PANZER

Panzer Expansion #4:
France 1940

PLAYBOOK

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Introduction

Included in this expansion are the most significant French and German units that saw action on the Western Front in 1940. Ownership of Expansions 1, 2 or 3 is not required. However, the German counters included here are in addition to the counters included with those expansions and are not duplicates.

Two historical, eight historically-based, and two historically-based solitaire scenarios, cover a wide range of situations encountered during the German invasion of France.

The German Data Cards retain the numbering system employed in the base game and Expansions 1, 2 and 3. Since not all of those German units are included here, some of the Data Cards may have different, non-sequential numbers front to back.

Note that the new Optional Rules presented here can be used with any Eastern and Western Front scenarios as desired.

Parts Inventory

A complete package of *Panzer, Expansion #4* includes the following:

1 Playbook

1 TO&E Booklet

4 double-sided geomorphic maps #21–#28

21 Data Cards

4 Counter sheets

Historical Notes

TO&Es

French and German divisions are provided for reference and for use in constructing scenarios.

These major formations depict their various member formations and support formations. Note that only combat formations and the units they fielded are depicted. Support and administrative units and organizations are not included.

When fielding forces in a scenario, utilize the major formations to select the appropriate forces from the formations and support formations. Basic Formations are organized and presented in their paper or "pure" structures. Always keep in mind that formations were rarely at full-strength; losses, breakdowns and other forms of attrition typically kept formations under-strength.

French Formations

The five most prominent divisions from the cavalry and infantry branches of the French Army are outlined and their sub-formations are illustrated.

German Formations

Three German divisions are outlined and their sub-formations are illustrated as they were structured in 1940. In addition, the Grossdeutschland (mot) Infantry Regiment is also outlined.

Historical Scenarios

This expansion includes two historical scenarios: 40 and 41, with dedicated geomorphic maps.

Designing historical scenarios presents many unique challenges, the most obvious of which is creating winnable objectives for the opposing forces. In some cases, that is formidable as the balance of forces or the layout of the terrain makes it a near impossible task. In any event, it is always very interesting to see if history can be rewritten or to discover that the actual outcome was always in the cards.

Solitaire Scenarios

This expansion includes two solitaire scenarios: 45 and 46, for play utilizing the Panzer Solitaire Rules. The solitaire rules fill the role of the opposing force. The forces and their actions are a surprise and different each time a solitaire scenario is played.

Optional Rules (cont'd)

7.6 Tank Fright

This option also applies to all forces in 1940.

7.38 Special Units

7.38.10 French Char B1-bis [F-4B]

The Char B1-bis turret and 47mm main gun were the same as those fitted on the S-35 [F-4A]. The Char B1-bis also carried a bow-mounted 75mm howitzer that was aimed and fired by the vehicle's driver.

The 75mm gun was elevated normally, but its lateral position was fixed. The driver had to slew the vehicle to the left or right to train the gun in the horizontal plane. To aid in this, a special hydrostatically controlled differential was used to provide the correct adjustments to the steering.

7.38.10.1 75mm Combat

The 75mm gun is Limited (see 6.1.4.1.2). It may not fire when the vehicle occupies a hull down position, but may fire when it occupies a partial hull down position. It may not utilize SHORT HALT orders to fire. It also has an AP ammo limit of A3 and is subject to the Dual Fire rules (see 5.14).

If the 75mm gun fires at a moving target, an additional –1 AP or –5 GP modifier is applied in addition to any other terrain, moving or Overwatch modifiers.

7.38.10.2 Rear Left Side Hull Armor

The Char B1-bis' left rear hull side sported a fairly large engine air intake grill, which represented a somewhat weaker spot in her otherwise excellent armor. Whenever the left Rear/Side hit location is a 5 or 6, ignore the listed Armor Value and instead treat it as a value of 8 for penetration purposes from all elevations.

Note that the hit locations are still subject to Hull Down and Partial Hull Down limitations.

7.38.11 French 25mm Gun [F-6A and F-10A]

The French 25mm anti-tank gun [F-10A] and the 25mm gun armed AMD 35 [F-6A] had similar AP performance even though the two guns' lengths in calibers were different, L/73 vs. L/60, respectively.

The 25mm CA35 gun mounted on the AMD 35 fired AP rounds with a heavier charge resulting in a higher muzzle velocity that compensated for its shorter barrel.

7.39 Morale & Vehicle Bailout

Morale status can have an impact when attempting to bail out from broken and hesitating vehicles. When employing this option, apply the following:

- If the vehicle is Broken, the modifier is –20
- If the vehicle is Hesitating, the modifier is –10.

7.40 Road/Path Movement [Expanded]

Vehicles may move at the road/path rate of 1 movement factor per hex (not at the bonus movement rate or change elevation bonus) when on a road/path through terrain even if they did not start on a road/path when moving along a road/path. It must maintain facing while moving.

7.40.1 Tracks

Track terrain represents the third tier of movement benefit after Roads and Paths. Hexes 21P5, 21CC2, 21FF2, 22V3, 22Y2 and 22BB2 are examples of Track terrain.

Vehicles do not possess a specific Track movement rate. Vehicles moving on a Track ignore the actual terrain costs in a hex expending only 1 of their Movement Speed Allowance for each hex entered (2 for reverse moves). Unlike Roads and Paths, vehicles are not required to start their move on a Track hex or to follow the route described by the Track for their entire move, or ending their move on a Track, but must enter a track hex and exit a track hex from a Track hexside to benefit.

Vehicle moves along a route that combines Track with Path and/or Road movement, use the Track rate for the entire move.

Tracks may be designated as narrow (see 7.30 Narrow Roads & Paths).

7.41 Removing Spot Counters

Originally included in the playtest version of the game, this Optional Rule was a secondary part of the Limited Spotting Optional Rule (see 7.7) where eligible SPOT/FIRE and SPOT/MOVE counters were checked to see if they were removed. Employing this Optional Rule adds a fair amount of play time to a scenario. Reference the Spot Removal Table (OR) found here.

During the Spotting Phase of each turn for each unit with a SPOT/FIRE and SPOT/MOVE counter:

SPOT counters *not* eligible for removal:

- Spotted unit occupies None-type Cover.
- Spotted unit is adjacent to one or more Unsuppressed, Non-Full Cover, Unbroken opposing combat units.

SPOT counters eligible for removal:

Spotted unit occupies Light, Medium or Heavy Cover. Note that all Building hexes are treated as Heavy Cover for spotting for leg units and for vehicles and towed units inside the buildings. Note that Brush and Crops hexes are treated as Light and Medium Cover, respectively, for spotting.

Count of the number of Unsuppressed, Non-Full Cover, Unbroken opposing combat units who are able to spot the unit.

Based on the count above, for each Cover type, two values are listed: if the spotting range for any of the units included in the above count is equal to or less than ½ of the maximum spotting range (round down) use the first value; for ranges greater than ½ up to the maximum range use the second value.

Roll (100) if the net result is less than or equal to the listed value, the SPOT counter is removed.

Apply the following modifiers:

- Based on the highest Unit Grade of any of the units included in the above count, apply the indicated modifier.
- If one or more Recon units are included in the above count, a +10 modifier applies.

Spot Removal (OR)			
Cover	*1-2*	*3-5*	*6+*
None	-/-	-/-	-/-
Light	20/40	10/30	-/20
Medium	30/50	20/40	10/30
Heavy	40/60	30/50	20/40

#/ up to ½ max spotting range
/# > ½ to max spotting range

Elite Grade:	+20
Veteran Grade:	+10
Regulars Grade:	–10
Green Grade:	–20
Recon unit:	+10

A French CA47 SA 37 ATG with a SPOT/FIRE counter is located in a Woods hex. No German units are adjacent to its hex. Two Seasoned PzKpfw IVDs and a single Veteran PzKpfw IIIF are able to spot it. The two Mark IVs are at a range of 10, while the Mark III is at a range of 6.

Cross-referencing the Medium Cover row with the 3-5 units column on the Spot Removal (OR) table, the values listed are 20/40. Since at least one of the German tanks is at ½ range or less (15/2, round down), the 20 value is applicable.

The French player rolls (100) and applies a +10 modifier for the Mark III's Veteran Grade. If the net result is 20 or less, the SPOT counter is removed.

7.42 Staggered Initiative

Originally included in the playtest version of the game, this is an alternative method of determining the Initiative for each turn as opposed to the single roll (100) method (see 4.3 & 6.3). Depending on the granularity employed, it may add a fair amount of play time to a scenario.

In this approach, Initiative is triggered on a formation by formation basis. To keep it manageable, base it on the largest formations possible. In scenarios that field multiple companies per force, use companies as the basis. With smaller scenarios of a single company per side, use a company's individual platoons and sections as depicted in the force summaries; or use any predetermined grouping. The players need to agree upfront as to the initiative organization used and maintain that structure throughout the scenario.

It should be noted that this option requires that players note the order in which the Initiative was triggered, because the same order, in reverse, is followed during the Movement Phase [Exception see 7.42.3].

7.42.1 Determining Initiative – Initial First Player

During the Initiative Phase each Force selects a specific formation, rolls (100) and applies their Force Grade Modifier to their roll; the net result may be greater than 100 or less than 0. Reroll ties unless instructed otherwise in the scenario Special Conditions. Note that while formations trigger initiative on a formation by formation basis, Force Grade, not Formation or Unit Grade determines the modifier to apply.

The Force rolling the higher result is the First Player for the Indirect Fire Combat Step and resolves all Indirect Fire followed by the Second Player. Flip the TURN counter to indicate the initial First Player.

In scenarios where one or both Forces apply a Initiative DRM based on whether or not they won the Initiative during the previous turn, its application is determined by which Force was designated as the initial First Player the previous turn.

The First Player from above then utilizes the announced formation to resolve its fire first during the following Direct Fire Combat Step. Make a note of the formation executing its Direct Fire.

7.42.1.1 Subsequent Formations

After resolving the initial formation's Direct Fire, each Force again identifies a formation and rolls (100) and applies their Force Grade Modifier to their roll. The Force rolling the higher result is next to resolve its formation's fire during the Direct Fire Combat Step. The formation now firing may be from the same Force or the other Force. Make a note of the formation now executing its Direct Fire.

Continue identifying formations to next resolve their Direct Fire until all Direct Fire is complete. Note that one Force may have a greater number of formations than the other or resolve all of its Force's Direct Fire before the other Force. In that case, all of a Force's remaining formations resolve their fire in any order desired. The order of execution is still noted.

7.42.1.2 Combining Fire

All of a formation's fire on a single opposing unit must be announced before any of that formation's fire is resolved. Subsequent formations may again fire on this same unit by announcing all fire against the same opposing unit before any of that formation's fire is resolved.

Note that this is an exception to the rule where all units had to announce their Direct Fire against a single opposing unit before that fire was resolved (see 4.4.1, 6th bullet).

A unit that must take a Morale Check due to Direct Fire, takes a single check after all fire directed at it is resolved from all opposing formations. Use UNDER FIRE counters as necessary to note pending checks. However, it must take the Morale Check before it resolves its own Direct Fire even if all opposing units have not yet fired. It still only takes a single Morale Check

7.42.1.3 Overwatch Fire

After all formations have executed their Direct Fire, resolve all Overwatch Fire with the original First Player announcing and resolving its Overwatch Fire followed by the original Second Player.

7.42.2 Movement Phase

During that Step, the initial First Player announces and resolves all Close Assaults/Hand-to-Hand Combats followed by the initial Second Player.

During the Movement and Overrun Combat Step, formations execute their movement in reverse order with the last formation to resolve its Direct Fire moving first followed in reverse order ending with the formation that resolved its fire first moving last.

Overwatch Fire may trigger normally as each formation resolves its movement.

A unit that must take a Morale Check due to being Overrun, takes a single check after all Overruns directed at it are resolved.

7.42.3 Streamlined Movement Phase

The Movement Phase is executed as described in the Basic and Advanced Game. This eliminates the need to note the formation order in which the Initiative was initially triggered. The initial Second Player moves all units, followed by the initial First Player as selected above [see 7.42.1]. Reference the TURN counter to identify the initial First Player.

7.43 Recon Unit Capabilities [Expanded]

In addition to their current capabilities, recon units may also apply:

- +1 Spotting modifier on the Spotting Ranges Table
- +10 modifier when employing OR 7.7
- −1 modifier when employing OR 7.24
- +10 modifier when employing OR 7.41

7.45 Bocage Country

Bocage is a Norman word that refers to fields and country lanes located between narrow low ridges and banks enclosed by tall thick hedgerows. This is the infamous terrain in Normandy referred to as the "Hedgerows" by the US forces.

Hedgerow hexsides basically block the line-of-sight of units on opposite sides. With this option, leg units may "dig in" to Hedgerow hexsides enabling them to expand their ability to spot units on the opposite side of Hedgerow hexsides.

To dig a leg unit into a Hedgerow hexside, it must have a MOVE command. It remains in its current hex and is marked with a LOCATION counter with the INB side facing front. It may also be in Full Cover by marking it with a second LOCATION counter with the FC side facing front.

Once dug in to a Hedgerow hexside, a leg unit may spot and be spotted normally as if the Hedgerow hexside did not exist. In the same manner as Brick Building hexes, it is considered to be in Heavy Cover for spotting and to be in Medium Cover for defensive purposes on either side of the Hedgerow hexside.

To exit from a dug in Hedgerow hexside, mark a MOVE or SHORT HALT command. The INB LOCATION counter is removed during the Movement Phase. It now occupies the hex adjacent to the Hedgerow hexside it started from. It may Crawl out if eligible.

Thanks to Jeff Coyle for suggesting this optional rule.

7.46 Artillery Air Bursts
All Indirect Fire, mortar Direct Fire and aircraft delivered bombs or rockets directed at targets located in Light Woods, Woods and Heavy Woods hexes may cause additional damage due to shrapnel/splinters created from explosions in the trees.

Affects all 'S' and 'P' type targets and Open 'A' type targets (OR, see 7.8) by applying +10 modifier.

7.47 Dismounted FOs
Integrated vehicle crew based FOs may separate from the crew and dismount and move independently from their parent vehicle. The FO dismounts normally; add a leg unit section to represent the dismounted FO. If required due to combat results, it may not bail out from the parent vehicle grew and act as an independent leg unit.

When dismounted, it functions as a leg FO unit. However, it applies a –10 modifier for all GP Fire, Close Assault and Hand-to-Hand Combats it initiates. The parent vehicle is unaffected and may operate normally as an independent unit.

The FO section may remount its parent vehicle normally; remove the leg unit section. It may also mount a different vehicle as a normal passenger unit.

7.48 Delayed Reaction
Units may not be prepared for action or may be surprised by the appearance of opposing forces. Therefore, there is a delay in responding to sighting opposing units. This is represented by a delay before the unit may operate normally. Until that time, the unit must have an N/C command marked.

7.49 Vehicle Assault Cover
Vehicles normally provide Light Cover for leg units when located in the same hex. With this Optional Rule, when advancing, a limited number of leg units are also able to utilize the cover from vehicles.

All vehicle types may provide assault cover for leg units. Each vehicle provides Light Cover for a squad, or two half-squads, or a half-squad and a section, or 2 sections sized units. Covered leg units do not apply the –2 GP Defense Movement modifier.

The covered leg unit(s) must be dismounted, not in Full Cover and start its turn in the same hex as the vehicle. The vehicle and the covered leg unit(s) must share the same MOVE or SHORT HALT command. If the units are from different formations (exception to 6.2.1.1.3), the shared command may be from the formation of the controlling player's choice.

During their Movement Phase, the vehicle and covered leg unit(s) are moved at the same time to indicate Vehicle Assault Cover and must remain in the same hex.

Leg units may utilize Vehicle Assault Cover to execute Hand-to-Hand or Close Assault Combats against adjacent units or to advance into Hand-to-Hand or Close Assault Combats both with a MOVE command.

The vehicle and the covered leg unit(s) may be individually targeted for Direct and Overwatch Fire.

Thanks to Randall Garlington for suggesting this optional rule.

7.50 Defensive Fire
The Command Control rules limit the number of unique commands each company may utilize per turn potentially forcing some of the units to mark N/C commands (see 6.2.1). Typically, a unit may not perform any actions when marked with an N/C command.

When employing this option, units with N/C commands may defend themselves, but only when fired upon with Direct AP or GP Fire. If fired upon, the unit may return fire, as if Overwatching, against a single firing unit if it can spot the unit and it is within its Field-of-Fire. If also employing Optional Rule 7.8 Turrets, see section 7.8.4.

It must apply a –2 AP Hit Modifier or a –10 GP Fire Modifier in addition to any other applicable modifiers including the applicable Overwatch modifier.

If later attempting to recover from a Suppression or Morale Break after utilizing Defensive Fire, apply the Command other than N/C +20/–20 modifier.

7.51 Illumination [new counter]
Illumination has either ILLUMINATION/ON or ILLUMINATION/OFF counters to indicate its status. New illumination is recorded by placing an ILLUMINATION/ON counter; or by rotating an existing ILLUMINATION/OFF counter to ILLUMINATION/ON.
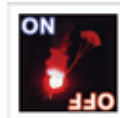
ILLUMINATION/OFF counters are removed during the Adjust/Remove Counters Step (see 6.8.4).

7.52 Command Span
Even in a tactical setting, command units perform critical roles beyond the function of morale support and recovery. By maintaining communications with their subordinate units, they effectively carry out a command role.

To maintain communications, subordinate units must be within a certain range of their command unit(s). In turn, the command units must be within a certain range of higher level command units. In game terms, these various ranges are called Command Span.

While many different command elements are affected, Command Span focuses on a subordinate unit's ability to engage in combat and maneuver across the battlefield.

Combat is a more basic element than maneuver. Units commanded to Fire or Overwatch are much more able to carry out those commands without interaction from their command unit(s) than those units ordered to Move or Short Halt. N/C commands are unaffected by Command Span.

Company (CHQ)

The CHQ is the smallest, or lowest command level. The Command Span from any CHQ is 10 hexes to any subordinate unit from its formation. A subordinate unit only needs to be within range of a single CHQ from its formation if more than one CHQ is available. CHQs do not provide any command authority for units outside of their formation.

Typically, the company-level Command Span is not modified for Formation Grade, although it may increase or decrease due to other factors, for example, nationality, a large number of subordinate units (decrease) or a defensive posture (increase).

- If any company-level subordinate units are out of the Command Span, excluding recon units, and any units plan to move, again excluding recon units, (Move and/or Short Halt commands), regardless if those specific units are out of the Command Span or not, the maximum number of Move and/or Short Halt commands available is equal to ½ (round down) of the total available commands (minimum 1). The total number of available commands is not affected.
- After the loss of all company CHQs (elimination, bail out, knock out or brew up), there is a permanent reduction of the total available Move and/or Short Halt commands by ½ (round down) of the total available commands. The total number of available commands is not affected.
- Company CHQs commanding platoons and/or sections without radio sets (see 7.4) have their Command Span reduced to ½ (round down minimum 1) of the listed Command Span and must have line-of-sight to each of the units in the platoons or sections. Otherwise, the units are considered out of the Command Span.
- Company CHQs without radio sets (see 7.4) have a Command Span of 1.

Reference Scenario 36: Tank Battle at Crehen, Pt. 2. The French CHQ's Command Span is 5 hexes due to its size. At full-strength and all leg and towed units mounted, the company has 23 combat units. With Seasoned Formation Grade, it has a total of 14 available commands. If any of the company's units are greater than 5 hexes from the CHQ H-39, the number of available Move and/or Short Halt commands is limited to 7 (14/2) of the available 14 commands.

Battalion (BHQ)

The BHQ is the intermediate, or middle command level. All CHQs are subordinate to one or more BHQs. The Command Span from any BHQ is 20 hexes to its subordinate CHQs.

Typically, the battalion-level Command Span is not modified for Formation Grade, although, like company-level command spans, it may be increased or decreased due to other factors.

In many cases, BHQs are positioned somewhere off map, since they are not listed as part of a scenario's forces. In that case, it is assumed that any CHQs are within the 20 hex Command Span even if located more than 20 hexes from the mapboard edge. A scenario could include special conditions where this could be modified or adjusted.

- If a CHQ is out of the Command Span from its BHQ, its formation must move two rows down in the Available Commands table, minimum Green, when determining its available commands.
- After the loss of all BHQs (elimination, bail out, knock out or brew up), there is a permanent move of two rows down in Available Commands table, minimum Green, when determining its available commands.
- On-map BHQs commanding CHQs without radio sets have their Command Span reduced to ½ (round down minimum 1) of the listed Command Span and must have line-of-sight to each of the CHQs. Otherwise, that CHQ is considered out of the Command Span.
- Battalion BHQs without radio sets (see 7.4) have a Command Span of 1.

Regiment (RHQ)

The RHQ is the highest, or top command level. All BHQs are subordinate to one or more RHQs. The Command Span from any RHQ is 20 hexes to its subordinate BHQs.

Typically, the regiment-level Command Span is not modified for Formation Grade, although, like battalion-level command spans, it may be increased or decreased due to other factors.

In just about all cases, RHQs are positioned off map, since they are not listed as part of a scenario's forces. In that case, it is assumed that any BHQs are within the 20 hex Command Span even if also located off map or located more than 20 hexes from the mapboard edge. A scenario could include special conditions where this could be modified or adjusted.

- If a BHQ is out of the Command Span from its RHQ, ALL of its company-level formations must move two rows down in the Available Commands table, minimum Green, when determining its available commands. Cumulative with Battalion-level above.
- After the loss of all RHQ (elimination, bail out, knock out or brew up), there is a permanent move of two rows down in Available Commands table, minimum Green, when determining its available commands. Results are cumulative.
- On-map RHQs commanding BHQs without radio sets have their Command Span reduced to ½ (round down minimum 1) of the listed Command Span and must have line-of-sight to each of the BHQs. Otherwise, that BHQ is considered out of the Command Span.
- Regiment RHQs without radio sets (see 7.4) have a Command Span of 1.

7.53 Voluntary Bail Out

Bailout is normally a non-player controlled event triggered by specific combat results. However, this may result in challenging situations when employing the Command Span optional rule (see 7.52).

Damaged Vehicles or vehicles with just Hull Damage (see 7.56) and Track hits invariably fall behind, causing gaps in the required command span when commanding moving units.

Players may prefer to place those vehicles out of action. When the situation arises, during the Adjust/Remove Counters Step (see 6.8.4) of the Adjustment Phase, place a Bail counter on or next to the vehicle.

7.54 Quickdraw

Quickdraw is a method by which a Second Player Unit (SPU) simultaneously executes Direct Fire against a First Player unit (FPU) that just announced Direct Fires against that SPU. To execute Quickdraw, the SPU:

- Is unsuppressed, unbroken and not hesitating.
- Must have an unrevealed Fire Command.
- Must have spotted the FPU during the current turn's Spotting Phase and has the FPU within its current field-of-fire.
- Must have Unit Grade superior to that of the FPU.
- Reduces its RoF to 'N' if not already 'N'.

A first player S-35 with Seasoned Unit Grade announces Direct Fire against a second player PzKpfw IIIF with Veteran Unit Grade with an unrevealed Fire Command. The two vehicles (the Panzer III must fire its 37mm gun with a RoF of N) resolve their Direct Fire in any order, only applying any combat results after both have resolve their fire.

7.55 Leaders

Leaders add a powerful new dynamic to Panzer. They represent individuals of various ranks and skills that can influence gameplay in a number of unique ways. In almost all cases, scenarios do not indicate the presence of any particular leader or leaders. Players may freely add any number of leaders or none at all. Just decide by mutual agreement. Follow the recommended command structure below, or just go with whatever works. There is no correct or incorrect approach as battlefield conditions make for very fluid situations. There may be occasions where junior officers or NCOs find themselves in overall command or senior officers are commanding only a small contingent.

For the purposes of these rules, RHQ level (regiment/brigade) commanders are not addressed. Those commanders are considered to operate off-map or, when on-map, without a named leader.

7.55.1 Leader Employment

At the start of a scenario, leaders must attach to any vehicle, leg or towed unit; they may not attach to aircraft. They may also arrive later in a scenario as part of a relief or reinforcement formation, again attached to any vehicle, leg or towed unit.

Leaders never operate independently. They must attach to a combat unit at all times; place the leader counter under the attached unit. A unit may only have a single attached leader. The attached unit's Grade or its Formation Grade is unaffected by the presence of a leader.

Leaders are never individually targeted. If in play, they are visible at all times unless part of a hidden unit. If the attached unit is lost (elimination, bail out, knock out or brew up), the leader is permanently removed from play. Leaders do not have VPs and, therefore, do not factor in when determining victory in a scenario whether they are present, survive or are lost.

No VPs? What value can be placed on the impact a leader or leaders does or does not have on the outcome of a scenario? In many cases, it could be purely subjective or emotional. There may be a favorite leader or one that turns the tide of battle or has no measurable impact. It is really up to the players to make that determination.

If attached to a vehicle, leg or towed unit designated in a scenario as an FO or command unit (BHQ or CHQ), the leader automatically assumes the role as that FO or command unit. Leaders do not gain or lose FO or command statues when transferring to a new unit even if that new unit is also an FO or command unit. Integrated vehicle crew based FO leaders may dismount; exception to below (see 7.47).

Leaders attached to a vehicle may never transfer to another unit; they remain with that vehicle for the duration of the scenario. Leaders attached to leg or towed units, may transfer to another leg or towed unit from the same formation when located in the same hex; they may not transfer to vehicles. If an FO or command unit (BHQ or CHQ) that status transfers with the leader.

No specific command is required to transfer, just shift the leader counter to the new leg or towed unit at the conclusion of the Adjustment Phase after all of the adjustment steps are complete.

Leaders may not transfer from a leg or towed unit that is suppressed, hesitating and/or broken. However, they may transfer to a suppressed, hesitating and/or broken leg or towed unit.

7.55.2 Leader Effects

- (A) AP Combat: + AP Hit modifier
- (G) GP Combat: + GP dice roll modifier
    - ◊ Also used for Close Assault, Hand-to-Hand and Overrun combat resolutions
- (S) Suppression Recovery: – dice roll modifier
- (M) Morale: + dice roll modifier
- (P) Spotting: + Spotting Ranges modifier
- (R) IF Response: + Indirect Fire Response modifier

General

Command: In the same manner as Recon units, all leaders automatically command the attached unit; this command does not count towards its formation's command limit.

Leader modifiers are cumulative with all other combat, suppressed, morale, spotting or IF response modifiers. Leaders may apply any and all applicable modifiers during a turn. If more than one leader could be applicable, only the modifiers from a single leader come into play. Multiple leader modifiers are never applicable at the same time on the same unit.

It is not necessary to utilize the same leader for all actions; if there is a choice, utilize the leader that offers the greatest advantage.

AP and GP Combat

(A) AP and (G) GP Combat modifiers apply to all of the attached unit's weapons and any attached weapons. If the leader is also acting as a command unit (BHQ or CHQ), a single leader's (A) AP or (G) GP Combat modifiers are applicable to all other units' weapons and any attached weapons from the same formation within command range.

Close Assault and Hand-to-Hand Combat

Close Assault and Hand-to-hand Combat modifiers apply singly per combat, not per unit in the combat, and only to the combat including the leader regardless if the leader is also acting as a command unit (BHQ or CHQ). The attached unit does not need to be the primary attacker.

Overrun Combat

Overrun modifiers apply only to the attached vehicle. They do not apply to any other Overrun combats even against the same target unit regardless if the leader is also acting as a command unit (BHQ or CHQ).

Suppression

The (S) Suppress modifier applies only to the attached unit unless the leader is also acting as a command unit (BHQ or CHQ). In those cases, a single leader's (S) Suppress modifier is applicable to all other units from the same formation within command range.

Morale

The (M) Morale modifier applies only to the attached unit unless the leader is also acting as a command unit (BHQ or CHQ). In those cases, a single leader's (M) Morale modifier is applicable to all other units from the same formation within command range.

This modifier is an exception and is in addition to the +20 Command Unit with in Cmd Rng limit (see 7.1.4).

Spotting

The (P) Spotting modifier applies only to the attached unit regardless if the leader is also acting as a command unit (BHQ or CHQ).

If attached to a recon unit, this modifier is in addition to the +1 Recon Spotting modifier (see 7.43).

Spotting modifiers do not apply to optional rules 7.4 and 7.7; the application of those rules is unaffected by attached leaders.

IF Response

The (R) IF Response modifier applies only to leaders when acting as FOs, command units (BHQ or CHQ), or attached to recon units and applies only to the attached unit regardless if the leader is also acting as a command unit (BHQ or CHQ).

If the result is an unmodified 1, a Danger Close friendly fire incident may still occur (see 6.5.1.10).

7.55.3 Force Leaders

Ten double-sided leader counters are included for each force for a total of twenty individual leaders—two of each rank.

Rank titles are not included on the individual Leader counters. Some are just too long or the requisite abbreviations would not be clear. So, just the leader surnames along with their national rank insignia are included.

Across the forces, equivalent ranks do not exist across all of the nations. Some interpretations were made to keep the information consistent.

The following tables summarize each force's leaders to assist in associating the various rank insignia with the rank titles and leaders. Also included are recommended command structures.

Herrmann

German

- **CHQ:** Lieutenant or Captain; additional CHQ from same formation the same rank or one or two ranks lower
- **BHQ:** Major or Lt. Colonel; additional BHQ from same formation the same rank or one or two ranks lower
- **FO:** Typically a junior officer or senior NCO
- **Platoon:** Typically a junior officer or senior NCO

In the German Heer, there was a strictly defined system of corps colors on collar patches, uniform piping and the colored edging around the shoulder boards or shoulder straps. This system of colors, Waffenfarben, denoted combat service branches, administrative and ministerial areas, and the general staff.

Rose-Pink: all Panzer Troops, e.g., Bauer

White: Infantry, e.g., Steiner

Golden-Yellow: Reconnaissance, e.g., Mayer

Copper-Brown: Motorcycle Infantry, e.g., Lehmann

Red: Artillery, Assault Guns, e.g., Schmidt

Meadow-Green: Panzergrenadiers, Motorized Infantry, e.g., Lange

Light-Green: Jäger, Mountain Troops, e.g., Weber

Black: Pioniere, Armored Engineers, e.g., Koch

These are provided for illustrative purposes only, and do not limit the use of leader counters in any particular scenario or setting. Other colors, not included here, were also utilized, e.g., blue for supply troops.

German Leaders		
Koch	Corporal	Unteroffizier
Bauer	Corporal	Unteroffizier
Weber	Jr. Sergeant	Unterfeldwebel
Kappel	Jr. Sergeant	Unterfeldwebel
Krüger	Sergeant	Feldwebel
Werner	Sergeant	Feldwebel
Steiner	Staff Sergeant	Oberfeldwebel
Herrmann	Staff Sergeant	Oberfeldwebel
Mayer	Sr. Sergeant	Hauptfeldwebel
Walter	Sr. Sergeant	Hauptfeldwebel
Möller	2nd Lieutenant	Leutnant
Huber	2nd Lieutenant	Leutnant
Scholz	Lieutenant	Oberleutnant
Hahn	Lieutenant	Oberleutnant
Lehmann	Captain	Hauptmann
Wissmann	Captain	Hauptmann
Schmidt	Major	Major
König	Major	Major
Lange	Lt. Colonel	Oberstleutnant
Schäfer	Lt. Colonel	Oberstleutnant

Soviet

- **Tank CHQ:** Sr. Lieutenant or Captain
- **Motor Rifle CHQ:** Lieutenant or Sr. Lieutenant
- **Tank BHQ:** Major or Lt. Colonel
- **Motor Rifle BHQ:** Major or Captain, in some cases Lt. Colonel
- **FO:** Typically a junior officer
- **Tank and Motor Rifle Platoon:** Jr. Lieutenant or senior NCO

Note that in most cases, Soviet companies and battalions included a non-command level political officer (zampolit), often a Lieutenant or Jr. Lieutenant.

Unlike many forces, the Soviet Army did not foster a professional class of NCOs. In most cases, Soviet Army NCOs did not fill many of the specialized and leadership roles typically held by other NCOs; those were filled by Soviet officers. In contrast, Soviet Army NCOs filled many of the roles held by other ranks in other nations. As a result, their numbers were somewhat larger as a fraction of the total forces.

Soviet Leaders		
Zolotov	Jr. Sergeant	Mladshiy Serzhant
Rostov	Jr. Sergeant	Mladshiy Serzhant
Azarov	Sergeant	Serzhant
Khovansky	Sergeant	Serzhant
Ivanov	Sr. Sergeant	Starshiy Serzhant
Rodin	Sr. Sergeant	Starshiy Serzhant
Sharov	Sergeant Major	Starshina
Pashin	Sergeant Major	Starshina
Turbin	Jr. Lieutenant	Mladshiy Leytenant
Koskov	Jr. Lieutenant	Mladshiy Leytenant
Filippov	Lieutenant	Leytenant
Leskov	Lieutenant	Leytenant
Sokolov	Sr. Lieutenant	Starshiy Leytenant
Orlov	Sr. Lieutenant	Starshiy Leytenant
Yazov	Captain	Kapitan
Marin	Captain	Kapitan
Chekhov	Major	Mayor
Dmitriyev	Major	Mayor
Nardin	Lt. Colonel	Podpolkovnik
Vanzin	Lt. Colonel	Podpolkovnik

US

- **CHQ:** 1st Lieutenant or Captain; additional CHQ from same formation the same rank or one or two ranks lower
- **BHQ:** Major or Lt. Colonel; additional BHQ from same formation the same rank or one or two ranks lower
- **FO:** Typically a junior officer or senior NCO
- **Platoon:** 2nd Lieutenant or senior NCO

US Leaders	
Martin	Corporal
Jones	Corporal
Gardner	Sergeant
Wilson	Sergeant
Hollister	Staff Sergeant
Collier	Staff Sergeant
Powers	Technical Sergeant
Hall	Technical Sergeant
Hamill	First Sergeant
Moretti	First Sergeant
Shaw	2nd Lieutenant
Cobb	2nd Lieutenant
Turner	1st Lieutenant
Carpenter	1st Lieutenant
Miller	Captain
Pike	Captain
Crawford	Major
Hunt	Major
Anderson	Lt. Colonel
Davenport	Lt. Colonel

A1 G10 S10
M10
P1
R1
Murphy

British

- **CHQ:** Lieutenant or Captain; additional CHQ from same formation the same rank or one or two ranks lower
- **BHQ:** Major or Lt. Colonel; additional BHQ from same formation the same rank or one or two ranks lower
- **FO:** Typically a junior officer or senior NCO
- **Platoon:** Typically a junior officer or senior NCO

British Leaders	
Fields	Lance Corporal
Martin	Lance Corporal
Bartlett	Corporal
Green	Corporal
McPhee	Sergeant
Owen	Sergeant
Turner	Staff Sergeant
Riley	Staff Sergeant
McIntosh	Sergeant Major
Flynn	Sergeant Major
Young	2nd Lieutenant
Clarkson	2nd Lieutenant
Foster	Lieutenant
Campbell	Lieutenant
Howard	Captain
Murphy	Captain
Donaldson	Major
Hughes	Major
Sherwood	Lt. Colonel
Alexander	Lt. Colonel

A1 G10 S10
M10
P1
R1
Tanguy

French

- **CHQ:** Lieutenant or Captain; additional CHQ from same formation the same rank or one or two ranks lower
- **BHQ:** Major or Lt. Colonel; additional BHQ from same formation the same rank or one or two ranks lower
- **FO:** Typically a junior officer or senior NCO
- **Platoon:** 2nd Lieutenant or senior NCO

The color of French officer sleeve and cap rank insignia denoted service branch. The cavalry arms wore silver while the other arms wore gold. The Lt. Colonel rank was the exception where alternating silver and gold flashes were utilized.

French Leaders		
Beauforte	Corporal	Caporal
Lacombe	Corporal	Caporal
Martin	Sr. Corporal	Caporal-Chef
Bernard	Sr. Corporal	Caporal-Chef
Thomas	Jr. Sergeant	Sous-Sergent
Duval	Jr. Sergeant	Sous-Sergent
Roux	Sergeant	Sergent
Michel	Sergeant	Sergent
Moulin	Sergeant Major	Sergent-Chef
Jeanne	Sergeant Major	Sergent-Chef
Moreau	2nd Lieutenant	Sous-Lieutenant
Carpentier	2nd Lieutenant	Sous-Lieutenant
Hamon	Lieutenant	Lieutenant
Lefèvre	Lieutenant	Lieutenant
Lassigny	Captain	Capitaine
Tanguy	Captain	Capitaine
Dubois	Major	Commandant
Simon	Major	Commandant
Hébert	Lt. Colonel	Lieutenant-Colonel
Robert	Lt. Colonel	Lieutenant-Colonel

7.56 Hull and Turret Damage [new counter]

TURRET
DMGD
HULL

In the Basic and Advanced Games a Damaged Result affects both the target vehicle's combat and movement. With this optional rule, a Damaged Result affects either the target vehicle's Combat or Movement, not both.

If a damaged vehicle receives a second Damaged result, regardless of type, it is considered KO—Knocked-Out instead and those results apply.

7.56.1 AP Fire

If a vehicle is damaged and was hit in the TF, TS, TR, or DK it is marked with a DMGD counter with Turret facing the vehicle's front. It must apply all Shooter Damaged modifiers. Its movement is not affected by the damage. Turret Damaged vehicles' TT Factor is reduced to 1 if not already a 1.

If a vehicle is damaged and was hit in HF, HS, or HR, it is marked with a DMGD counter with Hull facing the vehicle's front. It has its remaining and future movement speed allowance reduced by ½ (round down). Its combat is unaffected by the damage.

Vehicles sharing Move or Short Halt commands must maintain Command Range upon completion of their move. However, if one or more of those units suffer Hull Dmgd, thereby limiting movement, all attempts must be made to maintain Command Range upon completion of their move. If this is not possible, there may be cases where the moving units may not be able to maintain Command Range.

In addition, the vehicle is subject to Bailing Out.

For tanks with hull mounted guns, e.g., F-4B Char B1-bis and S-33B M3 Lee, these weapons must apply all Shooter Damaged modifiers with Hull Damage; these hull mounted guns are unaffected by Turret damage.

7.56.2 GP Fire

If an Effective Result and the final modified result ends in 5, the vehicle suffers a Damage hit. The shooter rolls (10). If the result is equal to or less than 4, place a TURRET DMGD counter on or next it; otherwise place a HULL DMGD counter. In addition, the vehicle is subject to Bailing Out.

If an unarmed vehicle is damaged, it suffers automatic Hull Damage.

7.57 Tank Crew Size

Following their debut during the Great War, tank design went through a number of innovative stages. By the late 1930s, it was determined that crew effectiveness was not only governed by the physical positions within a tank, but also the by the distribution of duties, i.e., commander, gunner, loader, driver, and, possibly, other roles, e.g., hull machine gunner.

As such, a three-man crew was considered the minimum size for an effective distribution of duties. With one crew member acting as a driver, and the remaining two crew members assuming the roles of gunner, loader and commander.

It goes without saying that a tank commander's effectiveness was reduced by splitting time between roles like commander/loader or commander/gunner. That is why the most effective tanks had four or five man crews, where each crew member assumed only a single role.

A number of early war tanks had two-man crews where the commander also acted as the loader and gunner or in some rare cases, three-man crews where the commander still performed all three roles. This placed a huge demand on him and, understandably, had a negative impact on his situational awareness, thereby reducing his effectiveness in all three roles.

In those cases where one man had to perform all three roles, these tanks have a "CREW" notation listed on their Data Cards. This is found immediately below the vehicle's Points in the upper right corner of their data card, e.g., F-1A R-35.

Apply the following modifiers and effects:

- –1 Direct Fire AP modifier
- –5 GP Direct Fire modifier
- If also acting as a CHQ, –1 total available commands (minimum 1). If more than one "Crew-Type" CHQ is available to the formation, the modifier is still only –1.
- If also acting as a BHQ, reduce its Command Span to 10 hexes to its subordinate CHQs. If already less than 10 hexes, retain that Command Span.
- If also acting as a RHQ, reduce its Command Span to 15 hexes to its subordinate BHQs. If already less than 15 hexes, retain that Command Span.

Note that Morale, Called Artillery Response and Overrun Combats are not affected since the tank commander is considered to be fully focused on those actions at the time of execution.

In addition to the tanks included with this expansion, the following tank would also fall under this optional rule:

- Soviet S-1A T-70 M42

Note that the design of this optional rule excludes those vehicles armed only with machineguns (MMGs), e.g., German G-35A PzKpfw 1B, and those armed with guns and heavy machineguns (HMGs) fed by multi-round magazines, e.g., F-5B2 AMR-35(H).

7.58 Counters

Included in this expansion are a two new reference counters to aid in play.

7.58.1 Spot Small Arms

Includes dedicated SPOT counters for marking Small Arms (see 6.1.3). If the target unit fired a weapon classified as Small Arms (see 5.7 Small Arms), it is marked with a Spot/Fire SA counter.

7.58.2 VP Reference

Includes VP Reference counters, in four colors, to mark specific Victory Point hexes or to use as a reminder as to the location of critical hexes.

7.59 Terrain

Included in this expansion are two new terrain types: Brush and Crops.

7.59.1 Brush

Brush terrain, e.g., 24J2, is treated as Light Cover for Spotting purposes but is considered None when determining the GP Defense Factor. Height is 0. Hull Down 01-10.

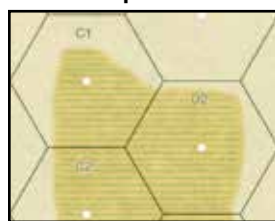The movement cost is 1 for all Modes of Traction, i.e., L, T, H or W.

7.59.2 Crops

Crops terrain, e.g., 24D2, is treated as Medium Cover for Spotting purposes but is considered None when determining the GP Defense Factor. Height is 0. Hull Down 01-10.

The movement cost is 1 for all Modes of Traction, i.e., L, T, H or W.

10.0 SOLITAIRE RULES

10.1 Introduction

Most wargamers enjoy playing their favorite games solitaire. Playing solitaire not only lets players enjoy the game, but also allows them to learn and master the rules and practice new tactics. Nevertheless, playing a two-player game solitaire has its own shortcomings: the player always knows where "enemy" units are and, most importantly, what they are going to do, which somewhat limits the enjoyment of solitaire gameplay.

The Panzer Solitaire Rules are intended to offer the solo Panzer player a guideline to enjoy the game, fixing the two aforementioned problems of solitaire play: enemy unit placement and enemy intentions. The Panzer Solitaire Rules use the Hidden Unit rules to manage the player's knowledge about the exact location of the enemy units. The player only knows the most probable locations of the enemy, and only when an enemy unit actually appears on the map does the player know the exact number and type of those enemy units. In addition, several tables handle the behavior of the enemy, determining their commands and their actions, all without compromising the standard Panzer rules.

These rules take precedence over the standard Panzer rules when playing a solitaire scenario. Although these rules are detailed, sometimes players face cases and situations not covered by these rules. In those cases, players must use common sense and perform enemy actions the best they can. In this sense, it is important to be fair if players want to enjoy a rewarding solo game experience.

These rules are designed to be used with specifically designed solitaire scenarios, which are carefully crafted to offer a balanced game, yet challenging and unpredictable game in nature.

10.2 Preparation for Play

Select one of the available solitaire scenarios. Review the scenario information and position the mapboards based on the Map section.

Carefully read all the scenario's sections, as they differ slightly from those of the standard scenarios.

The Special Conditions section provides information about the enemy units' special behavior and any other special solitaire information, e.g., consideration of friendly units as VP hexes.

The Setup Section of the scenario provides information about where enemy Hidden Units are placed.

If the number of enemy Hidden Units is greater than the number of Hidden Unit counters available, use any other counters, e.g., Control or VP Reference counters, to represent them.

The Victory Conditions section provides information about variable scenario length.

The Opposing Forces section provides information about enemy units and their chance of appearing, the enemy activation modifier and the enemy Formations' attitude.

10.3 General procedures & rules

The following rules and definitions are used in these solitaire rules extensively, so read them carefully.

10.3.1 Sides

In solitaire Panzer scenarios, the player takes command of the friendly forces, while the enemy forces are played by the solitaire system.

10.3.2 Maximum Firing Range

Depending on grade, enemy Hidden Units (only) have a range limit, beyond which they cannot fire. Activated units can fire at any range.

If a Hidden Unit is Green or Regulars grade, its Maximum Firing Range is Short Range (S). If a Hidden Unit is Seasoned grade, its Maximum Firing Range is Medium Range (M). If a Hidden Unit is Veteran grade, its Maximum Firing Range is Long Range (L). If a Hidden Unit is Elite grade, is Maximum Firing Range is Extreme Range (E).

Maximum Firing Range can be modified by the Special Conditions of the scenario.

The introduction of this new concept was identified during the playtest process. Enemy Hidden Units fired at friendly units at the moment they spotted them. This meant that enemy units began firing at Long range or further, a situation worsened in open terrain maps. This caused them to constantly miss their shots, more so when enemy units were of low grade. The consequence was that enemy Hidden Units became spotted early on and had to roll for activation, making it very easy for players to discover which ones were actual units and which were fakes, all without almost any danger for the friendly units. By limiting when enemy Hidden Units begin firing gives them a better opportunity of hitting friendly units and makes players deal with a more dangerous enemy, which in turn force players to use terrain and recon units to reveal enemy Hidden Units. In addition, this rule makes some historical sense, as low-grade units tended to fight much closer than better trained units, which were able to fight at longer ranges, as they often did whenever possible.

10.3.3 Units

The following unit definitions are used in the solitaire Panzer rules.

10.3.3.1 Enemy Hidden Units

The solitaire Panzer rules extensively use the optional hidden unit rules of the standard Panzer rules. Please, review section 7.2 Hidden Units before continuing.

Enemy Hidden Units represent possible locations of enemy units. Each enemy Hidden Unit receives orders and performs actions according to its Formation attitude as if it was the Enemy Main Unit of that Formation. Once certain circumstances occur, normally being within spotting range of friendly units or triggered by the scenario's

conditions, enemy Hidden Units may activate and generate actual enemy units.

Enemy units always begin the game hidden, unless specified in the scenario information. The number of enemy Hidden Unit counters and their placement are detailed in the Setup section of the scenario.

Enemy units activated during a game cannot become hidden again. Section 7.2.3 is not in use in solitaire Panzer.

10.3.3.2 Enemy Main Unit

An Enemy Main Unit is identified for each enemy Formation. Consider each enemy Hidden Unit of the formation as the Enemy Main Unit for that Formation for all purposes, e.g., spotting, firing or moving, until activated. When an enemy Hidden Unit successfully activates and generates one or more units, treat each generated unit as the actual unit or units generated.

The Enemy Main Unit represents the most probable (or sometimes the most dangerous) enemy unit type a friendly formation may encounter during a battle. In many accounts during WW2, many German units were reported as Tiger tanks or 88s until positively identified. In the same way, if the most numerous unit during a fight was of a certain type, it was normal to report each enemy unit as of that kind until actually identified.
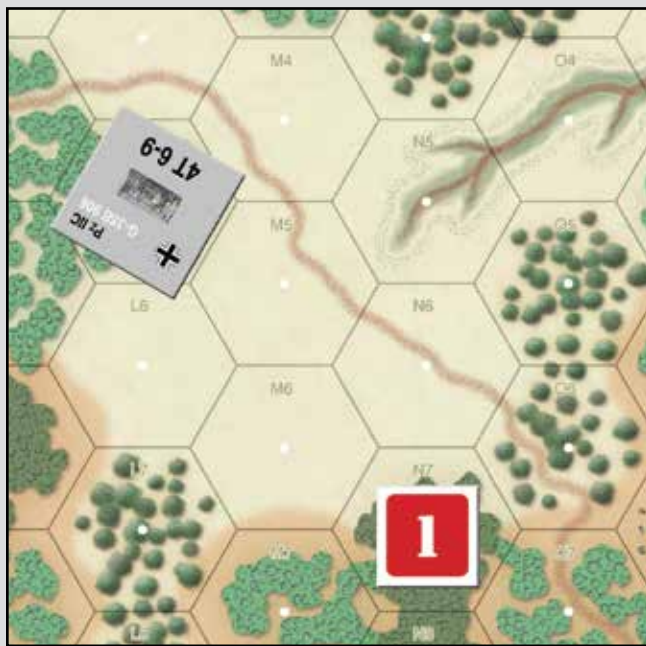
The Situation

A French enemy Hidden Unit is located in a Heavy Woods hex. The Enemy Main Unit for the French formation is the French Rifle Squad. A German friendly PzKpfw IIC attempts to spot the French Hidden Unit. As the enemy Main Unit is the Rifle Squad, the spotting range is 10 for S type, with a -3 modifier for being in Heavy Cover, so the spotting range of the French Hidden Unit is 1. The German PzKpfw IIC cannot spot the French Hidden Unit, which remains hidden.

10.3.3.3 Most Dangerous Friendly Unit

Consider the Most Dangerous Friendly Unit for an enemy unit the friendly combat unit within spotting range able to fire at that enemy unit (either by using a FIRE or OW command), having the greatest chance of an elimination or knock out or, if elimination or knock out is impossible, the suppression of that enemy unit during the current turn.

For firing purposes, consider only friendly units inside the enemy's Field-of-Fire if using a FIRE command.

If the enemy unit is hidden, consider only friendly units within Maximum Firing Range (see 10.3.2) for determining the Most Dangerous Friendly Unit.

If the friendly unit uses AP fire, the Most Dangerous Friendly Unit is the unit with the highest probability of hitting the enemy unit with an ammo type that can penetrate the enemy unit's armor. Always check AP fire first when calculating the Most Dangerous Friendly Unit against an enemy vehicle. If penetration is impossible, check GP fire.

If the friendly unit uses GP fire, the Most Dangerous Friendly Unit is the friendly combat unit with the lowest N effect number when using the GP Combat Result Table against the enemy unit.

In those cases where several friendly units meet the same criteria, consider the Most Dangerous Friendly Unit being the Nearest Friendly Unit (see 10.3.3.5).

In those cases where the enemy unit is a vehicle, friendly units using AP fire take precedence over friendly units using GP fire, regardless of range.

Unit status is considered when calculating the Most Dangerous Friendly Unit, e.g., suppressed, moving, damaged, etc.

In those cases where two or more units coincide in all the above criteria, choose the Most Dangerous Friendly Unit randomly.

The Situation

Three enemy French Rifle Squads, Regulars grade, with no attached weapons, are surrounded by four friendly German units: one suppressed PzKpfw IIIF at two hexes, an HMG Section at two hexes marked with a SPOT/MOVE counter, a PaK36 ATG at three hexes, and a PaK36 ATG at four hexes, all Seasoned grade. All units have FIRE commands, except the PzKpfw IIIF, which has a N/C command.

The Stream is impassable except at the Ford hex.

It is the Direct Fire Combat Step of the current turn and the first enemy French Rifle Squad fires.

The enemy French Rifle Squad rolls (100) on the Fire Action Table. A 27 is rolled. The target for the enemy French Rifle Squad is the Most Dangerous Friendly Unit.

As the enemy unit is a Leg unit with no attached weapons, GP fire is considered for determining the Most Dangerous Friendly Unit.

Maximum Firing Range is not considered, as all enemy units are activated.

The German PaK 36 ATG at 3 hexes is within spotting range of the French Rifle Squad, so it is considered for determining the Most Dangerous Friendly Unit. For the German PaK 36 ATG, the French Rifle Squad is at Point Blank (P) range when using GP fire.

Attacker GP factor of 3.

Defender GP Defense factor of 6S (Medium Cover).

From the GP Combat Results Table: N65S92.

The German PaK 36 ATG at 4 hexes is within spotting range of the French Rifle Squad, so it is considered for determining the Most Dangerous Friendly Unit. For the German PaK 36 ATG, the French Rifle Squad is at Short (S) range when using GP fire.

Attacker GP factor of 3.

Defender GP Defense factor of 6S (Medium Cover).

From the GP Combat Results Table: N65S92.

The suppressed PzKpfw IIIF is at a range of 2 hexes from the French Rifle Squad and is considered for determining the Most Dangerous Friendly Unit. For the PzKpfw IIIF, the French Rifle Squad is at Point Blank (P) range when using GP fire.

Attacker GP factor of 3.

Defender GP Defense factor of 6S (Medium Cover)

From the GP Combat Results Table: N65S92.

Modifiers: Shooter Suppressed -20, Coax MG +10, for a total of -10 net modifier.

These three German units all have the same N effect number when using the GP Combat Result Table against the French Rifle Squad, but the PzKpfw IIIF has a -10 modifier. Of the two PaK 36 ATGs, the one at 3 hexes is the Nearest Friendly Unit. Of these three German units, the PaK 36 ATG at 3 hexes would qualify as the Most Dangerous Friendly Unit. Nevertheless, we have another German friendly unit.

The German HMG Section is at a range of 2 hexes from the French Rifle Squad and is considered for determining the Most Dangerous Friendly Unit. For the German HMG Section, the French Rifle Squad is at Point Blank (P) range.

Attacker GP factor of 12.

Defender GP Defense factor of 6S (Medium Cover).

From the GP Combat Results Table: N26S65.

As the German HMG Section has the lowest N effect number when using the GP Combat Effect Table, it is considered the Most Dangerous Friendly Unit for the French Rifle Squad.

10.3.3.4 Weakest Friendly Unit

Consider the Weakest Friendly Unit for an enemy unit the friendly unit (combat or non-combat) within spotting range that is the easiest to eliminate or knockout or, if elimination or knockout is impossible, to suppress by that enemy unit. The Weakest Friendly Unit must be inside the enemy unit's Field-of-Fire if using Direct Fire with a FIRE command.

If the enemy unit is hidden, consider only friendly units within Maximum Firing Range (see 10.3.2) for determining the Weakest Friendly Unit.

If the enemy unit uses AP fire, the Weakest Friendly Unit is the friendly unit with the highest probability of being hit by that enemy unit with an ammo type that can penetrate the friendly unit's armor. Consider special ammo types.

If the enemy unit uses GP fire, the Weakest Friendly Unit is the friendly unit with the lowest N effect number when using the GP Combat Result Table against it.

In those cases where several friendly units meet the same criteria, consider the Weakest Friendly Unit the Nearest Friendly Unit (see 10.3.3.5). A Suppressed/Broken/Hesitating (in this order) friendly unit is always considered weaker than a Non-suppressed/Non-Broken/Non-Hesitating unit that meets the same criteria.

In those cases where the friendly unit is a vehicle, AP fire takes precedence over GP fire.

Unit status is considered when calculating the Weakest Friendly Unit, e.g., suppressed, moving, damaged, etc.

In those cases where two or more units coincide in all the above criteria, choose the Weakest Friendly Unit randomly.

Continuing with the previous example, the second enemy French Rifle Squad rolls a 96 on the Fire Action Table. The target for the second enemy French.

Rifle Squad is the Weakest Friendly Unit. Since the French Rifle Squad does not have any attached weapon, only GP fire is considered.

The German PaK36 ATG at 3 hexes is at Short range (S) from the French Rifle Squad.

Attacker GP factor of 6.

Defender GP Defense factor of 1S (None Cover).

From the GP Combat Results Table: N30S60.

The German PaK36 ATG at 4 hexes is at Medium range (M) from the French Rifle Squad.

Attacker GP factor of 5.

Defender GP Defense factor of 1S (None Cover).

From the GP Combat Results Table: N34S63.

Modifiers: Shooter Regulars grade firing GP at M range: -5.

The suppressed PzKpfw IIIF is at Point Blank range (P) from the French Rifle Squad.

Attacker GP factor of 8.

Defender GP Defense factor of 2A.

From the GP Combat Results Table: N27S59.

Modifiers: Target A-Type vehicle -20, target vehicle in Medium Cover -10.

Since the GP Range Factor is Point Blank (P), the GP Effectiveness of the French Rifle Squad is Small Arms, and the target is an A-Type vehicle, only a Suppressed result may be obtained.

The German HMG Section is at Point Blank range (P) from the French Rifle Squad.

Attacker GP factor of 8.

Defender GP Defense factor of 8S (Heavy Cover).

From the GP Combat Results Table: N54S86.

The German PaK36 ATG at 3 hexes is considered the Weakest Friendly Unit for the French Rifle Squad.

10.3.3.5 Nearest Friendly Unit

For firing purposes, consider the Nearest Friendly Unit for an enemy unit the friendly combat unit within spotting range (and inside its Field-of-Fire in the case of Direct Fire with a FIRE command) closest in hexes to that enemy unit. When two friendly units are at the same range in hexes, consider the Nearest Friendly Unit the friendly unit that can be reached by the enemy unit by using the least number of MPs in the least number of turns.

For movement purposes, consider the Nearest Friendly Unit for an enemy unit the friendly combat unit within spotting range that can be reached by the enemy unit by using the least number of MPs in the least number of turns.

In those cases where two or more units coincide in all the above criteria, choose the Nearest Friendly Unit randomly.

During the course of a battle, commanders had to face numerous decisions in a matter of seconds. The distinction between Most Dangerous, Weakest and Nearest Friendly Unit represents the assessment on battlefield conditions by the solitaire system's unit commanders.

Continuing with the example, the third enemy French Rifle Squad rolls a 55 on the Fire Action Table. The target for the third enemy French Rifle Squad is the Nearest Friendly Unit.

There are two German units at 2 hexes from the French Rifle Squad, the HMG Section and the suppressed PzKpfw IIIF. The two German PaK36 ATGs are at 3 and 4 hexes, respectively, from the French Rifle Squad, so they are not considered for determining the Nearest Friendly Unit.

As the HMG Section and the PzKpfw IIIF are both at 2 hexes, and the Stream is impassable, the HMG Section is the Nearest Friendly Unit, as it can be reached by the French Rifle Squad using the least number of MPs.

10.3.4 Enemy Formations

As in standard Panzer scenarios, the enemy Force can deploy one or more Formations. If two or more Formations are shown in the Opposing Forces section of the scenario, each Formation should use different colored hidden counters for differentiation.

Each enemy Formation may have different unit activation modifier numbers, different Enemy Main Units, and different Attitudes.

10.3.5 Grade

As in standard Panzer scenarios, each side has a Force, Formation and unit Grade for the forces deployed.

10.3.5.1 Enemy Force Grade

Enemy Force Grade is used for determining the Initiative Rating (see 10.4.3.1) of the enemy Force. Each grade has an Initiative Rating used for determining the initiative for the scenario, although this rating can be modified by the Special Conditions of the scenario.

10.3.5.2 Enemy Formation Grade

Enemy Formation Grade is used for determining the Numeric Cohesion Point (CP) in those cases where the Numeric CP is not specified in the scenario.

10.3.5.3 Enemy Unit Grade

In addition to the normal use of unit Grade Modifiers, unit Grade is used to determine the Maximum Firing Range (see 10.3.2) of enemy Hidden Units and to determine if an enemy unit initiates a Close Assault / Hand-to-Hand / Overrun combat.

10.3.6 Hexes

Enemy units use hexes to determine their movement. In most cases, hexes are actual hexes of the map, but in some cases, e.g., in Delaying Actions, friendly units are considered as hexes for determining movement. Whenever units are considered as hexes, it is stated in the Special Conditions of the scenario.

10.3.6.1 Nearest VP Hex

Consider the Nearest VP hex the VP hex that is closest in range to the enemy unit in hexes. If two VP hexes are at the same range, the Nearest VP hex is the hex that can be reached using the least number of MPs in the least number of turns. If two VP hexes are at the same range and both can be reached using the same number

of MPs, the Nearest VP hex is the hex that provides the highest VP value.

In those cases where the Nearest VP hex is occupied by 3 or more enemy Leg units (and any number of other enemy unit types) or 2 or more combat vehicle/dismounted towed units (and any number of other unit types), consider the Nearest VP hex the next Nearest VP hex.

In those cases where several VP hexes meet the same criteria, consider the Nearest VP hex randomly.

When the scenario Special Conditions state that friendly units are considered as hexes for determining movement, consider the Nearest VP hex to be the Nearest Friendly Unit to the enemy unit (see 10.3.3.5).

10.3.6.2 Highest Value VP Hex
Consider the Highest Value VP hex the VP hex that provides the highest VP value. If an objective is made up of just one hex, the VP hex value is the VP value of the objective. In those cases where an objective is made up of several hexes, determine the VP value of each of the objective hexes by dividing the total VPs awarded for controlling the objective by the number of hexes needed for controlling it.

In Scenario 35, 100 VPs are awarded to the force that controls Icest. To control Icest, a force must occupy or be the last to occupy at least 5 of the 7 Building hexes (or remaining Rubble hexes) for a full turn.

The VP value for determining the Highest Value VP hex of each of the 7 building hexes of Icest is 20 VPs.

In those cases where several VP hexes provide the same number of VPs, consider the Highest Value VP hex the Nearest VP hex (10.3.6.1).

When the scenario's Special Conditions state that units are considered as hexes for determining movement, consider the Highest Value VP hex the friendly combat unit that is within spotting range of the enemy unit with the highest point value. In this case, the friendly combat unit does not need to be within Maximum Firing Range, even for enemy Hidden Units, when considering the Highest Value VP hex. If no friendly combat units are within spotting range, consider the Highest Value VP hex the Nearest Friendly Unit (10.3.3.5).

In those cases where the Highest Value VP hex is occupied by 3 or more enemy Leg units (and any number of other enemy unit types) or 2 or more enemy combat vehicle/dismounted towed units (and any number of other unit types), consider the Highest Value VP hex the next Highest Value VP hex.

In those cases where several VP hexes meet the same criteria, determine the Highest Value VP hex randomly.

10.3.6.3 Greatest Cover Hex
Consider the Greatest Cover hex the hex that provides the greatest defensive cover. In those cases where several hexes provide the same defensive cover, consider the Greatest Cover hex the hex that provides the greatest spotting cover, e.g., Clear terrain (None defensive cover, None spotting cover) and Brush terrain (None defensive cover, Light spotting cover). In the case that two hexes provide the same defensive cover, but one of them is higher, consider the highest hex as the Greatest Cover hex.

When the Move Action Table directs a unit to move towards the Greatest Cover hex, it means the greatest cover hex that can be reached in the current turn in the General Direction (see 10.3.7.1) of the Nearest VP hex using the designated route. The original hex the enemy unit occupies is not considered when determining the Greatest Cover Hex, i.e., the Greatest Cover Hex can be a hex that provides a lower cover than the original hex the enemy unit occupies.

Vehicles do not enter the actual buildings located in a Building hex unless specified by the scenario's Special Conditions. They may enter Building hexes occupying Alley type terrain (see 10.4.6.7).

The Greatest Cover hex is always a hex, not a unit.

10.3.7 Routes
When an enemy unit moves towards a hex, it can take several routes to reach that hex. Routes are used to define how a unit moves towards an objective.

10.3.7.1 General Direction
When defining the General Direction towards an objective, trace a straight line between the unit and the objective hex. The General Direction towards an objective hex follows the hex or hexes adjacent to the enemy unit, while touching or adjacent to the hex that touches the line between the unit and the objective hex.
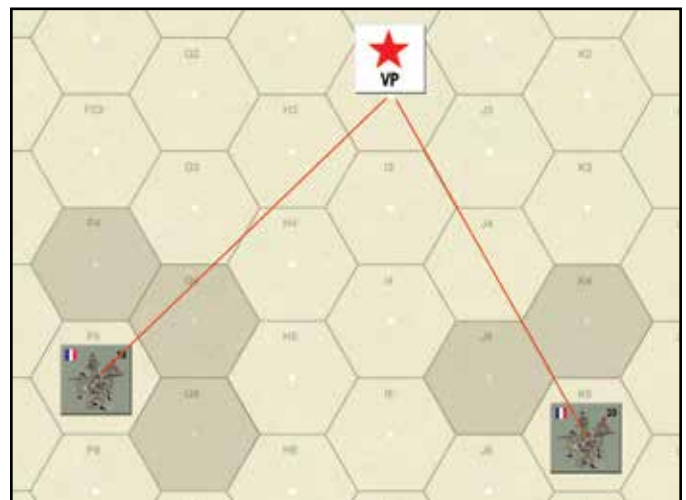
The General Direction towards an objective is calculated on a hex by hex basis.

10.3.7.2 Route Tracing
A route is normally traced in the General Direction of the objective, following the instructions of the specific route. In those cases where the route cannot be traced following the General Direction to the objective, an indirect route can be traced. This indirect route still needs to follow the specified route as close as possible to the instructions of that route.

In those cases where several legal routes can be traced, the enemy unit uses the one that uses the least number of MPs.

When a route directs an enemy unit to use a track, path or road, and by using that track, path or road it is moving towards the objective faster, even if the path or road deviates from the General Direction of the objective, move the enemy unit along that track, path or road (see 10.3.7.2.2).

Enemy units normally move until reaching the objective hex, until running out of MPs or until no further movement is possible, un-

less directed by the route to stop before running out of MPs (see 10.3.7.2.1).

Unless already in a VP hex, units directed to move must always move at least one hex (see 10.4.6.11).

Enemy units cannot move backwards to a hex that was already occupied by the moving unit during the current turn.

10.3.7.2.1 Safest Route

Consider the Safest Route the route traced in the General Direction of the objective, while using hexes out of spotting range of friendly units. In those cases where the route cannot be traced by using hexes out of spotting range of friendly units, it uses the Greatest Cover hexes in the General Direction of the objective.

When an enemy unit begins its movement in the General Direction of the objective using the Safest Route, the original terrain type the enemy unit occupied is not considered.

A Leg unit occupying a Heavy Woods hex (Heavy Cover) is directed to move towards the Nearest VP Hex using the Safest Route. There are no hexes out of spotting range of friendly units in the General Direction of the objective, so the Leg unit begins its movement and moves towards the next Greatest Cover Hex from its original hex. The Leg unit moves towards the Greatest Cover hex in the General Direction of the Nearest VP Hex regardless of the terrain type it occupied at the beginning of the movement (Heavy Woods in this case), even if the first hex entered is of a lower cover than the original hex.

In those cases where an enemy unit would end its movement in spotting range of a friendly unit and the previous hex occupied by the enemy unit was out of spotting range of any friendly units or with a greatest cover than the final hex, the enemy unit stops in that previous hex.

10.3.7.2.2 Fastest Route

Consider the Fastest Route the route traced in the General Direction of the objective, while using hexes with the lowest movement cost.

The use of roads, paths and tracks (in this order) takes precedence over other terrain types when tracing the Fastest Route.

In those cases where an enemy unit is on a track, path or road and that track, path or road (or any combination of them thereafter) leads towards the objective, and two or more turns are needed to reach the objective, the enemy unit uses that track, path or road (at the path or road movement rate when applicable) if by using it the enemy unit can reach the objective faster than by using the Fastest Route traced on a hex by hex basis, even if at some point that track, path or road is not in the General Direction towards the objective.

If at any moment during movement an enemy unit can use a track, path or road, even if not at the path or road movement rate, and by using that track, path or road it can get closer to the objective hex than by tracing the Fastest Route on a hex by hex basis, the enemy unit uses the track, path or road, even if at some point that track, path or road is not in the General Direction towards the objective.

Although enemy units normally use routes that go along the General Direction towards their intended objectives, sometimes the use of a track, path or road can make an enemy unit to reach its objective faster than going directly towards it, more so if looking several turns in advance.

10.3.7.2.3 Direct Route

Consider the Direct Route the route traced towards the objective that uses the hexes that touch the line traced between the enemy unit and the objective hex.

In those cases where the line traced between the enemy unit and the objective hex touches two hexes, the enemy unit uses the hex eligible for the Fastest Route.

If at any time during movement a moving enemy unit using a Direct Route reaches a prohibited hex, it uses the Fastest Route until a new Direct Route can be traced.

10.3.8 Enemy Attitude

Attitude determines how an enemy Formation behaves on the battlefield in a solitaire scenario. Depending on the scenario, each enemy Formation can have one of the six Attitudes available, three attack and three defend Attitudes. An Attitude may change during the course of a scenario if specified in the Special Conditions and when certain circumstances occur.

Although Attitude change is not present in the solitaire scenarios in Panzer Expansion #4, it is something included in future solitaire scenarios.

10.3.8.1 Attack Attitudes

Attack Attitudes are characterized by using movement over fire in order to capture objectives or destroy friendly units. There are three Attack Attitudes: Cautious, Offensive and Reckless.

When a formation has an Attack Attitude, use the Attack Command Table when determining enemy commands.

10.3.8.1.1 Cautious Attitude

Cautious Attitude represents a careful advancing enemy force. Enemy units with cautious attitude apply the following modifiers:

- Attack Command Table: +10
- Fire Action Table: –10
- Move Action Table: –10
- Route Table: –1

10.3.8.1.2 Offensive Attitude

Offensive Attitude represents an attacking enemy force determined to take its objectives using movement and terrain and attacking when necessary. Enemy units with Offensive Attitude apply the following modifiers:

- Attack Command Table: 0
- Fire Action Table: 0
- Move Action Table: 0
- Route Table: 0

10.3.8.1.3 Reckless Attitude

Reckless Attitude represents a fanatical enemy force that prioritizes destroying enemy units over capturing terrain objectives. Enemy units with Reckless Attitude apply the following modifiers:

- Attack Command Table: –10
- Fire Action Table: +5
- Move Action Table: +10
- Route Table: +2

10.3.8.2 Defend Attitudes

Defend Attitudes are characterized by using fire over movement to defend objectives and destroy attacking friendly units. There are three Defend Attitudes: Static, Defensive and Flexible.

When a formation has any Defend Attitude, use the Defend Command Table when determining enemy commands.

10.3.8.2.1 Static Attitude

Static Attitude represents an entrenched defending enemy force determined to hold ground at all costs. Enemy units with Static Attitude apply the following modifiers:

- Defend Command Table: +20
- Fire Action Table: –10
- Move Action Table: –15
- Route Table: –2

10.3.8.2.2 Defensive Attitude

Defensive Attitude represents a defending enemy force that holds ground using fire and movement to get better firing positions against attacking friendly units. Enemy units with Defensive Attitude apply the following modifiers:

- Defend Command Table: +10
- Fire Action Table: –5
- Move Action Table: –5
- Route Table: –1

10.3.8.2.3 Flexible Attitude

Flexible Attitude represents a defending enemy force that uses movement to defend several objectives against a highly mobile attacking friendly force. Enemy units with Flexible Attitude apply the following modifiers:

- Defend Command Table: 0
- Fire Action Table: 0
- Move Action Table: 0
- Route Table: 0

> Attitude portrays the behavior of enemy units by assigning commands using the Command Table. As stated in 10.3.8.1 and 10.3.8.2, Attack Attitudes use MOVE or SHORT-HALT commands more often than FIRE commands, whereas Defend Attitudes use FIRE commands more often than MOVE commands. In addition, Defend Attitudes do not use the SHORT-HALT command. Therefore, using two different Command Tables, one for the Attack and one for the Defend Attitudes, was necessary. In addition, Attitude also intervenes in how enemy units fire and move by modifying the roll on the respective tables.

10.3.9 Enemy Activation

Enemy units begin a scenario hidden. While hidden, they behave as the Enemy Main Unit of their Formation. Once certain circumstances occur, normally being within spotting range of friendly units or directed by the scenario's Special Conditions, enemy Hidden Units roll for activation.

An activated enemy unit is an enemy unit successfully activated on the Activation Table that has generated one or more actual units, i.e., it is not a fake.

10.3.9.1 Checking Activation

When an enemy Hidden Unit is within spotting range of a friendly unit or when stated by the scenario's Special Conditions, roll (100) on the Activation Table. Depending on the scenario, a modifier may apply when rolling on the Activation Table. Modifiers, if any, are determined in the Opposing Forces section for each enemy formation or by the Special Conditions of the scenario.

Roll (100) on the Activation Table and apply any modifiers. Check the net result on the Activation Table. If the result is a Fake, the enemy Hidden Unit was a fake, even if it fired previously during the scenario, and is removed from play. If the result is Activated, check the number of units activated on the Number of Activated Units Table (see 10.3.9.4).

If several enemy Hidden Units are eligible for activation, activate those enemy Hidden Units from nearest to furthest from the nearest spotting friendly unit, applying the criteria of 10.3.3.5.

In those cases where several enemy Hidden units meet the same criteria, activate enemy Hidden Units randomly.

10.3.9.2 VP Hex Activation

An enemy Hidden Unit always applies a –10 DRM when checking for activation if occupying a VP hex, in addition to other modifiers.

10.3.9.3 Activation vs. Action

There are cases where a friendly action can trigger both an enemy Hidden Unit action and an Activation check, e.g., a friendly unit moves into spotting range of an enemy Hidden Unit and triggers an OW fire action from that same enemy unit. In those cases, resolve the action first and the activation check second.

In those cases where the friendly unit that triggered an enemy action is eliminated, and no other friendly units are within spotting range of the enemy Hidden Unit capable of triggering an Activation check, the enemy unit remains hidden, i.e., the enemy unit does not roll on the Activation Table.

> An enemy Hidden Unit that fired and then turns out to be a fake? Obviously, a solitaire system cannot play as a human player, so something had to be done to compensate for this. The first approach was to provide an excess of units for the solitaire system, but it was preferred to maintain a base number of possible enemy units of roughly the corresponding to a standard scenario (obviously, this is based on average rolls, so depending on luck a higher or lower number of enemy units may appear). So, with this design premise in mind, another tool had to be devised to improve the solitaire system's combat ability. This rule fulfills that purpose. Players may assume that the friendly unit that received fire just misjudged the location of the enemy fire, or that the enemy unit fell back after firing.

10.3.9.4 Number of Activated Units

If an Activated result was rolled on the Activation Table, roll (100) on the Number Activated of Units Table. Cross reference the result with the number of units activated. Determine the type of unit or units activated (see 10.3.9.5).

Some scenarios may include a DRM when determining the number of units activated.

10.3.9.5 Type of Activated Units

Each enemy Formation represents the possible enemy units that Formation may generate. Each possible enemy unit has a point value/alternative point value underneath and, instead of a specific quantity as in a standard scenario, a numerical range.

When determining the type of unit(s) activated, roll (100) and reference the corresponding Formation. If the roll falls within a unit's range, that enemy unit is activated. Repeat the process for each activated unit.

Some scenarios may include a DRM when determining the type of activated units.

10.3.9.6 Placing Activated Units

The first activated unit is always placed in its original hex. If two or more units are activated (10.3.9.4), roll (10) for determining the placement of each subsequent unit. If the result is 7-10, place the enemy activated unit in the hex the Hidden Unit counter was originally located. If the result is 1-6, place the enemy activated unit adjacent to the original hex where the Hidden Unit counter was located, according to the directional hex of the map.
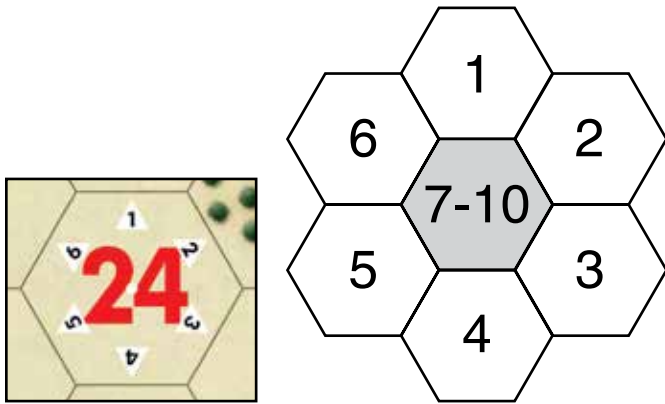
In those cases where an enemy unit is placed in a prohibited type terrain hex, e.g., a vehicle on a Heavy Woods hex, roll (10) again and apply the new result. Reroll until the unit can be successfully placed.

An enemy unit activated while moving maintains its facing towards the route described when entering the newly occupied hex. If using OR 7.8 Turrets, the turret faces the Most Dangerous Friendly Unit within spotting range (see 10.3.3.3). An enemy unit activated while stationary faces towards the Most Dangerous Friendly Unit within spotting range (see 10.3.3.3). If there are no friendly units within spotting range, an enemy unit activated while stationary faces towards the Nearest Friendly Unit (se 10.3.3.5).

Enemy units successfully activated retain the status of the enemy Hidden Unit counter, e.g., SPOT/FIRE, Suppressed, etc.

The Situation

It is the Movement Phase of the current turn. The friendly player is the German Rifle Squad and is the First Player. The Enemy Main Unit is a French Rifle Squad.

The friendly player has a Move command on his Rifle Squad. The enemy has an enemy Hidden Unit in hex G8 marked with a SPOT/FIRE counter placed during the previous Combat Phase. The friendly player moves his Rifle Squad to hex J10.

The German Rifle Squad is marked with a SPOT/MOVE marker. The enemy Hidden Unit is now within spotting range of the German Rifle Squad. A roll is made on the Activation Table. The Activation modifier is 0 and a 30 is rolled. The enemy Hidden Unit is activated.

A second roll is made on the Number of Activated Units Table. A 27 is rolled, so 2 units are successfully activated.

For this example, the enemy force has the following activation numbers:

CA25 SA-L 34 ATG: 1-16

Rifle Squad: 17-30

M60 35 Mortar Section: 31-46

HMG Section: 47-59

CA47 SA 37 ATG: 60-88

CA75 97/35 ATG: 89-00

For the first activation, a 29 is rolled. Checking the type of unit activated results in a Rifle Squad. As this is the first activated unit, the Rifle Squad is placed in the original hex the Hidden Unit counter occupied.

For the second activation, a 55 is rolled. This results in a HMG Section. The placement roll is a 6, so the unit is placed in hex F8.

Since the enemy Hidden Unit was originally marked with a SPOT/FIRE counter, both activated units retain that status and are marked with a SPOT/FIRE counter.

10.3.10 Stacking

Enemy Hidden Units never stack before activation. In those cases where two enemy Hidden Units end up being in the same hex after moving, move the last entering unit back to the hex it occupied before entering the stacked hex.

Activated enemy units stack normally, although they never overstack, even temporarily (see 5.13).

In those cases where overstacking occurs due to movement of an enemy unit directed by a Move Action, move that enemy unit back to the hex it occupied before entering the over stacked hex. The enemy unit stops its movement in that hex.

In those cases where overstacking occurs by enemy unit activation placement, reroll to place the enemy unit in an alternative hex. If there are no alternative hexes available for placement, no new enemy units are activated.

10.3.11 Turrets

If using OR 7.8 Turrets, enemy units turn their turrets towards the Most Dangerous Friendly Unit during the Adjustment Phase if in a track, path or road hex or with a Track hit (see 10.4.8).

When using Turrets, enemy vehicles normally position their turrets Open. When friendly Leg units are at Point Blank (P) range of the enemy vehicle, the enemy vehicle positions its turret Buttoned Up during the Adjustment Phase. An enemy vehicle with a turret positioned Buttoned Up with no friendly Leg units at P range positions its turret Open again during the Adjustment Phase.

10.4 Solitaire Game Sequence of Play

The Panzer solitaire game follows the same sequence of play as a standard Panzer game, albeit with some minor differences.

10.4.1 Spotting

Spotting is critical in a solitaire scenario, as in addition to the normal effects of spotting, e.g., ability to Direct Fire, to Close Assault, to Overrun, etc., in solitaire Panzer, enemy units always begin the scenario hidden and are treated as a specific type of unit, the Enemy Main Unit (see 10.3.3.2), instead of the actual unit or units that later may be activated.

During the Spotting Phase, all enemy Hidden Units of a Formation are treated as if they were the Enemy Main Unit of that formation. Apply all the applicable modifiers when attempting to spot an enemy Hidden Unit, including Cover, status of both the spotter and the enemy unit, and type of enemy size (V, L or S).

10.4.1.1 Full Cover and Hull Down

Unlike in a standard scenario, enemy units in solitaire Panzer gain Hull Down or Full Cover status not by using a Move command or during the Adjust Full Cover Step, but rather the status is gained automatically when using the Command Table (see 10.4.2.1).

10.4.1.2 Hasty Entrenchments

As with Hull Down positions, Hasty Entrenchments work a bit differently from the standard Panzer rules. Leg units construct entrenchments directed by the Command Table. They do not need to be in Full Cover.

10.4.1.3 Smoke

Smoke use, either Indirect Fire, Direct Fire, Smoke Dischargers or Infantry Smoke, is directed by a scenario's Special Conditions.

10.4.2 Solitaire Game Command Phase

In solitaire Panzer the Command Phase changes slightly from the standard game. In this sense, the friendly player follows exactly the command rules (see 4.2 and 6.2 of the standard Panzer rules), but does so before placing any command on the enemy units.

After determining the number of available commands for each friendly Formation, the friendly player places commands on his units.

Once the friendly player has placed all the commands, enemy units, either hidden or activated, receive commands by rolling on the corresponding Command Table (either the Attack Command Table or the Defend Command Table, depending on the Formation's Attitude, see 10.3.8.1 and 10.3.8.2), applying modifiers depending on its formation's Attitude.

In some scenarios, enemy Hidden Units roll on the Command Table only if at certain range of the Nearest Friendly Unit or Friendly edge. Enemy Hidden Units out of that range receive a fixed OW command until rolling on the corresponding Command Table. Activated Enemy units always receive commands by rolling on the Command Table. Note that the Enemy rolls on the corresponding Command Table for each of the units, i.e., it does not determine available commands.

10.4.2.1 The Command Table

When rolling on the corresponding Command Table, cross reference the result, after applying modifiers, with the command/action of the Command Table and place the corresponding command, face up, on the enemy unit or perform the corresponding action determined by the Command Table.

Units that receive a FIRE command with no spotted friendly units or with spotted friendly units but out of Maximum Firing Range due to Grade (only enemy Hidden Units, see 10.3.2) change their FIRE command to an OW command.

Units that receive a SHORT-HALT command with no spotted friendly units or with spotted friendly units but out of Maximum Firing Range due to Grade (only enemy Hidden Units, see 10.3.2) change their SHORT-HALT command to an OW command. Note that the SHORT-HALT command is only present in the Attack Command Table.

Units in VP hexes that receive a MOVE command change their MOVE command to a FIRE command or, if there are no spotted friendly units or they are out of Maximum Firing Range (enemy

Hidden Units only), to an OW command, unless specified in the scenario's Special Conditions (see 10.4.6.11).

> SHORT-HALT commands are only present in the Attack Command Table. Why? SHORT-HALT commands caused problems with the solitaire system's behavior in defensive scenarios. It just didn't make sense, and there were too many command changes (from SHORT-HALT to FIRE), so a decision was made: include SHORT-HALT commands only when the enemy's Attitude was Attack.

Enemy Hidden Units with a FIRE or OW command are always considered to fire inside their Front Field-of-Fire (Rear Field-of-Fire in the case of overscored limited Rear Field-of-Fire weapon, e.g., B-12A Archer).

10.4.2.1.1 Full Cover Action

A Leg/Towed unit that rolls an FC/HD (N/C) action on the Command Table gains Full Cover status immediately if in applicable terrain. Note that this differs from the standard rules and may result in a change of the spotting status of an enemy unit due to the newly acquired FC status. Otherwise, treat this result as a N/C command.

Leg/Towed units always move out of FC during the Adjust Full Cover Step.

> What happens if a spotted enemy unit gain Full Cover status and becomes "invisible"? The enemy unit has been quicker than you in assessing the battlefield conditions and now your friendly FIRE command that was aimed at that enemy unit is wasted. C'est la guerre.

10.4.2.1.2 Hull-Down Action

Vehicles that roll an FC/HD (N/C) action on the Command Table receive a MOVE command. Place the MOVE command on the vehicle and an HD counter.

During the Movement Phase, any enemy vehicle that rolled an FC/HD (N/C) action marked with a MOVE command and a HD counter gains HD status and is marked with a SPOT/MOVE counter.

Those vehicles with the Limited notation in the notes section of their Data Cards gain partial Hull Down status instead of Hull Down.

Contrary to the standard rules, those vehicles that roll an FC/HD (N/C) action gain HD or partial HD status automatically during the Movement Phase, i.e., they do not search for the HD position.

In those cases where vehicles are located on non-HD terrain hex or already occupying a Hull Down or partial Hull Down position, consider the FC/HD (N/C) action as an N/C command.

10.4.2.1.3 Entrench

A Leg/Towed unit that rolls an Entrench (N/C) action result on the Command Table gains Full Cover status immediately if in applicable terrain and starts constructing a Hasty Entrenchment.

In those cases where the Leg/Towed unit is in a hex without a Hasty Entrench counter, place a Hasty Entrenchment–1 counter. In those cases where the Leg/Towed unit is in a hex with a Hasty Entrenchment 1-3 counter, the Leg/Towed unit continues with the construction of the Hasty Entrenchment. Unlike in standard scenarios, Hasty Entrenchment counters are adjusted immediately for the enemy, i.e., not in the Adjust Full Cover Step.

Leg/Towed units apply a +10 DRM, in addition to other modifiers, when rolling on the Command Table if in a hex with a Hasty Entrenchment 1-3 counter.

Leg/Towed units that roll an Entrench (N/C) action result on the Command Table that are unable to construct a Hasty Entrenchment, i.e., the unit is Suppressed, mounted or unable to gain Full Cover status, treat this result as an N/C command.

Vehicles that roll an Entrench (N/C) action on the Command Table treat this result as an FC/HD (N/C) action.

Leg/Towed units that gain Full Cover status due to an Entrench (N/C) action move out of FC during the Adjust Full Cover Step.

> Integrating the Full Cover, Hull Down and Hasty Entrenchment actions in the Command Table instead of treating these actions as stated in the standard rules enables enemy units to perform these actions in a much simpler way, without staying too far from the standard rules.

10.4.2.1.4 N/C Command

Enemy units that are Suppressed/Broken/Hesitating at the beginning of the Command Phase with no friendly units at P range automatically receive an N/C command.

Enemy Suppressed/Broken/Hesitating units with friendly units at P range roll on the Command Table. If the result is a SHORT-HALT or FIRE command, the enemy Suppressed/Broken/Hesitating unit receives a FIRE command. Otherwise, treat the result as an N/C command.

Enemy Suppressed/Broken/Hesitating units always try to recover in the Adjustment Phase (see 10.4.7.2).

Enemy units with an N/C command may employ Defensive Fire (OR 7.50).

10.4.2.1.5 Towed and Mortar Units

Enemy Towed units and Leg units with attached crew-served mortars with no minimum range adjacent to friendly units automatically receive a FIRE command.

10.4.2.1.6 Fire hexes

Enemy units that occupy a hex with an On Fire counter automatically receive a MOVE command. In this case, enemy units may move out of VP hexes (10.4.6.11).

10.4.2.1.7 Fulfilment of Victory Conditions

Enemy units, during the course of the game, receive some commands that may seem not very smart or suitable to the player, for example, N/C commands when near a friendly unit. As enemy Formations are not subject to the normal rules of Available Commands (6.2.1), i.e., each enemy unit receives a unique command, this compensates for this advantage. Nevertheless, when the game reaches the first turn where the game can end, enemy units do not receive commands that make the fulfilment of the Victory Conditions impossible.

It is advisable to change the least number of commands and, once a command is given, to follow the instructions of the different tables.

In a Delaying Action scenario, the enemy is the defensive player. The scenario has reached the first turn where the scenario can end. There are several friendly units with MOVE commands that are about to exit the map to fulfill their Victory Conditions. The enemy has several units in a perfect position to fire at the friendly units, so they can try to deny their victory, but when rolling on the Command Table they receive Move or FC/HD (N/C) commands. In this case, the player can change those commands that would make the enemy unable to achieve victory to an appropriate command. A FIRE command, in this case.

Panzer scenarios normally have Victory Conditions that require the control of terrain objectives, the destruction of units, the denial of units of exiting the map, or the exit of units from the map; but as the number of Panzer scenarios grow, players may find other type of Victory Conditions in future scenarios. It is at the player's discretion if a command or action makes the enemy unable to achieve the Victory Conditions of the scenario and what is the best command or action to achieve it.

10.4.3 Solitaire Game Initiative Phase

In solitaire scenarios, enemy Initiative is determined differently from standard scenarios, i.e., comparing the Initiative roll of the friendly player with the Initiative Rating of the enemy force.

10.4.3.1 Enemy Initiative Rating

In solitaire scenarios, the enemy force has an Initiative Rating based on the Force Grade. This rating is fixed, and no modifiers are applied to this number.

10.4.3.2 Determining Initiative

When determining the Initiative, the friendly player rolls (100), applying modifiers, and compares the net result with the enemy's Initiative Rating. If the result is greater than the enemy's Initiative Rating, the friendly player is the first player for the current turn. If the result is less than the enemy's Initiative Rating, the enemy is the first player. Reroll all ties.

Staggered Initiative (OR 7.42) is not applicable in solitaire scenarios.

10.4.4 Solitaire Game 1st and 2nd Air Phase

Enemy aircraft and AA operations are handled by the Special Conditions of the scenario.

10.4.5 Solitaire Game Combat Phase

Once all commands are placed and the Initiative determined, combat occurs. Due to the nature of solitaire gaming, some changes are made to the Combat Phase.

10.4.5.1 Indirect Fire Step

Indirect fire is handled by the Special Conditions of the scenario.

10.4.5.2 Direct Fire Step
10.4.5.2.1 Ammo Limits

The use of special ammo types subject to ammo limits is decided by the friendly player at the start of the scenario. If Ammo Limits are in effect, enemy units always try to use an ammo type not subject to Ammo Limits whenever possible, i.e., the friendly objective is in range and its armor at the hit angle is equal to or less than the armor penetration. If only an ammo subject to Ammo Limits can

penetrate a friendly unit's armor at the hit angle, then the enemy unit tries to use it normally.

Enemy Leg units with attached crew-served mortars, and all enemy Towed units, are not subject to basic Ammo Limits if placed on the mapboard without transport, even if they move from their original hex. In those cases where enemy Leg units with attached crew-served mortars or Towed units are activated with a transport, basic Ammo Limits apply as stated in 5.16.2.4.

10.4.5.2.2 Field-of-Fire

Enemy Hidden Units with a FIRE or OW command are always considered to fire inside their Front Field-of-Fire (Rear Field-of-Fire in the case of overscored limited Rear Field-of-Fire weapon, e.g., B-12A Archer).

Activated enemy units with a FIRE command can only fire at objectives located inside their Field-of-Fire. If no friendly units are inside the enemy unit's Field-of-Fire, change the FIRE command to an OW command.

10.4.5.2.3 OW Fire

Enemy units that roll a FIRE command on the Command Table during the Command Phase with no enemy units within spotting range, inside their Field-of-Fire and/or Maximum Firing Range (only Hidden Units, see 10.3.2) change their FIRE command to an OW command.

Enemy units with OW commands fire during the Direct Fire Combat step at newly spotted friendly units. If the enemy unit is hidden, it can OW fire only at friendly units within Maximum Firing Range. Enemy units firing during the Direct Fire Combat step use the Fire Action Table (see 10.4.5.2.5) to determine their target. If an enemy unit with an OW command cannot fire during the Direct Fire Combat step, the OW command is carried over to the Movement Phase.

Enemy units with OW commands during the Movement Phase fire at newly spotted targets. If the enemy unit is hidden, it can OW fire only at newly spotted friendly units within Maximum Firing Range or at newly spotted or already spotted targets outside its Maximum Firing Range that get into Maximum Firing Range. Enemy units firing during the Movement Phase fire as friendly units trigger OW fire, unless they Hold-Fire (see 10.4.5.2.4).

If a single friendly unit triggers OW fire from several enemy units, enemy units fire from nearest to farthest of the friendly unit (apply the criteria of 10.3.3.5). In those cases where one friendly unit triggers OW fire from several enemy units and the friendly unit is eliminated, those enemy units that didn't fire retain their OW commands for future fire actions.

10.4.5.2.4 OW Hold-Fire

There are cases where the solitaire player feels an enemy unit should hold its OW fire for a better opportunity, as the friendly unit is undoubtedly getting closer to the enemy, offering a better objective for it, or more friendly units with MOVE commands are to move during the turn, triggering new OW fire that could be more advantageous for the enemy. If this is the case, roll (10). If the result is even, the enemy unit holds its fire. If the result is odd, the enemy unit fires.

If there is only one friendly unit that can be fired at, an enemy unit that is holding its fire fires at the friendly unit when it finishes its movement or before it is out of LOS.

If there are several friendly units that can be fired at during the Movement Step and only one friendly unit is left due to holding fire, the enemy unit fires at that last friendly unit.

10.4.5.2.5 The Fire Action Table

A unit with a FIRE command fires at spotted friendly units inside Field-of-Fire and within Maximum Firing Range (only Hidden Units, see 10.3.2) during the Direct Fire Combat step.

Roll (100) on the Fire Action Table, applying modifiers, and cross reference the result with the Fire Action Priority result.

In those cases where several friendly units meet the same criteria, break ties by applying the second priority (listed after the slash). If after applying the second priority they still meet the same criteria, determine the target randomly.

Enemy units always use the ammo type with the greatest probability of achieving any damage or suppression result.

10.4.5.2.6 The Fire Action Modifiers

If enemy units have Cautious / Offensive / Reckless Attack Attitude, the modifier when rolling on the Fire Action Table is –10 / 0 / +5, respectively.

If enemy units have Static / Defensive / Flexible Defend Attitude, the modifier when rolling on the Move Action Table is –10 / –5 / 0, respectively.

10.4.5.2.7 Impossible Shots

In those cases where an enemy unit with a FIRE command cannot make any type of Damage or Suppression to its designated target, e.g., Small Arms fire against an A-Type vehicle at Medium range, it changes its command to an OW command.

10.4.5.2.8 Pinning Fire

When enemy units employ small arms Direct GP Fire against friendly Leg/Towed units, there is a possibility that the enemy unit uses Pinning Fire (OR 7.18) instead of normal GP fire.

Roll (100) on the Pinning Fire Table. If the result falls within the Pinning Fire range, the enemy unit employs Pinning Fire.

If the GP Fire modifier, before applying the Pinning Fire modifier, is –20 or less, apply a –10 DRM when rolling on the Pinning Fire Table.

10.4.6 Solitaire Game Movement Phase

Enemy units with a MOVE command either Close Assault, initiate Hand-to-Hand combat, move, make Overrun attacks or remain stationary. Units with SHORT-HALT commands move.

10.4.6.1 Close Assault/Hand-to-Hand Combat Step

During the Close Assault/Hand-to-Hand Combat step check the Close Assault/Hand-to-Hand/Overrun Combat Check Table if enemy Leg units with MOVE commands are within range to initiate CA/HtH Combat, including those loaded in transports, against spotted friendly targets, initiate combat. Roll (10) and apply modifiers to the Combat Check Modifier Number depending on the attacking enemy unit's Grade, defending friendly unit's Grade and defending friendly unit's status, e.g., Suppressed.

Cross reference the attacking unit type with the defending unit type. If the net result is equal to or lower than the check number, the enemy unit initiates CA/HtH combat. An original roll of 10 is always treated as a negative result. An original roll of 1 is always treated as a positive result.

In those cases where several friendly units are eligible for CA/HtH combat, use the Fire Action Table to determine the enemy unit's target.

Roll on the Route Table to determine the Route towards the defending unit (see 10.3.7.2). If only one Route is possible, the enemy unit uses that Route.

10.4.6.2 CA/HtH Combat Check Modifiers

All modifiers are cumulative.

Attacking enemy unit's Grade

If the attacking enemy unit's grade is Elite / Veteran / Seasoned / Regulars / Green, the modifier is +2 / +1 / 0 / –1 / –2, respectively.

Defending friendly unit's Grade

If the defending friendly unit's grade is Elite / Veteran / Seasoned / Regulars / Green, the modifier is –2 / –1 / 0 / +1 / +2, respectively.

Defending friendly unit's status

If the defending friendly unit's status is Suppressed / Broken / Hesitating / Unsupported, the modifier is +2 / +2 / +1 / +3, respectively.

10.4.6.3 Overrun Combat

After all Close Assault/Hand-to-Hand combats are resolved, enemy vehicle units with sufficient movement points to initiate Overrun Combat against spotted friendly Leg/Towed units check on the Close Assault/Hand-to-Hand/Overrun Combat Check Table if they initiate overrun combat. Roll (10) and apply modifiers.

Cross reference the vehicle row with the Defender Type unit type. If the result is equal to or lower than the check number, the enemy vehicle initiates Overrun Combat. An original roll of 10 is always treated as a negative result. An original roll of 1 is always treated as a positive result.

In those cases where several friendly units are eligible for overrun, use the Fire Action Table to determine the enemy unit's target.

Roll on the Route Table to determine the Route towards the defending unit (see 10.3.7.2). If only one Route is possible, the enemy unit uses that Route.

Apply the same CA/HtH Combat modifiers when initiating Overrun Combat (see 10.4.6.3)

10.4.6.4 The Move Action Table

Units with a MOVE or SHORT HALT command move following the instructions from the Move Action Table, unless marked with a HD counter or initiate Close Assault/Hand-to-Hand/Overrun combat (MOVE command only).

Vehicles with a MOVE command and a HD counter due to an FC/HD (N/C) action gain HD status (see 10.4.2.1.2).

Units that initiate Close Assault/Hand-to-Hand/Overrun Combat move towards a legal target (see 10.4.6.1 and 10.4.6.3).

Units with a MOVE or SHORT HALT command roll (100) on the Move Action Table, applying modifiers, and compare the result with the Direction. Once a result is determined, roll (10) on the Route Table, applying modifiers, and compare the result with the Route. Follow the route obtained in the Route Table to move towards the result obtained in the Move Action Table (see 10.3.7.2).

In those cases where the Move Action Table directs an enemy unit to move towards the Most Dangerous Friendly Unit within spotting range and there are no friendly units within spotting range, the enemy unit moves towards the Nearest Friendly Unit.

10.4.6.5 Move Action modifiers

If enemy units have Cautious / Offensive / Reckless Attack Attitude, the modifier when rolling on the Move Action Table is –10 / 0 / +10, respectively.

If enemy units have Static / Defensive / Flexible Defend Attitude, the modifier when rolling on the Move Action Table is –15 / –5 / 0, respectively.

10.4.6.6 Route modifiers

If enemy units have Cautious / Offensive / Reckless Attack Attitude, the modifier when rolling on the Move Action Table is –1 / 0 / +2, respectively.

If enemy units have Static / Defensive / Flexible Defend Attitude, the modifier when rolling on the Move Action Table is –2 / –1 / 0, respectively.

10.4.6.7 Vehicle and Towed Units Building Movement

Enemy vehicles and towed units that enter Building hexes are considered to be in the alleys between the buildings, i.e., they occupy Alley type terrain.

Enemy vehicles and towed units can only setup or enter the actual buildings located in a Building hex if instructed by the scenario's Setup or Special Conditions.

10.4.6.8 Quickmarch

Enemy leg units move using Quickmarch if instructed by the scenario's Special Conditions.

10.4.6.9 Crawling

In some scenarios, enemy units that receive a Full Cover action may remain in Full Cover if instructed by the Special Conditions. In those cases, enemy Leg units in Full Cover that receive a MOVE command use Crawling movement.

10.4.6.10 Transporting

In some scenarios, Leg/Towed units are generated with their transports.

Leg/Towed units generated with transports activate either loaded or unloaded as instructed by the Setup or Special Conditions of the scenario.

Each scenario gives instructions in the Special Conditions on how the enemy Leg/Towed units use their transports.

10.4.6.11 Moving Out of VP Hexes

Once an enemy unit occupies a VP hex, that enemy unit remains in the occupied VP hex unless specified in the Special Conditions of the scenario or the hex has an On Fire counter (see 10.4.2.1.6).

This rule does not apply if a scenario states that friendly units are considered VP hexes for determining movement.

10.4.6.12 Optional Flank Move

In some scenarios there are cases where enemy combat vehicles can't do any damage to spotted friendly combat vehicles from the angle they face.

If the enemy is controlling all VP hexes or the winning conditions can be met by eliminating friendly units, enemy combat vehicles that receive a MOVE command may opt to override the Move Action Table and the Route Table. In this case, the enemy combat vehicle tries a flank move, this is, it moves towards the angle from which it can penetrate the Most Dangerous / Nearest spotted friendly combat vehicle using the Fastest Route.

This rule is only applicable to enemy combat vehicles.

> This rule tries to simulate the nature of tank combat, where tank commanders try to maneuver their vehicles to get the most advantageous position against enemy tanks.

10.4.7 Solitaire Morale

In solitaire Panzer, enemy Formations don't generate CHQ units. The morale rules are handled a bit differently from the standard rules.

When using Morale with solitaire Panzer, use the following rules.

10.4.7.1 Solitaire Cohesion Point

As in standard scenarios, solitaire scenarios indicate the Numeric Cohesion Point of each enemy Formation. This Numeric Cohesion Point is calculated based on the expected number of enemy units appearing during the scenario, enemy Formation's Grade and other design adjustments.

10.4.7.2 Recovery

All Suppressed/Broken/Hesitating enemy units automatically receive a N/C command during the Command Phase, i.e., they do not roll on the Command Table, if there are no friendly units within P range. If there are friendly units at P range, Suppressed/Broken/Hesitating enemy units roll on the corresponding Command Table. If the result is SHORT-HALT or FIRE, they receive a FIRE command. Otherwise, they receive an N/C command.

Suppressed/Broken/Hesitating units always try to recover during the Adjustment Phase.

For each enemy Formation, consider an unbroken CHQ unit is in one of the following hexes, in the following order:

- In a hex where the CHQ unit is in Command Range of the largest number of Broken enemy units.
- In a hex where the CHQ unit is in Command Range of the Broken enemy unit with the highest point value.
- In a hex where the CHQ unit is in Command Range of the Broken enemy unit with the highest probability of recovery.

In those cases where two or more units coincide with all the above criteria, place the CHQ unit randomly.

This CHQ unit is "virtual", i.e., it is not physically represented in the game. The CHQ modifier of +20 is only applied once per turn.

10.4.8 Solitaire Game Adjustment Phase

Perform all the actions of the Adjustment Phase.

Enemy units not in a track, path or road change their facing towards the Most Dangerous Friendly Unit within spotting range during the Pivot Step. Enemy units in a track, path or road maintain their facing. If using OR 7.8 Turrets, enemy units in a track, path or road or with a Track hit change their turret facing towards the Most Dangerous Friendly Unit within spotting range. Enemy units with no friendly units within spotting range maintain their facing.

10.4.9 End Turn Step & Final Turn

In Solitaire Panzer, the length of a scenario is determined in the Victory Conditions in the form of variable final turns. Each possible final turn has a value listed. Before the Spotting Phase of each turn, roll (10). If the result is equal to or less than the value listed for each possible final turn, then the current turn is the final turn.

If the current turn is designated as the final turn, the Victory Conditions are reviewed to determine the outcome of the scenario.

10.4.10 Solitaire Game Optional Rules

The player may add as many optional rules as desired. Nevertheless, when playing with solitaire rules, at least the following optional rules are recommended for a better historical experience: Command Span for the friendly force (7.52), Morale (7.1), Variable AP penetration (7.12), Tank Fright (7.6), and Bogging Down (7.29).

Scenario 35	Tank Battle at Crehen, Pt.1: Crehen, Belgium, 12 May 1940

Situation

The German advance in Belgium at the Gembloux Gap was aimed at deceiving the Allies into believing this was the main thrust of the German invasion of France, thereby forcing the French to commit their armored forces far from the real *schwerpunkt*: the Ardennes.

On May 12, Oberstleutnant Heinrich Eberbach's 35th Panzer Regiment spearheaded the 4th Panzer Division towards the Hannut-Crehen area. There, a force of two companies of H-39s and another two of S-35s, under Lieutenant Colonel Touzet du Vigier's 2e Régiment de Cuirassiers, clashed with the leading elements of Eberbach's Regiment.

Despite being outnumbered and outclassed, the German forces still managed to defeat the qualitative and numerical superior French due in part to their superior tactical employment. Using effective radio communication and mobility they consistently out maneuvered the French, who employed rigid, static positioning as last seen in World War I.

This scenario is designed for play after reviewing just the Basic Rules. It is a vehicle only situation, just right for players to practice the Basic Rules.

Advanced and Optional Game Rules are also included to maintain a consistent scenario format and to enable players to also utilize those rules with just vehicles.

Map	Utilize maps 24, 25 and 27

Photo credit: Ra Boe/Wikipedia

SETUP

Conditions	Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the lower result (reroll ties) must setup first anywhere along their mapboard edge no more than 3 hexes from the edge.
	The other force sets up second anywhere along their mapboard edge no more than 3 hexes from the edge.
	Neither force controls the objectives at the start of the scenario.

VICTORY CONDITIONS

Length	18 turns
100 VPs	To the force that controls Icest on Map 24. To control Icest, a force must occupy or be the last to occupy at least 5 of the 7 building hexes (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.
60 VPs	To the force that controls Hill Δ 24.04. To control the hill, a force must occupy or be the last to occupy, for a full turn, hexes 24F5, 24F6 and 24G5. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For knock out or brew up.
55 VPs	Required victory margin.

SPECIAL CONDITIONS

When determining the Initiative, the German and French forces apply +20 and -20 DRMs, respectively.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, utilize the listed point information.
Both forces may employ the Hidden Unit Rules (7.2). Each may deploy a maximum of 4 Hidden Unit Markers.
If the Command Span Rules (7.52) are in effect, the French CHQ has a Command Span of 6 hexes; the German CHQ has a Command Span of 10 hexes. If the Without Radio Sets Rules (7.4) are in effect, the French CHQ has has a Command Span of 1 hex.
If Tank Crew Size Rules (7.57) are in effect, -1 French total available commands (minimum 1).
Requires Panzer Expansion #4

French Force — ELEMENTS OF THE 2E CUIRASSIERS REGIMENT, REGULARS [544]

LT. ARMORED COMPANY (MIXED): SEASONED, EXCELLENT, 18, CP-11 [544]

H-39 F-3A 168	H-35 F-2A 138	H-39 F-3A 168	H-38 F-2B 153	S-35 F-4A 189
3T **CHQ** -15	2T 4-6 -15	3T 5-7 -15	3T 5-7 -15	3T 6-9 -10
x1 43	x2 26	x1 29	x4 27	x5 35

H-39 F-3A 168	H-38 F-2B 153
3T 5-7 -15	3T 5-7 -15
x1 29	x4 27

German Force — ELEMENTS OF KAMPFGRUPPE EBERBACH, VETERAN [545]

LT. PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 18, CP-11 [545]

Pz IIIF G-38A 955	Pz IIIF G-38A 955	Pz IIC G-35B 913	Pz IIIF G-38A 955	Pz IIIF G-38A 955
4T **CHQ** -5	4T 6-9 -5	4T 6-9	4T 6-9 -5	4T 6-9 -5
x1 49	x1 33	x2 25	x3 33	x3 33

Pz IIC G-35B 913	Pz IB G-35A 898	Pz IVD G-39A 967
4T 6-9	4T 6-9	4T 6-9
x3 25	x2 13	x3 38

Scenario 36	Tank Battle at Crehen, Pt.2: Crehen, Belgium, 12 May 1940

Situation

The German advance in Belgium at the Gembloux Gap was aimed at deceiving the Allies into believing this was the main thrust of the German invasion of France, thereby forcing the French to commit their armored forces far from the real *schwerpunkt*: the Ardennes.

On May 12, Oberstleutnant Heinrich Eberbach's 35th Panzer Regiment spearheaded the 4th Panzer Division towards the Hannut-Crehen area. There, a force of two companies of H-39s and another two of S-35s, under Lieutenant Colonel Touzet du Vigier's 2e Régiment de Cuirassiers, clashed with the leading elements of Eberbach's Regiment.

Despite being outnumbered and outclassed, the German forces still managed to defeat the qualitative and numerical superior French due in part to their superior tactical employment. Using effective radio communication and mobility they consistently out maneuvered the French, who employed rigid, static positioning as last seen in World War I.

This variation on scenario 35 is designed for play after reviewing the Advanced Rules. For a better historical experience, the following Optional Rules are recommended: Morale (7.1), Platoon Command and Control (7.3), Vehicles without Radio Sets (7.4), Tank Fright (7.6), Variable AP Penetration (7.12), Bogging Down (7.29), Command Span (7.52), and Tank Crew Size (7.57).

Map	Utilize maps 24, 25 and 27

Photo credit: Ra Boe/Wikipedia

SETUP

Conditions	Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the lower result (reroll ties) must setup first anywhere along their mapboard edge no more than 3 hexes from the edge.
	The other force sets up second anywhere along their mapboard edge no more than 3 hexes from the edge.
	Neither force controls the objectives at the start of the scenario.

VICTORY CONDITIONS

Length	18 turns
130 VPs	To the force that controls Icest on Map 24. To control Icest, a force must occupy or be the last to occupy at least 5 of the 7 building hexes (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.
85 VPs	To the force that controls Hill Δ 24.04. To control the hill, a force must occupy or be the last to occupy, for a full turn, hexes 24F5, 24F6 and 24G5. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For knock out or brew up.
70 VPs	Required victory margin.

SPECIAL CONDITIONS

When determining the Initiative, the German and French forces apply +20 and -20 DRMs, respectively.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, utilize the listed point information.
Both forces may employ the Hidden Unit Rules (7.2). Each may deploy a maximum of 4 Hidden Unit Markers.
If the Command Span Rules (7.52) are in effect, the French CHQ has a Command Span of 5 hexes; the German CHQ has a Command Span of 9 hexes. If the Without Radio Sets Rules (7.4) are in effect, the French CHQ has a Command Span of 1 hex.
If Tank Crew Size Rules (7.57) are in effect, -1 French total available commands (minimum 1).
Requires Panzer Expansion #4

French Force — ELEMENTS OF THE 2E CUIRASSIERS REGIMENT, REGULARS [708]

Lt. Armored Company (Mixed): Seasoned, Excellent, 23, CP-14 [708]

H-39 F-3A 168	H-35 F-2A 138	H-39 F-3A 168	H-38 F-2B 153	S-35 F-4A 189
3T 6-7 -15 CHQ	2T 4-6 -15	3T 5-7 -15	3T 5-7 -15	3T 6-9 -10
x1 / 43	x2 / 26	x1 / 29	x4 / 27	x5 / 35

H-39 F-3A 168	H-38 F-2B 153	31 Rifle	65	Truck F-6B1 239	CA47 SA 37 F-10B 269	Truck F-6B1 239
3T 5-7 -15	3T 5-7 -15			4W 8-12 -15 Medium	1L 0	4W 8-12 -15 Light
x1 / 29	x4 / 27	x2 / 26	x1 / 23	x3 / 9	x2 / 25	x2 / 6

German Force — ELEMENTS OF KAMPFGRUPPE EBERBACH, VETERAN [715]

Lt. Panzer Company (Mixed): Seasoned, Excellent, 26, CP-16 [715]

Pz IIIF G-38A 955	Pz IIIF G-38A 955	Pz IIC G-35B 913	Pz IIIF G-38A 955	Pz IIIF G-38A 955	Pz IVD G-39A 967
4T 6-9 -5 CHQ	4T 6-9 -5	4T 6-9	4T 6-9 -5	4T 6-9 -5	4T 6-9
x1 / 49	x1 / 33	x2 / 25	x3 / 33	x3 / 33	x3 / 38

Pz IIC G-35B 913	Pz IB G-35A 898	30 Rifle	SPW 251/1 G-5A 189	55 PzB 39	Truck G-5B2 216
4T 6-9	4T 6-9		4H 9-12 -10		4W 8-12 -15 Light
x3 / 25	x2 / 13	x3 / 27	x3 / 15	x2 / 16	x2 / 6

Scenario 37	Delaying Action at Ernage: Ernage, Belgium, 14 May 1940

Situation

After the Battle of Hannut, the town of Gembloux represented the last French defensive position on the Belgian front. On 14 May, 3rd and 4th Panzer Divisions advanced from the Hannut area towards Gembloux. The French desperately needed time to reorganize their defensive positions. A holding force from remnants of the 2e and 3e DLMs was ordered to delay the advancing Panzers north of Ernage.

For a better historical experience, the following Optional Rules are recommended: Morale (7.1), Platoon Command and Control (7.3), Vehicles without Radio Sets (7.4), Tank Fright (7.6), Variable AP Penetration (7.12), Bogging Down (7.29), Command Span (7.52), and Tank Crew Size (7.57).

SETUP	
Conditions	Limited visibility conditions in effect; apply turn based Spotting modifiers (see table). No adverse terrain.
French ...	Force sets up first anywhere on maps 27 and/or 28 at least 6 hexes from the German edge.
	Leg and towed units may setup inside any building or Heavy Woods hex.
German ...	Force enters the mapboard on turn 1 anywhere along the German edge.
	Hs 123A-1 arrives on turn 11 or any turn thereafter.

Map	Utilize maps 27 and 28

French Edge — 27 — German Edge
28

VICTORY CONDITIONS	
Length	23 turns
Unit VPs	To the German force for all *combat* units that exit the map from the French edge between turns 8 and 17, inclusive.
205 VPs	To the French Force if fewer than 9 German *combat* units exit from the French Edge.
Unit VPs	For elimination, knock out or brew up.
105 VPs	Required victory margin.
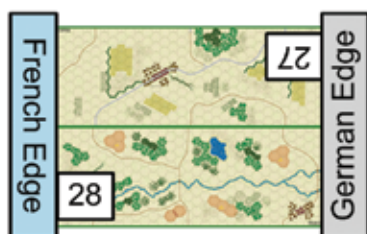
SPECIAL CONDITIONS

When determining the Initiative, the German force applies a +20 DRM.

The Stream is passable throughout its length.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, utilize the listed point information.

Only the French force may employ the Hidden Unit Rules (7.2). A maximum of 3 Hidden Unit Markers may deploy.

If the Command Span Rules (7.52) are in effect, both French CHQs have a Command Span of 6 hexes; the German Panzer CHQ has a Command Span of 10 hexes; the Panzergrenadier CHQ 9 hexes. If the Without Radio Sets Rules (7.4) are in effect, the French Armored CHQ has a Command Span of 1 hex.

If Tank Crew Size Rules (7.57) are in effect, -1 French Armored Company total available commands (minimum 1).

Requires Panzer Expansion #4

French Force — REMNANTS OF THE 2E DLM, SEASONED [686]

LT. ARMORED COMPANY (MIXED): SEASONED, EXCELLENT, 15(13), CP-9 [479]

H-35 F-2A 138	H-35 F-2A 138	H-35 F-2A 138	S-35 F-4A 189	AMD 35 F-6A 227 Veteran Recon
2T 4-6 -15 CHQ	2T 4-6 -15	2T 4-6 -15	3T 6-9 -10	6WR 12-16 -10
x1 39	x4 26	x4 26	x4 35	x2 46

ANTI-TANK BATTERY (-): SEASONED, EXCELLENT, 7, CP-4 [207]
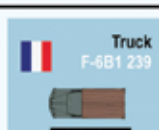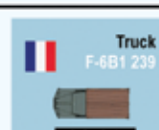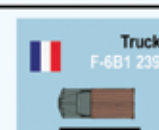
50 CHQ	Truck F-6B1 239	CA47 SA 37 F-10B 269	Truck F-6B1 239	CA47 SA 37 F-10B 269	Truck F-6B1 239
	4W 6-12 -15 Light	1L 0	4W 6-12 -15 Light	1L 0	4W 6-12 -15 Light
x1 15	x1 6	x3 25	x3 6	x3 25	x3 6

German Force — ELEMENTS OF KAMPFGRUPPE JESSER, VETERAN [1,385]
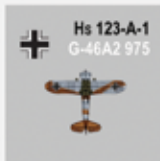
Hs 123-A-1 G-46A2 975
x1 50

MEDIUM PANZER COMPANY (+): VETERAN, EXCELLENT, 17(14), CP-10 [737]
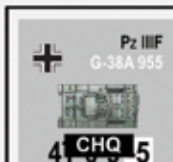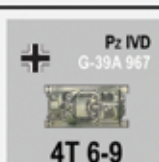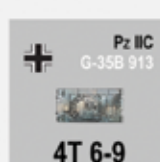
Pz IIIF G-38A 955	Pz IVD G-39A 967	Pz IIC G-35B 913	Pz IVD G-39A 967	Pz IVD G-39A 967	Pz IIC G-35B 913 Elite Recon
4T 6-9 CHQ 5	4T 6-9	4T 6-9	4T 6-9	4T 6-9	4T 6-9
x1 59	x1 45	x5 30	x4 45	x3 45	x3 56
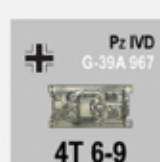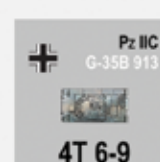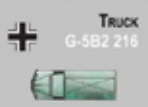
PANZERGRENADIER COMPANY (GEPANZERT) (+), SEASONED, EXCELLENT, 25, CP-15 [598]

+ 30 Infantry CHQ	SPW 251/1 G-5A 189 4H 9-12 -10	+ 55 FO	TRUCK G-5B2 216 4W Light 15		+ 30 Rifle	SPW 251/1 G-5A 189 4H 9-12 -10	SPW 251/10 G-22B 847 4H 9-12 -10
x1 24	x1 15	x1 20	x1 6		x3 27	x2 15	x1 23

+ 30 Rifle	SPW 251/1 G-5A 189 4H 9-12 -10	SPW 251/10 G-22B 847 4H 9-12 -10		+ 30 Rifle	SPW 251/1 G-5A 189 4H 9-12 -10	SPW 251/10 G-22B 847 4H 9-12 -10
x3 27	x2 15	x1 23		x3 27	x2 15	x1 23

+ 55 PzB 39	+ 65	TRUCK G-5B2 216 4W Light 15	SPW 251/2 G-21B 841 4H 9-12 -10
x1 16	x1 25	x2 6	x2 39

Limited Spotting	
Turn	Mod
1-3	-3
4-6	-2
7-9	-1
10+	0

For each turn, the listed value is the Spotting Modifier. With a -3 modifier, no Road/Path movement bonus applies and leg units may not Quickmarch.

Scenario 38	Rommel Crosses the Meuse: Bouvignes, Belgium, 13 May 1940

Situation

At 0600 hours on 13 May 1940 Generalmajor Erwin Rommel ordered Schützen Regiment 7 ((mot) Infantry Regiment) to cross the Meuse using rubber boats at Bouvignes, near Dinant. They were halted by French machine guns and mortars from 66e Régiment d'Infanterie, located in houses and firing positions along the riverbank. The crossing soon stalled and Rommel deployed PzIIIs and PzIVs and a pair of howitzers to bombard the well concealed positions.

At 1000 hours, with the aid of the heavy fire from the German tanks and guns, the French were finally silenced and the crossings along the river resumed. By midday, the Germans crossed the Meuse and captured Bouvignes, in the process eliminating all French resistance and securing a bridgehead.

For a better historical experience, the following Optional Rules are recommended: Morale (7.1), Platoon Command and Control (7.3), Vehicles without Radio Sets (7.4), Tank Fright (7.6), Variable AP Penetration (7.12), Bogging Down (7.29), Command Span (7.52), and Tank Crew Size (7.57).

Map	Utilize maps 23 and 26
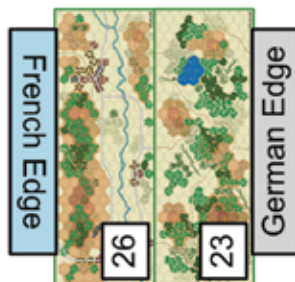
SPECIAL CONDITIONS

When determining the Initiative, the German and French forces apply +20 and -20 DRMs, respectively.

The three bridges on Map 26 are destroyed at the beginning of the scenario. Place Rubble counters.

The Stream is height 0 and is passable for Leg units throughout its length. The Stream is impassable for vehicles and towed units throughout its length except at pontoon bridges (if placed).

The French Force may plot 2 Pre-Registered points for its Organic Light Battery.

If Morale Rules (7.1) are in effect, both forces utilize the alternative point information and the French force adds the additional forces. Utilize the alternative VPs.

SETUP		
Conditions	Normal visibility. No adverse terrain. Place 4 Improved Positions in hexes 26K5, 26M5, 26Q4 and 26U4.	
French ...	Places a Hidden Unit counter (in addition to those designated in the Special Conditions) on each improved position. The French player designates two improved positions as locked. Locked improved positions may not be occupied by either side. Un-locked Improved Positions may be used normally. The two locked Improved Positions are treated as fake Hidden Unit counters.	
	Rifle and Heavy Weapons Companies set up first anywhere on Map 26 on the French side of the Stream.	
	Leg and towed units may setup inside any building or Heavy Woods hex.	
	Reinforcement Groups 1 and 2 have the potential of arriving starting on Turn 15 based on the arrival table. Before the Initiative Phase of turn 15, and each turn thereafter as necessary, the French Force rolls (100). If the result falls within the listed range for that turn, any unit from the Reinforcement Group may move on during the Movement Phase of that turn or the Movement Phase of any turn thereafter.	
	Reinforcement Groups 1 and 2 apply -20 and +20 DRM, respectively, when determining the arrival turn and the entry hex on the arrival table.	
	A second roll (100) is required to determine where each Reinforcement Group enters. They must enter on the indicated Entry hex or adjacent to that hex. If entering on the Entry hex, units may do so at the Road or Path movement rate.	
	French force controls the objectives at the start of the scenario.	
German ...	Infantry Company, BHQ, and the FO Section, set up second anywhere on Map 23.	
	Pionier Detachment enters the mapboard on turn 1 anywhere along the German edge.	
	Recon Detachment enters the mapboard on turn 10 on hexes 26GG0, 26GG1, 26GG2 and/or 26GG3. If *all* four hexes are occupied by French units, enters on hexes 26CC0, 26DD1, 26EE0, and/or 26FF1.	

SPECIAL CONDITIONS, CONT

A German engineer squad or half-squad may place pontoon bridges. To place a pontoon bridge, an engineer unit must be adjacent to a stream hex. Its transporting truck must be in the same hex or an adjacent hex. The engineer unit and its transporting truck must occupy their hexes for 15 full turns. If the engineer unit (or its transporting truck) is eliminated, another engineer unit (or another engineer transporting truck) may substitute for the eliminated unit. Once the new unit occupies the original hex, restart the turn count. If the new unit was already in the hex, continue the turn count normally.

Two pontoon bridges may be placed and may be destroyed; they have a GP Defence of 5.

Stone buildings hexes 26G6 and 26Z5 are 2 stories high.

If special ammo types are available, utilize Ammo Limits.

Only the French force may employ the Hidden Unit Rules (7.2). A maximum of 4 Hidden Unit Markers may deploy in addition to those deployed on the Improved Positions.

The German BHQ and FO units each automatically receives a unique command. They are not part of any formation. They are not counted as losses for Morale purposes. The BHQ unit represents Generalmajor Erwin Rommel.

If the Command Span Rules (7.52) are in effect, the French CHQs have a Command Span of 6 hexes; the German CHQs have a Command Span of 10 hexes. The German BHQ has a Command Span of 20 hexes.

Requires Panzer Expansion #4

VICTORY CONDITIONS

Length	30 turns
150/155 VPs	To the force that controls Romprey on Map 26. To control Romprey, a force must occupy or be the last to occupy at least 7 of the 11 building hexes (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.
170/180 VPs	To the force that controls Louveciennes. To control Louveciennes, a force must occupy or be the last to occupy at least 8 of the 13 building hexes (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.
80/85 VPs	To the force that controls Le Fort. To control Le Fort, a force must occupy or be the last to occupy building hexes (or remaining rubble hexes) 26G4 and 26H5 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	To the German force for the first 4 *combat vehicles* that exit the mapboard from hexes 26F1 and/or 26BB1 by turn 25.
135/145 VPs	To the French Force if no German *combat vehicles* exit from hexes 26F1 and/or 26BB1 by turn 25.
VP Adjustment	Potential French VP adjustment based on the Reinforcement Groups initial turns of arrival
Unit VPs	For elimination, knock out or brew up.
105/115 VPs	Required victory margin.

Photo credit: Bundesarchiv

French Force | ELEMENTS OF THE 66e RI, REGULARS [763/802]

Artillery
F-7A
Light
Organic

x1
40/40

IMP
POS
x2
25

IMP
POS
x2
0

RIFLE COMPANY (-): REGULARS, EXCELLENT, 12, CP-7 [236/236]

10 Infantry CHQ	50 FO	53 60mm	31 Rifle	31 Rifle	31 Rifle
x1 19/19	x1 16/16	x1 21/21	x3 20/20	x3 20/20	x3 20/20

HEAVY WEAPONS COMPANY (+): REGULARS, EXCELLENT, 11, CP-7 [215/215]

50
CHQ
x1
12/12

CA25 SA-L 34
F-10A 263
1L 0
x3
15/15

Limber
F-6B2 243
3W Light 0
x3
5/5

53
81mm
x1
30/30

Limber
F-6B2 243
3W Light 0
x1
5/5

65
x3
18/18

65
x3
18/18

REINFORCEMENT GROUP 1

RIFLE COMPANY (MIXED): REGULARS, GOOD, 5, CP-3 [75/67]

10 Infantry CHQ	31 Rifle	AMR 33 F-5A 207
x1 19/17	x2 20/18	4T 6-9
		x2 8/7

Reinforcement Group Arrival				
Turn	Range	VP Adjustment	Entry Hex	
15	01-20	-75/-80	26A5	01-25
16-17	01-50	No adjustment	26Q0	26-50
18-19	01-80	+75/+80	26F1	51-75
20	01-00	+115/+120	26BB1	76-00

REINFORCEMENT GROUP 2

RIFLE COMPANY (MIXED): REGULARS, GOOD, 7 [147]

10 Infantry CHQ	31 Rifle	31 Rifle	R-40 F-1B 123
x1 19/17	x2 20/18	x2 20/18	2T 3-5 -15
			x2 24/21

[ADDITIONAL] REINFORCEMENT GROUP 2

RIFLE COMPANY (MIXED): REGULARS, GOOD, 10, CP-5 [/194]

R-40
F-1B 123

2T 3-5 -15

x3
/21

German Force   FORWARD ELEMENTS OF THE 7TH PANZER DIVISION, VETERAN [1387/1458]

ARTILLERY
G-7A
Medium
Attached

x1
81/81

Infantry
BHQ   Elite

x1
42/42

FO

x1
24/24

TRUCK
G-5B2 216
4W Light 15

x2
6/6

INFANTRY COMPANY (+): SEASONED, EXCELLENT, 19, CP-11 [648/648]

Infantry
CHQ

x1
24/24

TRUCK
G-5B2 216
4W Light 15

x1
6/6

Rifle

x3
27/27

Rifle

x3
27/27

x2
25/25

5cm

x2
19/19

TRUCK
G-5B2 216
4W Light 15

x2
6/6

15cm sIG
G-34A 888

0L 0

x2
60/60

TRUCK
G-5B2 216
4W Medium 5

x2
9/9

Pz IIIF
G-38A 955
4T 6-9 -5

x2
33/33

Pz IVD
G-39A 967
4T 6-9

x4
38/38
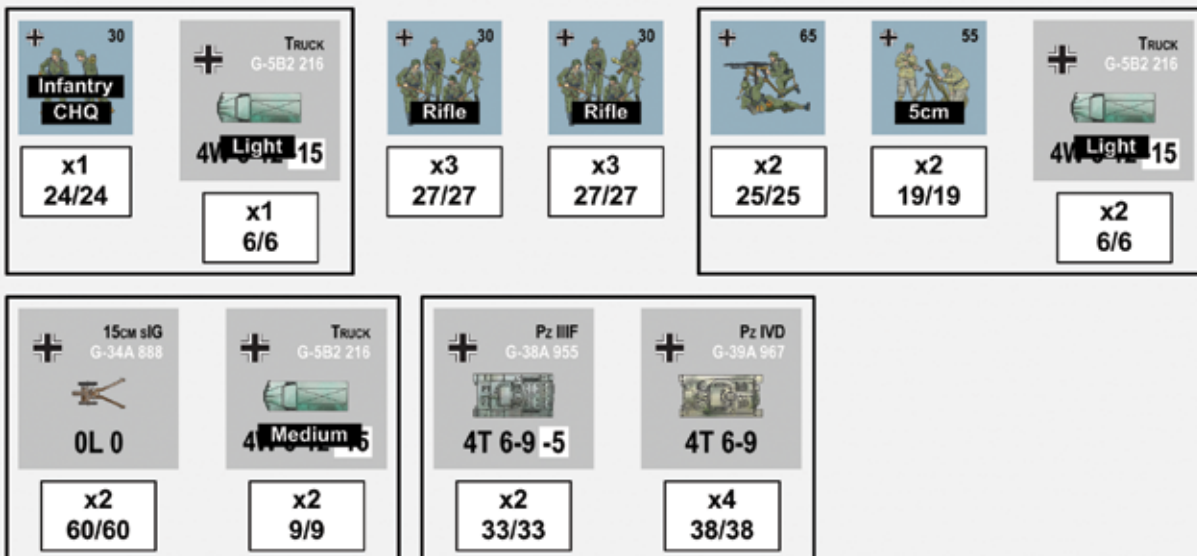
PIONIER DETACHMENT: VETERAN, OUTSTANDING, 5, CP-4 [230/267]

+ 30	TRUCK G-5B2 216	+ 30	Engineer	TRUCK G-5B2 216	+ 30	Engineer	TRUCK G-5B2 216
Infantry CHQ	Light	Rifle		Medium	Rifle		Medium
x1 28/33	x1 6/6	x2 40/48		x2 9/9	x2 40/48		x2 9/9

RECON DETACHMENT: ELITE, SUPERIOR, 6(0), CP-4 [350/384]

+ 30 Elite Recon	+ 30 Elite Recon	+ 30 Elite Recon	+ 65 Elite Recon
Infantry CHQ	Rifle	Rifle	
x1 54/59	x2 60/66	x2 60/66	x1 56/61

Photo credit: Bundesarchiv

Scenario 39	Checking the Thrust: Philippeville, 15 May 1940

Situation

After expanding its bridgehead, the 7th Panzer Division was poised to exploit the situation. Under the increasing German pressure, the French 9e Armée High Command overreacted by committing its reserves early by sending the 4e DI Nord-Africaine and the 1er DCR to plug the gap at the Dinant area to slow the German advance.

Rommel's Division, along with 5th Panzer Division, struck them before any spoiling attack could be organized. The French defenses quickly disintegrated. The 4e DINA fought bravely, but vainly, while the 1er DCR could not provide much assistance after a long march to the combat area before the battle left many of its tanks short of fuel. Only 10 French tanks survived the battle and Rommel pushed through Philippeville, racing west to the French rear without opposition.

For a better historical experience, the following Optional Rules are recommended: Morale (7.1), Platoon Command and Control (7.3), Vehicles without Radio Sets (7.4), Tank Fright (7.6), Variable AP Penetration (7.12), Bogging Down (7.29), Command Span (7.52), and Tank Crew Size (7.57).

Map	Utilize maps 24 and 27
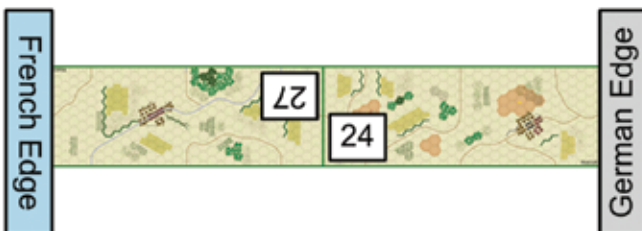
SETUP

Conditions	Normal visibility. No adverse terrain.
French ...	Force sets up first anywhere on maps 24 and/or 27 at least 7 hexes from the German edge.
	Leg and towed units may setup inside any building or Heavy Woods hex.
German ...	Armored Car Company enters the mapboard on turn 1 anywhere along the German edge.
	Panzer Company enters the mapboard on turn 2 anywhere along the German edge.
	Motorized Infantry Company enters the mapboard on turn 3 anywhere along the German edge.
	If entering on a Path hex, units may do so at the Path movement rate.

VICTORY CONDITIONS

Length	18 turns
Unit VPs	To the German force for all *combat* units that exit the map from the French edge prior to turn 13.
200 VPs	To the French Force if fewer than 8 German *combat* units exit from the French Edge prior to turn 13.
Unit VPs	For elimination, knock out or brew up.
105 VPs	Required victory margin.

SPECIAL CONDITIONS

When determining the Initiative, the French force applies a -20 DRM.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, utilize the alternative point information.
Only the French force may employ the Hidden Unit Rules (7.2). A maximum of 4 Hidden Unit Markers may deploy.
If the Command Span Rules (7.52) are in effect, the French CHQs have a Command Span of 6 hexes; the German CHQs have a Command Span of 10 hexes.
Requires Panzer Expansion #4
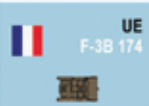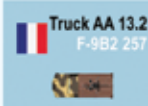
French Force | ELEMENTS OF THE 4E DI NORD-AFRACAINE AND THE 1ER DCR, REGULARS [758/753]

RIFLE COMPANY (+): SEASONED, SUPERIOR, 15, CP-9 [374/404]

10 Infantry CHQ	53 60mm	Limber F-6B2 243	31 Rifle	31 Rifle	31 Rifle
x1 24/26	x1 27/29	3W Light 0	x3 26/28	x3 26/28	x3 26/28
		x1 5/5			

R-35 F-1A 111 — Regulars
2T 3-5 -15
x4 21/23

MECH. HEAVY WEAPONS COMPANY (-): REGULARS, GOOD, 6, CP-3 [176/161]

50 CHQ	Lorraine 38L F-9A 251	CA25 SA-L 34 F-10A 263	UE F-3B 174	CA75 97/35 F-11A 273	Unic P107 F-9B1 255
x1 12/10	3H 5-8 -5	1L 0	3T 4-7 -5	1L 0	4H 6-10 -10
	x1 9/9	x2 15/13	x2 8/8	x1 26/23	x1 7/7

53 81mm	UE F-3B 174
x2 30/27	3T 4-7 -5
	x2 8/8

MIXED COMPANY: REGULARS, GOOD, 9(8), CP-5 [208/188]

10 Infantry CHQ	Lorraine 38L F-9A 251	31 Rifle	Lorraine 38L F-9A 251	Truck AA 13.2 F-9B2 257	CA25 CA 38 F-11B 275	Truck F-6B1 239
x1 19/17	3H 5-8 -5	x2 20/18	3H 5-8 -5	4W 8-12 -15	1L 0	Light 4W 8-12 -15
	x1 9/9		x2 9/9	x1 13/12	x1 16/14	x1 6/6

H-39 F-3A 168	AMR 35 F-5B1 208 — Veteran Recon
3T 5-7 -15	5T 7-11 -5
x3 23/20	x1 18/16

German Force | ELEMENTS OF KAMPFGRUPPE SCHULZ, SEASONED [1,293/1,293]

Ju 87B-1
G-46A1 974

x1
53/53

(MOT) INFANTRY COMPANY (-): SEASONED, EXCELLENT, 10, CP-6 [334/334]

30
Infantry
CHQ

x1
24/24

55
FO

x1
20/20

TRUCK
G-5B2 216
4W 3 -4 Light 15

x2
6/6

30
Rifle

x3
27/27

TRUCK
G-5B2 216
4W 3 -4 Medium 5

x3
9/9

30
Rifle

x3
27/27

TRUCK
G-5B2 216
4W 3 -4 Medium 5

x3
9/9

65

x2
25/25

TRUCK
G-5B2 216
4W 3 -4 Light 15

x2
6/6

PANZER COMPANY (MIXED): SEASONED, EXCELLENT, 16(13), CP-10 [571/571]

Pz 38(т)C
G-36B 940
4T 6-9 -5 CHQ

x1
45/45

Pz 38(т)C
G-36B 940
4T 6-9 -5

x1
30/30

Pz 38(т)C
G-36B 940
4T 6-9 -5

x3
30/30

Pz 38(т)C
G-36B 940
4T 6-9 -5

x3
30/30

Pz IIC
G-35B 913
4T 6-9

x3
25/25

Pz IVD
G-39A 967
4T 6-9

x2
38/38

PSW 231
G-27A 865
Veteran
Recon
9WR 13-19

x3
55/55

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ARMORED CAR COMPANY (-): VETERAN, EXCELLENT, 11(0), CP-7 [335/335]

PSW 221	PSW 222	PSW 221	PSW 231
G-25B 883	G-25B 855	G-25B 883	G-27A 1163
Recon	Recon	Recon	Recon
CHQ			
7W 13-19 -10	7W 13-19 -10	7W 13-19 -10	9WR 13-19
x1	x6	x2	x2
27/27	27/27	18/18	55/55

Photo credit: Bundesarchiv

Scenario 40	The Capture of Stonne: Stonne, France, 15 May 1940

Situation

The village of Stonne, positioned at the top of a height mass, could be used as an excellent starting point for a French counterattack against the Sedan bridgehead in the Meuse Valley.

General der Panzertruppe Guderian, knowing that the bridgehead was still unsafe, decided to act first and ordered the 10th Panzer Division, along with *Infanterie-Regiment Grossdeutschland*, to attack across the Stonne plateau.

What was thought to be an easy task for the Germans soon evolved into a vicious fight. The French, well concealed inside the buildings, caught the overconfident tankers of the 10th Panzer by surprise and the streets were soon covered with wrecks. The situation was not stabilized until *Grossdeutschland* arrived. They pushed the French slowly backwards until the defenders, seeing they were being surrounded, fled from the village; only to retake it later that same day.

The battle for Stonne would rage from 15 to 17 May, during which time the village changed hands 17 times.

For a better historical experience, the following Optional Rules are recommended: Morale (7.1), Platoon Command and Control (7.3), Vehicles without Radio Sets (7.4), Tank Fright (7.6), Variable AP Penetration (7.12), Bogging Down (7.29), Command Span (7.52), and Tank Crew Size (7.57).

Map	Utilize maps 21 and 22

German Edge

21

22

German Edge

SPECIAL CONDITIONS

When determining the Initiative, the German and French forces apply +40 and -20 DRMs, respectively.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, both forces utilize the alternative point information and the French force adds the additional forces. Utilize the alternative VPs.

Both forces may employ the Hidden Unit Rules (7.2). Each may deploy a maximum of 4 Hidden Unit Markers.

The French 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.

The French BHQ and FO units each automatically receives a unique command. They are not part of any formation. They are not counted as losses for Morale purposes.

Stone building 21U8 is a two-story building.

SETUP

Conditions		Conditions: Limited visibility. Apply a -1 spotting modifier. No adverse terrain.
French ...		Force places 12 Hasty Entrenchment counters anywhere in Height 4 Hill non-building hexes, e.g., 21S6.
		1st Dragoon Company sets up first anywhere on map 21 in Height 1 or higher hexes from hex column A up to and including hex column Y.
		Heavy Weapons Company sets up second anywhere on maps 21 and/or 22 in Height 1 or higher hexes.
		2nd Dragoon Company, BHQ and FO set up third in and/or adjacent to any building hex on maps 21 and/or 22.
		Armored Car Company enters the mapboard on turn 1 from hexes 21A5, 21A7, and/or 22A9. If entering on a Track/Path/Road hex, units may do so at the Track/Path/Road movement rate using Cautious Movement (7.36.2).
		French force controls the objectives except Hill Δ 339 at the start of the scenario.
German ...		1st Infantry Company sets up after all French anywhere on map 21 on Height 0 hexes, e.g., 21W4, from hex column A up to and including hex column Y.
		Motorcycle Recon Company enters the mapboard on turn 1 from hex 21O0. If using the Road movement rate, Cautious Movement (7.36.2) applies.
		2nd Infantry Company enters the mapboard on turn 2 anywhere along the German edges.
		Light Panzer Company enters the mapboard on turn 4 anywhere along the German edges. If entering on a Path/Road hex, units may do so at the Path/Road movement rate using Cautious Movement (7.36.2).
		Medium Panzer Company enters the mapboard on turn 7 anywhere along the German edges. If entering on a Path/Road hex, units may do so at the Path/Road movement rate using Cautious Movement (7.36.2).

SPECIAL CONDITIONS, CONTINUED

If the Command Span Rules (7.52) are in effect, the French CHQs have a Command Span of 6 hexes. The French BHQ has a Command Span of 15 hexes. The German CHQs have a Command Span of 10 hexes.

Requires Panzer Expansion #4

VICTORY CONDITIONS			
Length	25 turns	110/115 VPs	To the Force that controls building hex 22V1. To control building hex 22V1, a force must occupy or be the last to occupy the building hex (or remaining rubble hex) for a full turn. If the building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
405/415 VPs	To the Force that controls Stonne. To control Stonne, a force must occupy or be the last to occupy at least 5 of the 7 building hexes (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.	220/225 VPs	To the Force that controls Hill Δ 339 on Map 21. To control Hill Δ 339, a force must occupy or be the last to occupy hex 21H5 while the 6 adjacent hexes are free of opposing *combat* units for a full turn.
145/150 VPs	Required victory margin.		

French Force — ELEMENTS OF THE 3E DLM, REGULARS [1,108/1,169]

1ST DRAGOON COMPANY (-): REGULARS, GOOD, 8, CP-4 [172/156]

2ND DRAGOON COMPANY (-): REGULARS, GOOD, 8, CP-4 [165/149]
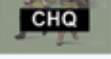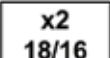
HEAVY WEAPONS COMPANY: REGULARS, GOOD, 7, CP-3 [177/162]

50 CHQ	Truck F-6B1 239 Light 4W 6-12 -15	**65**	UE F-3B 174 3T 4-7 -5	CA25 SA-L 34 F-10A 263 1L 0
x1 12/10	x1 6/6	x2 18/16	x2 8/8	x3 15/13

UE F-3B 174
3T 4-7 -5
x3 8/8

53 81mm	UE F-3B 174 3T 4-7 -5
x1 30/27	x1 8/8

ARMORED CAR COMPANY (MIXED): VETERAN, EXCELLENT, 10(0) [504]

AMD 35 F-6A 227 CHQ 6WR 12-16 -10	AMD 35 F-6A 227 Recon 6WR 12-16 -10	H-39 F-3A 168 Recon 3T 5-7 -15	**31** Recon Rifle Recon Motorcycle
x1 70/70	x5 46/46	x2 52/52	x2 50/50

[ADDITIONAL] ARMORED CAR COMPANY (MIXED): VETERAN, EXCELLENT, 13(0), CP-8 [/612]

AMR 35(H) F-5B2 219 Recon 5T 7-11 -5
x3 /36

German Force | ELEMENTS OF KAMPFGRUPPE SCHULZ, SEASONED [1,782/1,853]

1ST INFANTRY COMPANY: VETERAN, SUPERIOR, 14, CP-9 [417/457]

Infantry CHQ 30	Rifle 30	Rifle 30	Rifle 30	65	5cm 55	PzB 39 55
x1 28/31	x3 32/35	x3 32/35	x3 32/35	x2 30/33	x1 22/25	x1 19/20
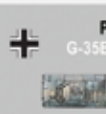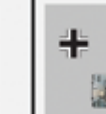
2ND INFANTRY COMPANY (-): VETERAN, SUPERIOR, 11, CP-7 [321/352]

Infantry CHQ 30	Rifle 30	Rifle 30	65	5cm 55	PzB 39 55
x1 28/31	x3 32/35	x3 32/35	x2 30/33	x1 22/25	x1 19/20
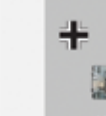
MOTORCYCLE RECON COMPANY (-): ELITE, EXCELLENT, 7(0), CP-4 [450/450]

Infantry CHQ 30 — Recon Motorcycle	Rifle 30 — Recon Motorcycle	Rifle 30 — Recon Motorcycle
x1 60/60	x3 65/65	x3 65/65

LIGHT PANZER COMPANY (-): SEASONED, EXCELLENT, 12, CP-7 [336/336]

Pz IIC G-35B 913 CHQ 4T 6-9	Pz IIC G-35B 913 4T 6-9	Pz IB G-35A 898 4T 6-9	Pz IIIF G-38A 955 4T 6-9 -5	Pz IIIF G-38A 955 4T 6-9 -5
x1 37/37	x3 25/25	x2 13/13	x3 33/33	x3 33/33

MEDIUM PANZER COMPANY (-): SEASONED, EXCELLENT, 9, CP-5 [258/258]

Pz IB G-35A 898 CHQ 4T 6-9	Pz IIC G-35B 913 4T 6-9	Pz IVD G-39A 967 4T 6-9
x1 19/19	x5 25/25	x3 38/38

Scenario 41	Counterattack at Stonne: Stonne, France, 15 May 1940

Situation

Soon after the French withdrawal, elements of *Infanterie-Regiment Grossdeutschland*, cautiously infiltrated the village, taking positions in the previously held French buildings by placing numerous guns and support weapons.

Not deterred, the French were determined to retake the village and a force of Char B1-bis from 49e BCC, supported by H-39s from 45e BCC, soon marched towards Stonne. A heavy fight ensued when the French tanks appeared in the outskirts of the village. The 14th PzJg Company, commanded by Lt. Beck-Broichsitter, fired relentlessly with their 37mm guns, but the shells repeatedly bounced harmlessly off the B1s. The French made the most of their heavy tanks and, although they suffered losses due point-blank fire against the left-side intake shutter (a weak point of the otherwise formidable armor), they managed to recapture most of the village. The Germans were forced out of Stonne, and only thanks to the support of the newly arrived STuGs, losses were not severe, enabling *Grossdeutschland* to launch a new counterattack against the now ruined village.

For a better historical experience, the following Optional Rules are recommended: Morale (7.1), Platoon Command and Control (7.3), Vehicles without Radio Sets (7.4), Tank Fright (7.6), Variable AP Penetration (7.12), Bogging Down (7.29), Command Span (7.52), and Tank Crew Size (7.57).

Map	Utilize maps 21 and 22

VICTORY CONDITIONS

Length	25 turns
490/535 VPs	To the Force that controls Stonne. To control Stonne, a force must occupy or be the last to occupy at least 5 of the 7 building hexes (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.
VP Adjustment	Potential German VP adjustment based on the Relief Force's Initial turn of arrival
Unit VPs	For elimination, knock out or brew up.
95/105 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

Stone building 21U8 is a two-story building.
Requires Panzer Expansion #4

SETUP

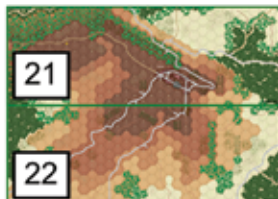| Conditions	Normal visibility. No adverse terrain.
German ...	PzJg company sets up first on Map 21 in Stonne building hexes. Guns may set up inside buildings.
	Force controls Stonne at the start of the scenario.
French ...	1st Rifle Company, 67 RIM, sets up second within 1 hex of hex 22V5.
	2nd Rifle Company, 51 RIM, sets up third within 2 hexes of hill 339 (hex 21H4).
	3/49 Armored Company, 49 BCC, enters the mapboard on turn 3 on hex 22AA10. Units may do so at the Road movement rate.
	3rd Rifle Company, 67 RIM and 1/45 Armored Company, 45 BCC enter the mapboard on turn 4 on hex 22AA10. Units may do so at the Road movement rate.
German ...	Relief Force has the potential of arriving starting on turn 10 based on the arrival table. Before the Initiative Phase of turn 10, and each turn thereafter as necessary, the German Force rolls (100). If the result falls within the listed range for that turn, any unit from the Relief Force may move on during the Movement Phase of that turn or the Movement Phase of any turn thereafter.
	A second roll (100) is required to determine where the Relief Force enters. It must enter on the indicated Entry hex. Units may do so at the Road or Path movement rate.

SPECIAL CONDITIONS

When determining the Initiative, the German and French forces apply +40 and -20 DRMs, respectively.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, both forces utilize the alternative point information and the French force adds the additional forces. Utilize the alternative VPs.
Both forces may employ the Hidden Unit Rules (7.2). Each may deploy a maximum of 2 Hidden Unit Markers.
If the Command Span Rules (7.52) are in effect, the French CHQs have a Command Span of 6 hexes. The German CHQs have a Command Span of 10 hexes. If the Without Radio Sets Rules (7.4) are in effect, the French H-39 CHQ has a Command Span of 1 hex.
If Tank Crew Size Rules (7.57) are in effect, -1 French 1/45 Armored Company total available commands (minimum 1).

French Force	ELEMENTS OF THE 3E DIM AND THE 3E DCR, REGULARS [903/982]

1ST RIFLE COMPANY, 67 RIM (-): REGULARS, GOOD, 10, CP-5 [196/176]

Infantry CHQ 10	60mm 53	Rifle 31	Rifle 31	65
x1 19/17	x1 21/19	x3 20/18	x3 20/18	x2 18/16

2ND RIFLE COMPANY, 51 RIM (-): REGULARS, GOOD, 7, CP-4 [139/135]

Infantry CHQ 10	Rifle 31	Rifle 31
x1 19/17	x3 20/18	x3 20/18

3/49 ARMORED COMPANY, 49 BCC (-): REGULARS, EXCELLENT, 7, CP-4 [262/262]

Char B1-bis F-4B 201 2T 4-6 -15 CHQ	Char B1-bis F-4B 201 2T 4-6 -15	Char B1-bis F-4B 201 2T 4-6 -15
x1 52/52	x3 35/35	x3 35/35

3RD RIFLE COMPANY, 67 RIM (-): REGULARS, GOOD, 6, CP-3 [115/103]

Infantry CHQ 10	Rifle 31	65
x1 19/17	x3 20/18	x2 18/16

1/45 ARMORED COMPANY, 45 BCC (-): REGULARS, 8, [191]

H-39 F-3A 168 3T 5-7 -15 CHQ	H-38 F-2B 153 3T 5-7 -15	H-39 F-3A 168 3T 5-7 -15
x1 34/34	x2 21/21	x5 23/23

[ADDITIONAL] 1/45 ARMORED COMPANY, 45 BCC (-): REGULARS, EXCELLENT, 13, CP-8 [/306]

H-39
F-3A 168

3T 5-7 -15

x5
23/23

| German Force | ELEMENTS OF INFANTRY REGIMENT GROSSDEUTSCHLAND, ELITE [1,056/1,151] |

HOLDING FORCE

1ST PzJg COMPANY (MIXED): VETERAN, SUPERIOR, 15, CP-9 [420/462]

30 Infantry CHQ	30 Rifle	30 Rifle	65 5cm	55	55 PzB 39	3.7CM PaK 36 G-31B 882	7.5CM leIG G-33B 524
x1 28/31	x3 32/35	x3 32/35	x2 30/33	x1 22/25	x1 19/20	1L 0	1L 0
						x3 26/29	x1 21/23
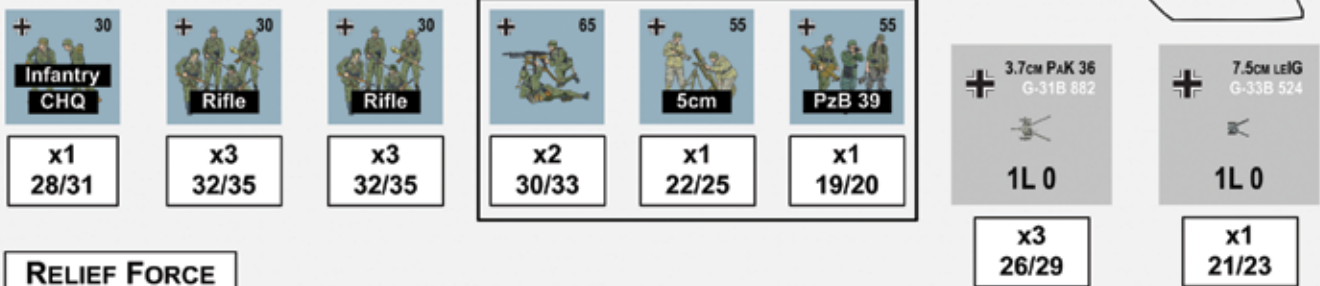
RELIEF FORCE

16TH ASSAULT GUN BATTERY (+): VETERAN, SUPERIOR, 14, CP-9 [636/689]

ARTILLERY G-7A Light Attached	30 Infantry CHQ	55 FO	TRUCK G-5B2 216 Light 4W 0-4 -15	STuG IIIA G-45B 973 4T 6-9 -5	STuG IIIA G-45B 973 4T 6-9 -5	STuG IIIA G-45B 973 4T 6-9 -5
x1 60/60	x1 28/31	x1 24/26	x2 6/6	x2 54/59	x2 54/59	x2 54/59

30 Rifle	65	30 Rifle	65
x2 32/35	x1 30/33	x2 32/35	x1 30/33
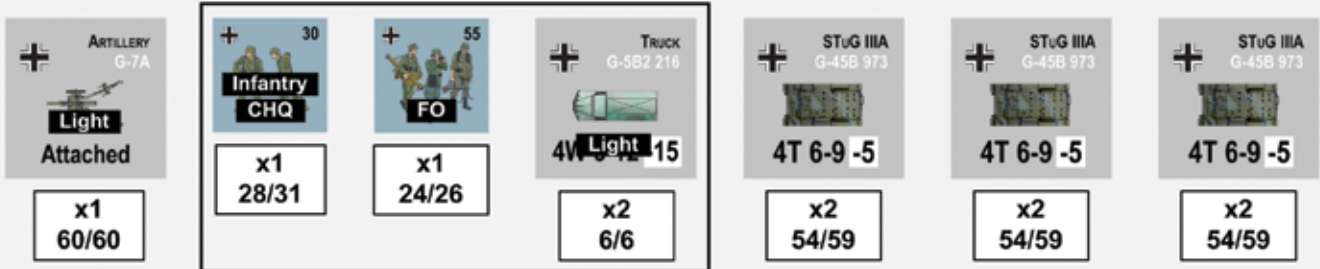
Relief Force Arrival				
Turn	Range	VP Adjustment	Entry Hex	
10-11	01-30	-105/-115	21O0	01-50
12	01-60	No adjustment	21U0	51-00
13-14	01-90	+105/+115		
15	01-00	+160/+170		

Scenario 42	De Gaulle's First Action: Montcornet, 17 May 1940

Situation

On 10 May, the 4e DCR was rapidly mobilized to stop the German advance into France. Although strong on paper, the Division lacked manpower, tanks and training. Four days later, Colonel de Gaulle was given command and immediately moved forward into battle.

On 17 May, hoping to catch the Germans by surprise, De Gaulle attempted to capture the town of Montcornet, hastily defended by rear service units of 1st Panzer Division, threatening the Divisional HQ. The French tanks surrounded the town and successfully pushed the Germans back, but they were halted by some 37mm AT guns, a pair of 88mm FlaK guns and tanks from the division. When the Stukas appeared, the French finally had to retreat to their initial positions after losing 26 tanks during the attack.

For a better historical experience, the following Optional Rules are recommended: Morale (7.1), Platoon Command and Control (7.3), Vehicles without Radio Sets (7.4), Tank Fright (7.6), Variable AP Penetration (7.12), Bogging Down (7.29), Command Span (7.52), and Tank Crew Size (7.57).

Map	Utilize maps 25, 27 and 28

SPECIAL CONDITIONS

When determining the Initiative, the German and French forces apply +20 and -20 DRMs, respectively.

The Stream is passable throughout its length.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, both forces utilize the alternative point information and the French force adds the additional forces. Utilize the alternative VPs.

Only the German force may employ the Hidden Unit Rules (7.2). A maximum of 4 Hidden Unit Markers may deploy.

If the Command Span Rules (7.52) are in effect, the French CHQs have a Command Span of 6 hexes. The German CHQs have a Command Span of 10 hexes. If the Without Radio Sets Rules (7.4) are in effect, the French R-35 CHQ has a Command Span of 1 hex.

If Tank Crew Size Rules (7.57) are in effect, -1 French R-35 Armored Company total available commands (minimum 1).

Requires Panzer Expansion #4

SETUP

Conditions	Normal visibility. No adverse terrain.
German ...	Detachment Bauer sets up first in the building hexes of Genarville on Map 27.
	Detachment Lambert sets up second in building hexes of Montville on Map 25.
	Detachment Römm sets up third in building hexes of Marsin on Map 25.
	Towed units may setup inside any building.
	Force controls all three villages at the start of the scenario.
French ...	Force enters the mapboard on turn 1 anywhere along the French edge.
	If entering on a Path hex, units may do so at the Path movement rate.
German ...	Relief Force has the potential of arriving starting on turn 6 based on the arrival table. Before the Initiative Phase of turn 6, and each turn thereafter as necessary, the German Force rolls (100). If the result falls within the listed range for that turn, any unit from the Relief Force may move on during the Movement Phase of that turn or the Movement Phase of any turn thereafter.
	A second roll (100) is required to determine where the Relief Force enters. It must enter on the indicated Entry hex. Units may do so at the Road or Path movement rate. The Stuka may enter from any map edge.

VICTORY CONDITIONS

Length	25 turns
90/100 VPs (Marsin) 150/160 VPs (Genarville) 310/335 VPs (Montville)	To the Force that controls Marsin on Map 25, Genarville on Map 27, or Montville on Map 25. To control a village, a force must occupy or be the last to occupy at least 3 of the 5 (Marsin), 5 of the 7 (Genarville), or 8 of the 13 (Montville) building hexes (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 these requirements, these VPs are not awarded.
VP Adjustment	Potential German VP adjustment based on the Relief Force's Initial turn of arrival
Unit VPs	For elimination, knock out or brew up.
110/120 VPs	Required victory margin.

French Force | **ELEMENTS OF THE 4E DCR, REGULARS [1,015/1,073]**

MECHANIZED INFANTRY COMPANY: REGULARS, GOOD, 11 [315]

Infantry CHQ 10	Truck F-6B1 239 Light 4W 6-12 -15	Rifle 31	Lorraine 38L F-9A 251 3H 5-8 -5	Rifle 31	Lorraine 38L F-9A 251 3H 5-8 -5
x1 19/17	x1 6/6	x3 20/18	x3 9/9	x3 20/18	x3 9/9

81mm 53	65	UE F-3B 174 3T 4-7 -5
x1 30/27	x3 18/16	x4 8/8

ARMORED COMPANY (-): REGULARS, EXCELLENT, 9, CP-5 [200/200]

R-35 F-1A 111 2T CHQ -15	R-35 F-1A 111 2T 3-5 -15	R-35 F-1A 111 2T 3-5 -15	R-35 F-1A 111 2T 3-5 -15
x1 32/32	x3 21/21	x3 21/21	x2 21/21

MEDIUM ARMORED COMPANY (-): REGULARS, EXCELLENT, 8, CP-5 [238/238]

S-35 F-4A 189 3T CHQ -10	S-35 F-4A 189 3T 6-9 -10	S-35 F-4A 189 3T 6-9 -10
x1 42/42	x4 28/28	x3 28/28

ARMORED COMPANY (-): REGULARS, EXCELLENT, 7, CP-4 [262/262]

Char B1-bis F-4B 201 2T CHQ -15	Char B1-bis F-4B 201 2T 4-6 -15	Char B1-bis F-4B 201 2T 4-6 -15
x1 52/52	x3 35/35	x3 35/35

[ADDITIONAL] MECHANIZED INFANTRY COMPANY: REGULARS, GOOD, 14, CP-7 [/373]
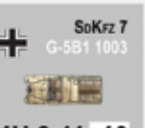
Rifle 31
x3
20/18

Lorraine 38L F-9A 251
3H 5-8 -5
x3
9/9
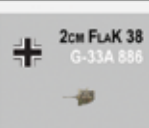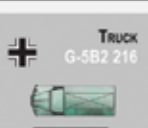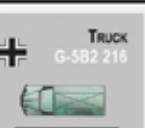
| German Force | ELEMENTS OF KAMPFGRUPPE HARPE, VETERAN [1,206/1,302] |

HOLDING FORCE
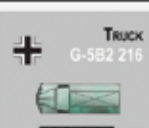
DETACHMENT BAUER: SEASONED, SUPERIOR, 5, CP-3 [206/222]

Infantry CHQ 30
x1
24/26

TRUCK G-5B2 216
4W Light 15
x1
6/6

3.7CM PAK 36 G-31B 882
1L 0
x2
22/24

8.8CM FLAK 36 G-6A 1015
0L 0
x2
53/58

SDKFZ 7 G-5B1 1003
4H 8-11 -10
x2
13/13

DETACHMENT LAMBERT: SEASONED, SUPERIOR, 3, CP-2 [121/126]

Infantry CHQ 30
x1
24/26

2CM FLAK 38 G-33A 886
1L 0
x1
22/25

TRUCK G-5B2 216
4W Light 15
x1
6/6

15CM sIG G-34A 888
0L 0
x1
60/60

TRUCK G-5B2 216
4W Medium 5
x1
9/9

DETACHMENT RÖMM: SEASONED, SUPERIOR, 5, CP-3 [156/167]

Infantry CHQ 30
x1
24/26

TRUCK G-5B2 216
4W Light 15
x1
6/6

Rifle 30
x2
27/29

3.7CM PAK 36 G-31B 882
1L 0
x1
22/24

TRUCK G-5B2 216
4W Light 15
x1
6/6

8cm 55
x1
38/41

TRUCK G-5B2 216
4W Light 15
x1
6/6

RELIEF FORCE

Ju 87B-1
G-46A1 974   Seasoned

x1
53/53

PANZER COMPANY (+): VETERAN, SUPERIOR, 20, CP-13 [670/734]

Pz IIIF
G-38A 955

4T 6-9 -5   CHQ

x1
59/65

55
FO

x1
24/26

TRUCK
G-5B2 216

4W 0-0 -2   Light 15

x1
6/6

Pz IIC
G-35B 913

4T 6-9

x3
30/33

Pz IIIF
G-38A 955

4T 6-9 -5

x4
39/43

Pz IVD
G-39A 967

4T 6-9

x3
45/50

30
Rifle

x4
32/35

SPW 251/1
G-5A 189
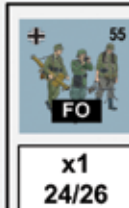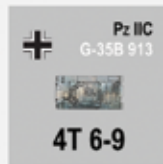
4H 9-12 -10

x4
18/19

Relief Force Arrival				
Turn	Range	VP Adjustment	Entry Hex	
6-7	01-10	-180/-195	25GG5	01-30
8-9	01-20	-120/-130	27Q10	31-70
10-11	01-40	No adjustment	25A5	71-00
12-13	01-60	+120/+130		
14-15	01-80	+180/+195		
16	01-00	+240/+260		

Scenario 43	*Déjà vécu*: Montcornet, 19 May 1940

Situation

Having fallen back to its starting position, the 4e DCR received much needed reinforcements to launch another effort towards Montcornet. On 19 May, De Gaulle again committed his Division against the German defensive positions in and around Montcornet.

Although the French tried to outflank the defenders, this time the Germans were prepared for the attack and both forces clashed outside the town. The Stukas, 88mm FlaK guns and the German panzers again forced the French to retreat.

For a better historical experience, the following Optional Rules are recommended: Morale (7.1), Platoon Command and Control (7.3), Vehicles without Radio Sets (7.4), Tank Fright (7.6), Variable AP Penetration (7.12), Bogging Down (7.29), Command Span (7.52), and Tank Crew Size (7.57).

Map	Utilize maps 24, 25 and 27

SPECIAL CONDITIONS

When determining the Initiative, the German and French forces apply +20 and -20 DRMs, respectively.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, both forces utilize the alternative point information and the French force adds the additional forces. Utilize the alternative VPs.

Both forces may employ the Hidden Unit Rules (7.2). Each may deploy a maximum of 4 Hidden Unit Markers.

If the Command Span Rules (7.52) are in effect, the French CHQs have a Command Span of 6 hexes. The German CHQ has a Command Span of 10 hexes. If the Without Radio Sets Rules (7.4) are in effect, the French R-35 CHQ has a Command Span of 1 hex.

If Tank Crew Size Rules (7.57) are in effect, -1 French R-35 Armored Company total available commands (minimum 1).

Requires Panzer Expansion #4

SETUP

Conditions	Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the lower result (reroll ties) must setup first anywhere along their mapboard edge no more than 3 hexes from the edge.
	The other force sets up second anywhere along their mapboard edge no more than 3 hexes from the edge.
	Neither force controls the objectives at the start of the scenario.

VICTORY CONDITIONS

Length	20 turns
140/150 VPs	To the Force that controls Genarville on 27. To control Genarville, a force must occupy or be the last to occupy at least 5 of the 7 building hexes (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 these requirements, these VPs are not awarded.
45/50 VPs	To the French Force for control of each of the following hexes: 27F10, 27Q10, and 27BB10. To control each hex the French Force must occupy or be the last to occupy it for a full turn. If the French Force doesn't meet this requirement, these VPs are not awarded.
45/50 VPs	To the German Force for control of each of the following hexes: 27F1, 24Q0, and 27BB1. To control each hex the German Force must occupy or be the last to occupy it for a full turn. If the German Force doesn't meet this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
70/75 VPs	Required victory margin.

French Force — ELEMENTS OF THE 4E DCR, REGULARS [696/752]

ARMORED COMPANY (MIXED): REGULARS, EXCELLENT, 15 [410]

R-35 F-1A 111 2T CHQ -15	R-35 F-1A 111 2T 3-5 -15	R-35 F-1A 111 2T 3-5 -15	R-35 F-1A 111 2T 3-5 -15	Char B1-bis F-4B 201 2T 4-6 -15
x1 32/32	x1 21/21	x3 21/21	x3 21/21	x3 35/35

Char B1-bis F-4B 201 2T 4-6 -15	S-35 F-4A 189 3T 6-9 -10
x2 35/35	x2 28/28

MECHANIZED INFANTRY COMPANY: REGULARS, EXCELLENT, 10, CP-6 [286/286]

Infantry CHQ 10	Truck F-6B1 239 Light 4W 6-12 -15	Rifle 31	Lorraine 38L F-9A 251 3H 5-8 -5	Rifle 31	Lorraine 38L F-9A 251 3H 5-8 -5
x1 19/19	x1 6/6	x3 20/18	x3 9/9	x3 20/18	x3 9/9

Rifle 31	Lorraine 38L F-9A 251 3H 5-8 -5
x3 20/18	x3 9/9

[ADDITIONAL] ARMORED COMPANY (MIXED): REGULARS, EXCELLENT, 17, CP-10 [/466]

S-35 F-4A 189 3T 6-9 -10
x2 28/28

German Force | ELEMENTS OF 1ST PANZER DIVISION, VETERAN [695/754]

Ju 87B-1
G-46A1 974
Seasoned

x1
53/53

LIGHT PANZER COMPANY (+): VETERAN, SUPERIOR, 15(13), CP-9 [642/701]

Pz IIIF
G-38A 955
4T 6-9 -5
CHQ

x1
59/65

Pz IIC
G-35B 913
4T 6-9
Elite
Recon

x2
56/61

Pz IIC
G-35B 913
4T 6-9

x3
30/33

Pz IB
G-35A 898
4T 6-9

x2
15/17

Pz IIIF
G-38A 955
4T 6-9 -5

x3
39/43

8.8cm FlaK 36
G-6A 1015
0L 0

x2
63/69

SdKfz 7
G-5B1 1003
4H 8-11 -10

x2
13/13

30
Rifle

x2
32/35

Truck
G-5B2 216
Medium
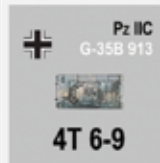
x2
9/9

Scenario 44	Closing the Trap: Lille, 28 May 1940

Situation

The situation for the French and the British was desperate during the last days of May. Their remaining units were crowded in at Dunkirk on the French coast, while the Germans moved to squeeze the pocket closed around them.

7th Panzer Division was given the task of closing the trap near the town of Lille, were the last elements of the French 1ère Armée tried hold them at bay. The last remnants of the 3e DLM, 2e DI Nord-Africaine and the 1er DI Marocaine launched a limited attack in order to punch a hole in the German lines. The French units fought bravely, knowing their destiny was sealed, but they were unsuccessful. Nevertheless, the Germans were impressed by their determination and let the French forces march into captivity with their dignity and their colors.

For a better historical experience, the following Optional Rules are recommended: Morale (7.1), Platoon Command and Control (7.3), Vehicles without Radio Sets (7.4), Tank Fright (7.6), Variable AP Penetration (7.12), Bogging Down (7.29), Command Span (7.52), and Tank Crew Size (7.57).

Map	Utilize maps 24 and 25
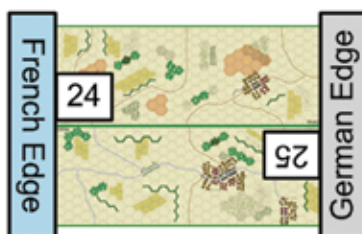
SPECIAL CONDITIONS

When determining the Initiative, the German and French forces apply +20 and -20 DRMs, respectively.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, both forces utilize the alternative point information and the German force adds the additional forces. Utilize the alternative VPs.

Only the German force may employ the Hidden Unit Rules (7.2). A maximum of 3 Hidden Unit Markers may deploy.

If the Command Span Rules (7.52) are in effect, the French CHQs have a Command Span of 6 hexes. The German CHQs have a Command Span of 10 hexes. If the Without Radio Sets Rules (7.4) are in effect, the French H-39 CHQ has a Command Span of 1 hex.

If Tank Crew Size Rules (7.57) are in effect, -1 French H-39 Armored Company total available commands (minimum 1).

Requires Panzer Expansion #4

SETUP

| Conditions	Normal visibility. No adverse terrain.
German ...	Force sets up first anywhere on maps 24 and/or 25 at least 4 hexes from the French edge.
	Leg and towed units may setup inside any building or Heavy Woods hex.
French ...	Force enters the mapboard on turn 1 anywhere along the French edge.
	If entering on a Path hex, units may do so at the Path movement rate.
	Bre.693 has the potential of arriving starting on Turn 5 based on the arrival table. Before the Initiative Phase of turn 5, and each turn thereafter as necessary, the French Force rolls (100). If the result falls within the listed range for that turn, the Bre.693 may enter the mapboard during either the 1st or 2nd Air Phase of that turn or of any turn thereafter. The Bre.693 may enter from any map edge.

VICTORY CONDITIONS

Length	25 turns
Unit VPs	To the French force for all *combat* units that exit the map from the German edge.
185/200 VPs	To the German Force if fewer than 9 French *combat* units exit from the German Edge.
Unit VPs	For elimination, knock out or brew up.
95/105 VPs	Required victory margin.
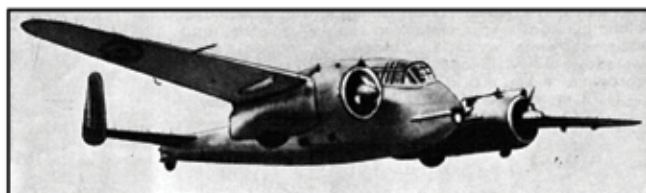
French Force | ELEMENTS OF THE 1ère Armée , REGULARS [1,252/1,365]
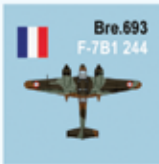
Bre.693
F-7B1 244

Seasoned

x1
55/55

Bre.693 Arrival

Turn	Range
5	01-20
6-7	01-40
8-9	01-60
10-11	01-80
12	01-00

ARMORED COMPANY (MIXED): REGULARS, EXCELLENT 20(17), CP-12 [510/510]

H-39 F-3A 168
3T **CHQ** -15
x1
34/34

H-38 F-2B 153
3T 5-7 -15
x1
21/21

H-39 F-3A 168
3T 5-7 -15
x2
23/23

H-38 F-2B 153
3T 5-7 -15
x3
21/21

H-39 F-3A 168
3T 5-7 -15
x2
23/23

H-38 F-2B 153
3T 5-7 -15
x3
21/21

S-35 F-4A 189
3T 6-9 -10
x5
28/28

AMD 35 F-6A 227
Seasoned
Recon
6WR 12-16 -10
x1
37/37

AMR 35(H) F-5B2 219
Seasoned
Recon
5T 7-11 -5
x2
30/30

HEAVY WEAPONS COMPANY: SEASONED, OUTSTANDING, 7, CP-5 [209/240]

50
CHQ
x1
15/18

Truck F-6B1 239
4W 8-12 **Light** -15
x1
6/6

CA25 SA-L 34 F-10A 263
1L 0
x3
19/22

Limber F-6B2 243
3W **Light** 0
x3
5/5

53
81mm
x2
38/45

Limber F-6B2 243
3W **Light** 0
x2
5/5

CA47 SA 37 F-10B 269
1L 0
x1
25/30

Limber F-6B2 243
3W **Light** 0
x1
5/5

RIFLE COMPANY: SEASONED, OUTSTANDING, 10, CP-7 [258/307]

Infantry CHQ	Rifle	Rifle	Rifle
x1 24/28	x3 26/31	x3 26/31	x3 26/31

MECH. INFANTRY COMPANY (MIXED): SEASONED, OUTSTANDING, 6, CP-4 [220/253]

Infantry CHQ	Lorraine 38L F-9A 251	Rifle	Lorraine 38L F-9A 251	Rifle	Engineer	Lorraine 38L F-9A 251
	3H 5-8 -5		3H 5-8 -5			3H 5-8 -5
x1 24/28		x3 26/31		x2 32/39		
	x1 9/9		x3 9/9			x2 9/9
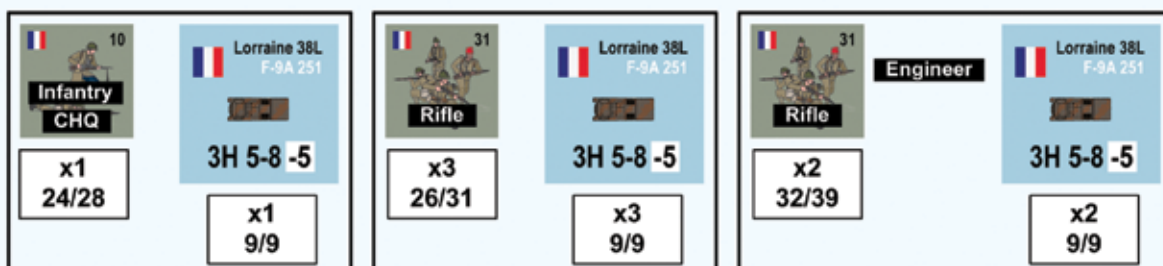
German Force | **ELEMENTS OF THE 25TH PANZER REGIMENT, VETERAN [682/742]**

PANZER COMPANY (MIXED): VETERAN, EXCELLENT, 9(6) [332]

Pz 38(r)C G-36B 940	Pz 38(r)C G-36B 940	Pz IIC G-35B 913	PSW 231 G-27A 865	Elite Recon	PSW 221 G-25B 853	Elite Recon
CHQ 4T 6-9 -5	4T 6-9 -5	4T 6-9	9WR 13-19		7W 13-19 -10	
x1 54/54	x3 35/35	x2 30/30	x1 69/69		x2 22/22	
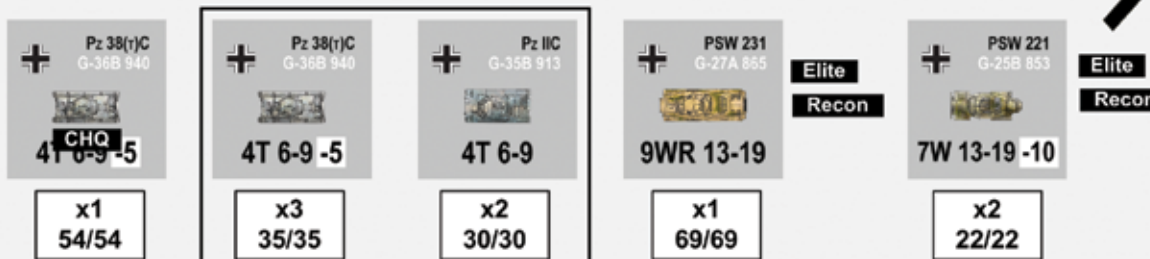
(MOT) INFANTRY COMPANY (MIXED): VETERAN, EXCELLENT, 11, CP-7 [346/346]

Infantry CHQ	Truck G-5B2 216	Rifle		SPW 251/1 G-5A 189	SPW 251/10 G-22B 847
	4W 0-2 Light 15			4H 9-12 -10	4H 9-12 -10
x1 24/24		x3 32/32	x1 30/30	x3 18/18	x1 27/27
	x1 6/6				

8.8cm FLAK 36 G-6A 1015	SdKfz 7 G-5B1 1003	2cm FLAK 38 G-33A 886	Truck G-5B2 216
0L 0	4H 8-11 -10	1L 0	4W 0-2 Light 15
x1 63/63	x1 13/13	x1 27/27	x1 6/6
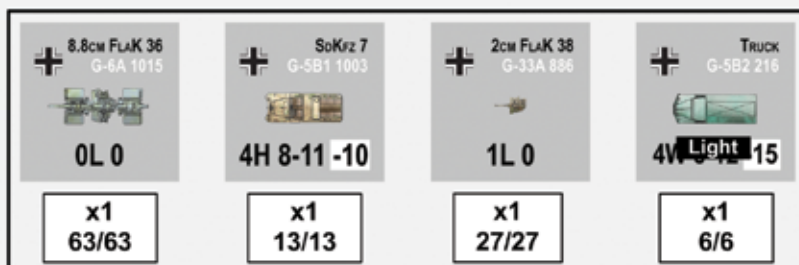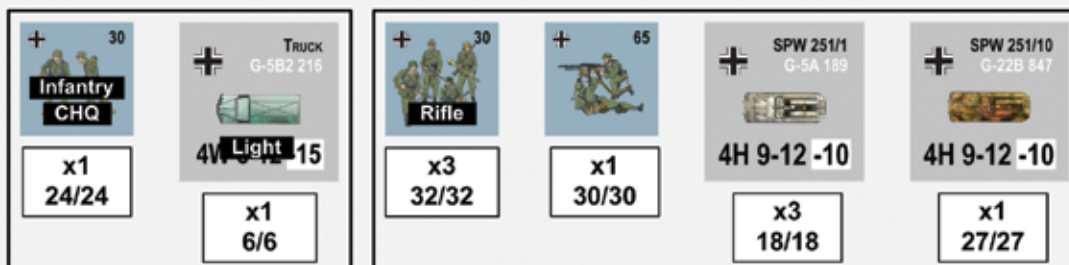
[ADDITIONAL] PANZER COMPANY (MIXED): VETERAN, EXCELLENT, 11(8), CP-7 [/392]

Pz IIC
G-35B 913

4T 6-9

x2
30/30

Photo credit: Bundesarchiv

Scenario 45 — The 6th Panzer is Delayed: Monthermé, France, 15 May 1940

Situation

On 15 May 1940, after securing a small bridgehead over the Meuse at Monthermé, Generalmajor Kempf's 6th Panzer Division was halted by elements of the 102e Division d'Infanterie, a first-rate unit under the command of General Portzert.

The well concealed French mounted stiff resistance against the expanding German bridgehead. Forward elements of Aufklärungsabteilung 57 (reconnaissance detachment), along with Schützen Regiment 4 ((mot) Infantry Regiment), became isolated and unable to advance further and had to hold until the tanks of 11th Panzer Regiment arrived to clear the machinegun nests and strongholds delaying the Division's advance.

This scenario is designed for play using the Panzer Solitaire Rules.

Map

Utilize maps 23 and 24

French Edge | 24 | 23 | German Edge

SPECIAL CONDITIONS

When determining the Initiative, the German force applies a +20 DRM.

Half hexes along the long edges of Maps 23 and 24 may not be used.
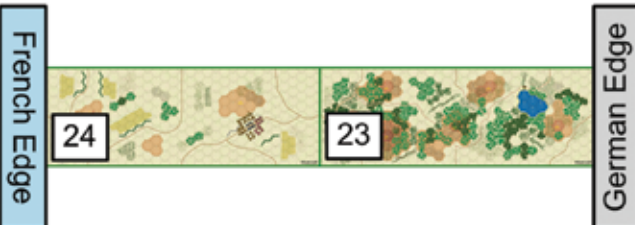
French units on Map 23 may not exit their hexes until a German unit enters hex row 23Q. Consider all MOVE commands of French forces setup on Map 23 as FIRE commands until the first German unit enters hex row 23Q.

French units on Map 24 may not exit from their hexes until a German unit enters Map 24. Consider all MOVE commands of French forces setup on Map 24 as FIRE commands until the first German unit enters Map 24.

French Hidden Units roll on the Command Table if at 10 hexes or less from the nearest German unit.

When rolling on the Number of Activated Units Table, the French units apply a -10 DRM.

French units consider German units as VP hexes for movement purposes.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, utilize the listed point information.

If the Command Span Rules (7.52) are in effect, the German CHQ has a Command Span of 10 hexes.

Requires Panzer Expansion #4

SETUP

Conditions	Normal visibility. No adverse terrain.
French ...	Force places 30 hidden unit counters in the following hexes: 23B5, 23B6, 23C2, 23C3, 23E8, 23G4, 23H4, 23I2, 23K6, 23K8, 23L5, 23M3, 23M9, 23N2, 23N7, 24E5, 24E7, 24F7, 24G8, 24J4, 24K3, 24O5, 24P5, 24R8, 24S7, 24X6, 24X7, 24Z4, 24Z6, 24Z7.
German ...	Infantry Company sets up anywhere on Map 23 no more than 10 hexes from the German edge.
	Light Panzer Company 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	25 to 30 turns. Beginning with turn 25 roll (10) before the Spotting Phase of each turn. If the result is equal to or less than the value listed below, then the current turn is the final turn.
	Turn 25 (2); 26 (3); 27 (5); 28 (7); 29 (9); 30 (10)
Unit VPs	To the German force for all combat units that exit the map from the French edge.
110 VPs	To the French Force if fewer than 6 German combat units exit from the French Edge.
Unit VPs	For elimination, knock out or brew up.
55 VPs	Required victory margin.

Photo credit: Bundesarchiv

French Force — ELEMENTS OF THE 102e INFANTRY DIVISION, SEASONED

ANTI-TANK BATTERY (+): SEASONED, EXCELLENT, CP-11, DEFENSIVE

CA25 SA-L 34 F-10A 263	31	53	65	CA47 SA 37 F-10B 269	CA75 97/35 F-11A 273
1L 0	Rifle	60mm		Main Enemy Unit	1L 0
01-16 18	17-30 26	31-46 27	47-59 23	60-88 25	89-00 33

German Force — ELEMENTS OF KAMPFGRUPPE RAUS, VETERAN [714]

LT. PANZER COMPANY: SEASONED, EXCELLENT, 13, CP-8 [339]
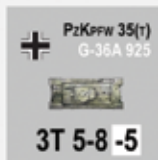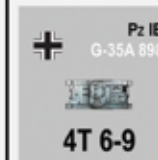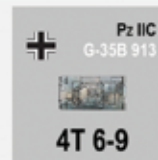
PzKpfw 35(t) G-36A 925	PzKpfw 35(t) G-36A 925	PzKpfw 35(t) G-36A 925	Pz IB G-35A 898	Pz IIC G-35B 913	Pz IVD G-39A 967
3T 5-8 -5 CHQ	3T 5-8 -5	3T 5-8 -5	4T 6-9	4T 6-9	4T 6-9
x1 37	x3 25	x3 25	x2 13	x2 25	x2 38

INFANTRY COMPANY (MIXED): SEASONED, EXCELLENT, 10(7), CP-6 [375]
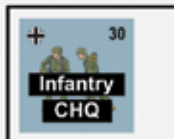
30 Infantry CHQ	TRUCK G-5B2 216 Light 4W	30 Rifle	TRUCK G-5B2 216 Medium 4W	30 Rifle	TRUCK G-5B2 216 Medium 4W
x1 24	x1 6	x3 27	x3 9	x3 27	x3 9
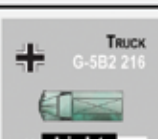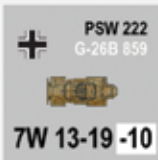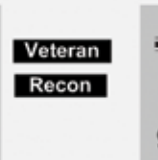
PSW 222 G-26B 859	Veteran Recon	PSW 231 G-27A 865	Veteran Recon
7W 13-19 -10		9WR 13-19	
x2 37		x1 55	

Scenario 46	Billotte's Charge: Stonne, France, 16 May 1940

Situation

On 16 May 1940, during the three-day struggle for Stonne, the B1-bis "*Eure*" was commanded by Captain Pierre Billotte. He was also in command of the 1er Compagnie, 41e BCC. Although underpowered for its weight and somewhat prone to breakdown, the B1-bis, nonetheless, had formidable armor for 1940. It was able to resist the majority German anti-tank fire, as the Germans discovered on that day.

That morning, Captain Billotte and his unit raced towards Stonne in an effort to recapture the ruined village. A German panzer company was stationed there and soon a fierce battle ensued. The Germans shot desperately at the French tanks, only to see their rounds bounced off the B1-bis tanks. Captain Billotte pushed forward until reaching Stonne. When the smoke cleared, Billotte and his unit claimed 13 Geman tank kills before retreating due to lack of support.

This scenario is designed for play using the Panzer Solitaire Rules.

Map	Utilize maps 21 and 22
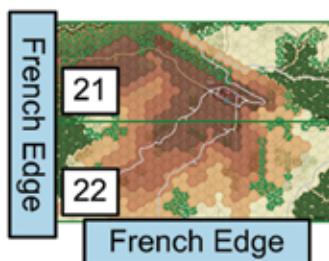
SPECIAL CONDITIONS
When determining the Initiative, the French force applies a -20 DRM.
Place rubble counters in hexes 21T8 and 21U8.
Activated German 3.7cm PaK 36 ATG units treat MOVE commands as FIRE commands.
German Hidden Units roll on the Command Table if at 12 hexes or less from the nearest French unit or edge.
When determining the type of German unit activated, apply a -10 DRM for units placed in Building hexes.
If special ammo types are available, utilize Ammo Limits.
If Morale Rules (7.1) are in effect, utilize the listed point information.
If the Command Span Rules (7.52) are in effect, the French CHQs have a Command Span of 6 hexes.
Requires Panzer Expansion #4

SETUP	
Conditions	Normal visibility. No adverse terrain.
German ...	Force places 20 hidden unit counters in the following hexes: 21K3, 21O3, 21Q4, 21Q8, 21S7, 21T7, 21T8, 21U6, 21U7, 21U8, 21V8, 21V9, 21W7, 22M1, 22M3, 22N1, 22Q1, 22R2, 22U2, 22V1.
French ...	1er Compagnie enters the mapboard on turn 1 anywhere along the French edges.
	Motorized Infantry Company enters the mapboard on turn 4 anywhere along the French edges.

VICTORY CONDITIONS	
Length	15 to 25 turns. Beginning with turn 15 roll (10) before the Spotting Phase of each turn. If the result is equal to or less than the value listed below, then the current turn is the final turn.
	Turn 15-16(1); 17(2) 18(3); 19(4); 20(5); 21(6); 22(7); 23(8); 24(9); 25(10)
270 VPs	To the Force that controls Stonne. To control Stonne, a force must occupy or be the last to occupy at least 5 of the 7 building hexes (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.
55 VPs	Required victory margin.

French Force   ELEMENTS OF THE 41E BCC AND THE 51E RIM, REGULARS [657]

1ER COMPAGNIE, 41E BCC: SEASONED, EXCELLENT, 7, CP-4 [330]

Char B1-bis F-4B 201	Char B1-bis F-4B 201	Char B1-bis F-4B 201
2T 4-6 -15 CHQ	2T 4-6 -15	2T 4-6 -15
x1 66	x3 44	x3 44

### MOT. INFANTRY COMPANY: SEASONED, EXCELLENT, 10, CP-6 [327]

50 CHQ	Truck F-6B1 239 Light 4W 8-12 -15	31 Rifle	Truck F-6B1 239 Medium 4W 8-12 -15	31 Rifle	Truck F-6B1 239 Medium 4W 8-12 -15	H-39 F-3A 168 3T 5-7 -15
x1 24	x1 6	x3 26	x3 9	x3 26	x3 9	x3 29
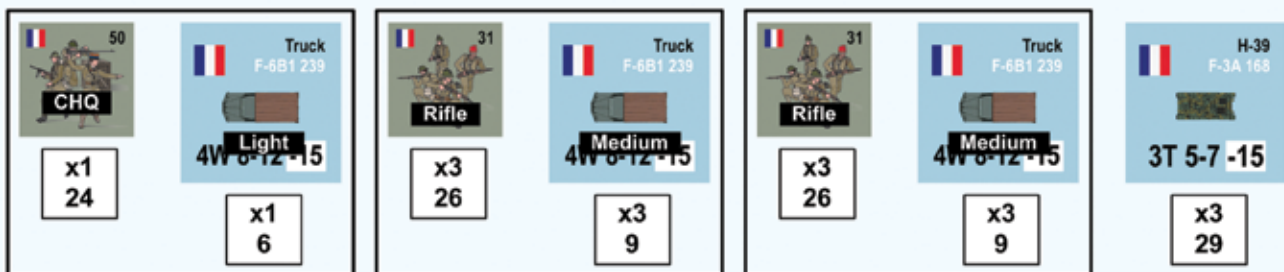
German Force   ELEMENTS OF 10TH PANZER DIVISION, SEASONED

MIXED COMPANY: SEASONED, EXCELLENT, CP-9, ACTIVATION MODIFIER -5, FLEXIBLE DEFENSE

30 Rifle	65	3.7CM PaK 36 G-31B 882 Main Enemy Unit	Pz IVD G-39A 967 4T 6-9	Pz IIIF G-38A 955 4T 6-9 -5	Pz IIC G-35B 913 4T 6-9
01-14 27	15-27 25	28-43 22	44-59 38	60-88 33	89-00 25

YIII
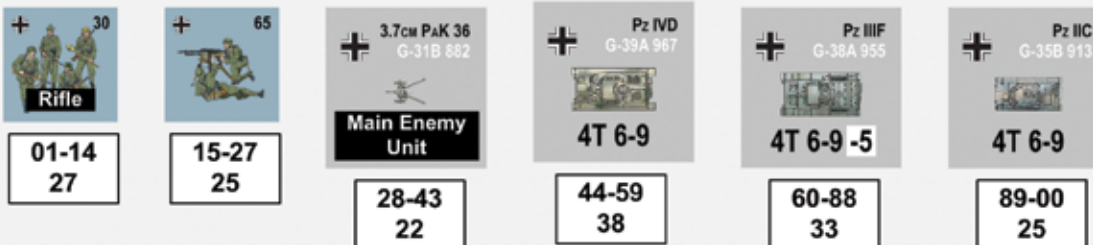
French Unit Summary Chart

Name	Card	Points	Name	Card	Points
Aircraft, Breguet Bre.693	F-7B1	55	CSW, Boys Mk.1 ATR	F-8B	6
Aircraft, Bloch MB.174A.3	F-7B2	60	H-35	F-2A	26
AMD 35	F-6A	26	H-38	F-2B	37
AMR 33	F-5A	10	H-39	F-3A	39
AMR 35	F-5B1	10	Lorraine 38L	F-9A	9
AMR 35(H)	F-5B2	20	Leg, Section	F-8A	10
Artillery, Counter Battery	F-7A	50	Leg, Squad, Infantry – Half-squad	F-8A	22-16
Artillery, Light Battery	F-7A	40	Leg, Squad, Rifle – Half-squad	F-8A	26-19
Artillery, Medium Battery	F-7A	54	Limber, Light	F-6B2	5
Artillery, Heavy Battery	F-7A	73	Limber, Medium	F-6B2	8
Artillery, Super Heavy Battery	F-7A	95	R-35	F-1A	27
CA25 CA 38 AAG	F-11B	20	R-40	F-1B	30
CA25 SA-L 34 ATG	F-10A	19	S-35	F-4A	35
CA47 SA 37 ATG	F-10B	25	Truck AA 13.2	F-9B2	17
CA75 97/35 ATG	F-11A	33	Truck, Light	F-6B1	6
Char B1-bis	F-4B	44	Truck, Medium	F-6B1	9
CSW, Flamethrower	---	20	Truck, Heavy	F-6B1	12
CSW, HMG	F-8B	13	UE	F-3B	8
CSW, Mortar, M60 M35	F-8B	17	Unic P107	F-9B1	7
CSW, Mortar, M81 27/31	F-8B	28			

Name	Card	Points	Name	Card	Points
German Unit Summary Chart					
2cm FlaK 38 AAG	G-33A	23	Leg, Squad, SMG – Half-squad	G-8A	20-14
2cm FlaK Zgkw 1t	G-29B	23	Limber, Light	G-28A	5
3.7cm FlaK Zgkw 5t	G-30A	17	Limber, Medium	G-28A	8
3.7cm PaK 36 ATG	G-31B	22	Prime Mover, SdKfz 7	G-5B1	13
7.5cm leIG	G-33B	18	Prime Mover, SdKfz 10	G-5B1	9
8.8cm FlaK 36 A/ATG	G-6A	53	Prime Mover, SdKfz 11	G-5B1	11
15cm sIG	G-34A	60	PSW 221	G-25B	10
Aircraft, Ju 87B-1	G-46A1	53	PSW 222	G-26B	21
Aircraft, Hs 123A-1	G-46A2	50	PSW 231	G-27A	31
Artillery, Counter Battery	G-7A	50	PzKpfw 35(t)	G-36A	25
Artillery, Light Battery	G-7A	40	PzKpfw 38(t)C	G-36B	30
Artillery, Medium Battery	G-7A	54	PzKpfw IB	G-35A	13
Artillery, Heavy Battery	G-7A	73	PzKpfw IIC	G-35B	25
Artillery, Super Heavy Battery	G-7A	95	PzKpfw IIIF	G-38A	33
CSW, Flamethrower	---	20	PzKpfw IVD	G-39A	38
CSW, HMG	G-8B	15	SPW 251/1	G-5A	15
CSW, Mortar, 5cm GrW 36	G-8B	9	SPW 251/2	G-21B	39
CSW, Mortar, 8cm GrW 34	G-8B	28	SPW 251/10	G-22B	23
CSW, PzB 39 ATR	G-8B	6	StuG IIIA	G-45B	36
Leg, Section	G-8A	10	Truck, Light	G-5B2	6
Leg, Squad, Infantry – Half-squad	G-8A	22-16	Truck, Medium	G-5B2	9
Leg, Squad, Rifle – Half-squad	G-8A	27-20	Truck, Heavy	G-5B2	12

PANZER SOLITAIRE TABLES

COMMAND — ATTACK (10.4.2.1)

ROLL	Command/Action
01-49	MOVE[1]
50-69	SHORT HALT[2]
70-92	FIRE[2]
93-98	FC/HD (N/C)[3,4]
99+	ENTRENCH (N/C)[5,6]

1: If located in a VP hex: FIRE/OW command.
2: If no friendly units within spotting range and Maximum Firing Range (hidden unit): OW command.
3: Leg/towed units gain FC status automatically if in applicable terrain. Otherwise, N/C command.
4: If vehicle in HD terrain, MOVE command. Vehicles gain HD status in Movement Phase automatically. Partial HD if with *Limited* notation. If not in HD terrain or already occupying a HD position, N/C command.
5: Vehicles treat Entrench (N/C) action as FC/HD (N/C) action.
6: Leg/towed units construct a hasty entrenchment. +10 DRM on the Command Table if in hex with an Entrench 1-3 counter.

COMMAND — DEFEND (10.4.2.1)

ROLL	Command/Action
01-17	MOVE[1]
18-84	FIRE[2]
85-98	FC/HD (N/C)[3,4]
99+	ENTRENCH (N/C)[5,6]

1: If located in a VP hex: FIRE/OW command.
2: If no friendly units within spotting range and Maximum Firing Range (hidden unit): OW command.
3: Leg/towed units gain FC status automatically if in applicable terrain. Otherwise, N/C command.
4: If vehicle in HD terrain, Move command. Vehicles gain HD status in Movement Phase automatically. Partial HD if with *Limited* notation. If not in HD terrain or already occupying a HD position, N/C command.
5: Vehicles treat Entrench (N/C) action as FC/HD (N/C) action.
6: Leg/towed units construct a hasty entrenchment. +10 DRM on the Command Table if in hex with an Entrench 1-3 counter.

FIRE ACTION (10.4.5.2.3, 10.4.5.2.4)

ROLL	FIRE ACTION PRIORITY
01-35	Most Dangerous/Nearest Friendly Unit
36-70	Nearest Friendly Unit
71-00	Weakest/Nearest Friendly Unit

Attitude Modifiers: see table

MOVE ACTION (10.4.6.4, 10.4.6.5)

ROLL	DIRECTION
01-15	Greatest Cover hex
16-50	Nearest VP hex
51-85	Highest Value VP hex
86-95	Most Dangerous Friendly Unit[1]
96-00	Nearest Friendly Unit

Attitude Modifiers: see table
1: Most Dangerous Friendly Unit within spotting range. If no friendly units within spotting range, then Nearest Friendly Unit.

ATTITUDE MODIFIER (10.4.2.1, 10.4.5.2.6, 10.4.6.5, 10.4.6.6)

ATTITUDE		COMMAND TABLE	FIRE ACTION	MOVE ACTION	ROUTE
Attack	CAUTIOUS	+10	-10	-10	-1
	OFFENSIVE	0	0	0	0
	RECKLESS	-10	+5	+10	+2
Defend	STATIC	+20	-10	-15	-2
	DEFENSIVE	+10	-5	-5	-1
	FLEXIBLE	0	0	0	0

CLOSE ASSAULT/HAND-TO-HAND/OVERRUN CHECK (10.4.6.2, 10.4.6.3)

ATTACKER \ DEFENDER	TOWED	SQUAD	HALF-SQUAD	SECTION	VEHICLE
SQUAD	7	3	5	6	7
HALF-SQUAD	5	2	3	4	5
SECTION	4	1	2	3	3
VEHICLE	4	1	2	3	---

Attacking unit Elite/Veteran/Seasoned/Regulars/Green Grade: +2/+1/0/-1/-2
Defending unit Elite/Veteran/Seasoned/Regulars/Green Grade: -2/-1/0/+1/+2
Defending unit Suppressed/Broken/Hesitating/Unsupported: +2/+2/+1/+3
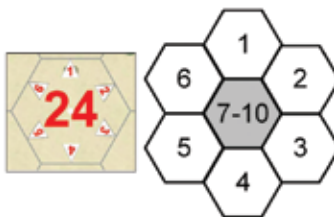
ACTIVATION (10.3.9.1)

ROLL	RESULT
40 OR LESS	Activated
41 OR MORE	Fake

-10 DRM if occupying a VP hex.

NUMBER OF ACTIVATED UNITS (10.3.9.4)

ROLL	RESULT
03 OR LESS	5
04-09	4
10-23	3
24-54	2
55 OR MORE	1

ROUTE (10.3.7, 10.4.6.4, 10.4.6.6)

ROLL	ROUTE
1-4	Safest
5-8	Fastest
9-10	Direct

Attitude Modifiers: see table

ENEMY INITIATIVE RATING (10.4.3.1, 10.4.3.2)

GRADE	INITIATIVE RATING
ELITE	90
VETERAN	70
SEASONED	50
REGULARS	30
GREEN	10

MAXIMUM FIRING RANGE (10.3.2)

GRADE	MAXIMUM RANGE
ELITE	Extreme
VETERAN	Long
SEASONED	Medium
REGULARS	Short
GREEN	Short

PINNING FIRE (10.4.5.2.8)

RANGE	PINNING FIRE
POINT BLANK	01-10
SHORT	01-30
MEDIUM	01-50
LONG	01-70
EXTREME	01-90

-10 DRM if GP modifier before applying Pinning Fire is -20 or less.