle of Brody Pt. 2: June 1941

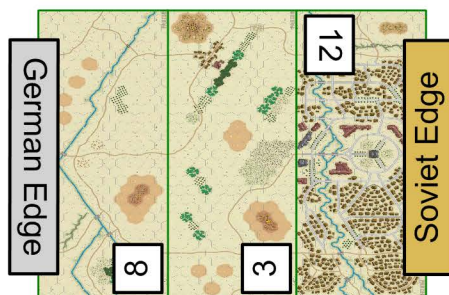
Situation

Scenario 20 continues the action between Panzer Group 1 and the Soviet 5th and 6th Armies at Brody. After passing through the first line of Soviet Forces, the Germans are attempting to secure a key bridgehead.

Scenarios 19 and 20 may be linked together and played as a mini-campaign. In that case, utilize only the Victory Conditions from Scenario 20.

Map

Utilize maps 3, 8 and 12



SPECIAL CONDITIONS

When determining the Initiative, the Soviet and German Forces apply -20 and +20 DRMs, respectively.

The stream on map 8 is passable throughout its length.

The stream on map 12 is impassable except at the bridges.

Stone Building hex 12Q4 is 3 stories high. Stone Buildings hexes 12O9, 12P10 and 12R10 are 2 stories high.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (OR) are in effect, the Soviet Force adds the additional forces; both Forces utilize the alternative point information. Utilize the alternative VPs.

Only the Soviet Force may employ the Hidden Unit Rules (OR). A maximum of 6 Hidden Unit Markers may deploy.

Requires Panzer Expansions #1 & #2

SETUP

Conditions	Normal visibility. No adverse terrain.
Soviet ...	Force sets up first anywhere on maps 3, 8 and/or 12 at least 6 hexes from the German edge.
	Leg and towed units may setup inside any building or Heavy Woods hex.
	All objective bridge hexes are under Soviet control at the start of the scenario whether occupied or unoccupied.
German ...	Force enters the mapboard on turn 1 anywhere along the German edge.
	If entering on a Path hex, units may do so at the Path movement rate.

VICTORY CONDITIONS

Length	20 turns
440/480 VPs	To the force that controls 4 of the 6 Bridge hexes in Baragrad on map 12: 12F9, 12N8, 12Q7, 12Q8, 12T8 or 12BB7. To control a Bridge hex, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
90/95 VPs	Required victory margin.



Scenario 23

The Cauldron: Southern Russia, late-1942

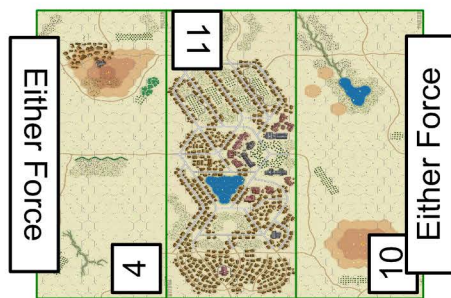
Situation

Urban warfare was the bane of all mechanized forces. The idea of slugging it out in close combat among the tight and twisting roads, rubble and endless buildings struck fear in hearts of all soldiers.

Yet, it was critical as urban centers had to be reduced. Bypassing them left too many effectives in the rear to potentially wreak havoc with supply, communication lines and follow on forces.

Map

Utilize maps 4, 10 and 11



SPECIAL CONDITIONS

When determining the Initiative, both Forces apply a +20 DRM just in those cases where it won the Initiative the previous turn. Otherwise, no Force Grade modifiers apply.

Stone Buildings hexes 11O1, 11O2, 11P4, 11Q4, 11R4, 11S1 and 11S2 are 2 stories high.

Both Forces may plot Planned Artillery Fire to arrive on turn 5 or any subsequent turn.

Both Forces may plot 2 Pre-Registered Points for each of its Organic Batteries

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (OR) are in effect, utilize the listed point information.

If the Hidden Unit Rules (OR) are in effect, each Force may deploy a maximum of 4 Hidden Unit Markers.

The German Ju 87B1 may target only those units located on map 11.

The Soviet T-34/76 M41 counter is actually an OT-34 M42 flamethrower tank (S-14A).

The Soviet Sniper sections have a GP *Direct Fire* Factor of 10 at ranges 1-7; apply a +20 DRM. Only adjacent German units may spot them.

Requires Panzer Expansions #1 & #2

SETUP



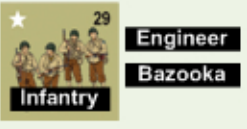
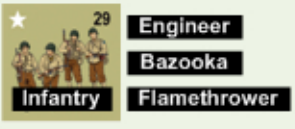


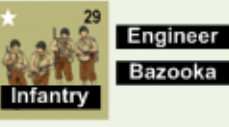
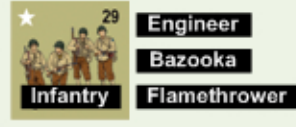


Conditions	Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the higher result first places a Rubble counter (with a tie, the German Force places first) in any Building hex and a Block counter in any non-Building hex on map 11. The other force then does the same. The forces alternate placing counters until 6 Rubble and 6 Block counters are in place.
	Forces roll (10) again. The force rolling the lower result must setup first (with a tie, the German Force sets up first) anywhere on either mapboard edge no more than 5 hexes from the edge.
	The other force sets up second in the area not selected above.
	Neither force controls Vagastadt at the start of the scenario.

VICTORY CONDITIONS

Length	20 turns
385 VPs	To the force that controls 5 of the 7 Stone Building hexes in Vagastadt on map 11: 11O1, 11O2, 11P4, 11Q4, 11R4, 11S1 and 11S2. To control a building hex, a force must occupy or be the last to occupy it (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
95 VPs	Required victory margin.



ARMORED ENGINEER COMPANY (-): VETERAN, EXCELLENT, 10, CP-6 [558/558]

 <p>x1 30/30</p>	 <p>x1 34/34</p>	 <p>x2 55/55</p>	 <p>x1 85/85</p>	 <p>x1 34/34</p>	 <p>x2 9/9</p>
 <p>x2 55/55</p>	 <p>x1 85/85</p>	 <p>x1 34/34</p>	 <p>x2 9/9</p>		

German Force

ELEMENTS OF KAMPFGRUPPE BECK, VETERAN [1,595/1,646]

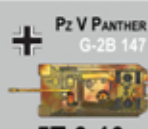



ARTILLERY
G-7A

Medium
Organic

x1
54/54

MIXED PANZER COMPANY: VETERAN, GOOD, 20 [1,541]

 <p>x1 158/142</p>	 <p>x5 105/95</p>	 <p>x5 87/78</p>	 <p>x3 75/68</p>	 <p>x3 48/43</p>	 <p>x3 18/16</p>
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[ADDITIONAL] MIXED PANZER COMPANY: VETERAN, GOOD, 23, CP-13 [/1,592]

STUG III G-4B 175

4T 6-9 -5

x3
/68