

# 3D PanzerBlitz Charts

## Sequence of Play

Roll for Initiative - Winner picks who goes first

Plot Offboard Artillery

Assign Units to Opportunity Fire

Resolve Offboard Artillery

1st Player

Designate Targets

Fire

Move units that did not fire. Overrun attacks.

2nd Player

Designate Targets

Fire

Move units that did not fire. Overrun attacks.

Remove Dispersed Markers

## Offboard Artillery

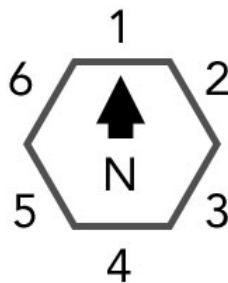
Artillery is plotted at beginning of the turn. If a forward observer sees the target hex, the artillery falls on that hex. If the target hex is not seen by a forward observer, it is indirect fire. Artillery attacks all the units in the hex using combined defense factors.

### Indirect Fire

Roll a die to hit. Die roll of 1 or 2 hits the target hex. Die roll of 3 to 6 misses, roll against scatter table for direction. Then roll for number hexes moved from target hex:

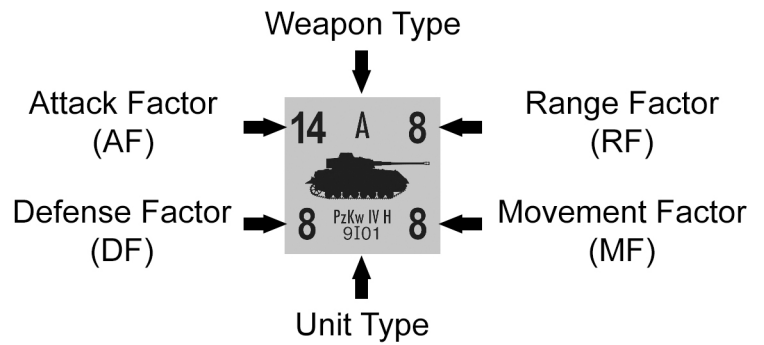
- 1 - 2 One hex
- 3 - 4 Two hexes
- 5 Three hexes
- 6 Missed

### Scatter Table



Artillery fire blocks line of sight in the hex where it falls for the game turn.

## Counter Layout



## Stacking

German - 3 units per hex

Russian - 2 units per hex

Destroyed units count for stacking

## Terrain Effects Chart

Terrain Feature		Effect on Movement	Effect on Combat
Clear		1 MP, Trucks 2 MP	None
Roads		1/2 MP - Only one unit in hex to use otherwise MP for other hex	None - Use other terrain effects
Towns		1/2 MP - Normal stacking effects	+1 to attackers die roll. Stacked units must be treated as one combined DF. Units are hidden unless spotted.
Woods		1 MP, Trucks 2 MP.	+1 to attackers die roll. Units are hidden unless spotted.
Swamps		1 MP, Vehicular units only on roads	+1 to attackers die roll.
Gullies/Streams		MP cost = accompanying terrain cost. +3 MP to leave, +5 for Truck to leave.	No fire at (or fired upon by) ground level units or units in gully hexes unless adjacent. May fire at hills and slopes.
Ford		1 MP	None
Ponds		Not allowed	None
Slopes		3 MP going up. 1 MP across or down. 4 MP for Trucks going up.	Attacker's AF is halved.
Hill Tops		MP cost per other terrain	Attacker's AF is halved.

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## Combat Results Table

Die Roll	Odds Ratios							Die Roll
	1-4	1-3	1-2	1-1	2-1	3-1	4-1	
-1	D	DD	X	X	X	X	X	-1
0	-	D	DD	DD	X	X	X	0
1	-	D	D	DD	X	X	X	1
2	-	-	D	D	DD	X	X	2
3	-	-	-	D	DD	X	X	3
4	-	-	-	-	D	DD	X	4
5	-	-	-	-	D	DD	X	5
6	-	-	-	-	-	-	DD	6
7	-	-	-	-	-	-	-	7

### Die Roll Modifiers:

- 1 - Defender is dispersed
- 2 - Overrun attack
- +1 - Defender in Woods/Town

### Results:

X = Unit destroyed

D = Unit dispersed. Unit may not move in next player turn, may not fire. Becomes undispersed at the end of the players next turn.

DD = Special dispersed. if defender is already dispersed, unit is destroyed. If unit was not dispersed, treat as normal dispersed.

## Overrun Attack

Overrun attacks are resolved during movement. Target unit must be in a clear hex. Overrunning unit must have enough movement points to pass through the target in a straight line. Overrunning unit must stop in the hex directly opposite the hex of entry. Shift CRT one column to right. Overrunning units use their normal attack factor.

## Opportunity Fire

Any enemy unit that expends 1/4 (rounded down) or more of its movement allowance continuously in LOS of a friendly unit may be attacked. Opportunity fire is resolved during movement. Move the unit until it expends 1/4 of its movement. Resolve fire. Unit may then continue movement. Units that are assigned opportunity fire may not move or fire during their phase of the turn.

## Target Elevation Chart

Unit Firing From	Hex Side Obstructions to LOS		
	Ground	Slopes	Hill
Ground	All	Brown/Orange Note B	Note B Note D
Slope	Brown/Orange Note A	Brown/Orange Note E	Note E
Hill	Note A Note C	Note E	None

## Weapon Effectiveness Chart

Weapon Class Firing	Type of Target		
	Armored Units		Others
	<= 1/2 Range	> 1/2 Range	All Ranges
I	Close Assault	Not Allowed	Normal AF
A	Double AF	Normal AF	Half AF
H & M	Normal AF	Half AF	Normal AF

Note A: Firing from slope/hill to ground is obstructed if target is directly behind Gray/Green hexside

Note B: Firing from ground to slope/hill is obstructed if target is directly behind Gray/Green hexside.

Note C: When firing from a hilltop to a ground-level target, the Line-of-Sight is obstructed by intervening hex-side symbols if symbol is closer to target unit.

Note D: When firing from ground-level to hilltop target, the Line-of-Sight is obstructed by intervening hex-side symbols if symbol is closer to firing unit.

Note E: A unit may trace an unobstructed Line-of-Sight through more than ONE hilltop hex-side symbol is when both the target and the firing unit are on hilltops.