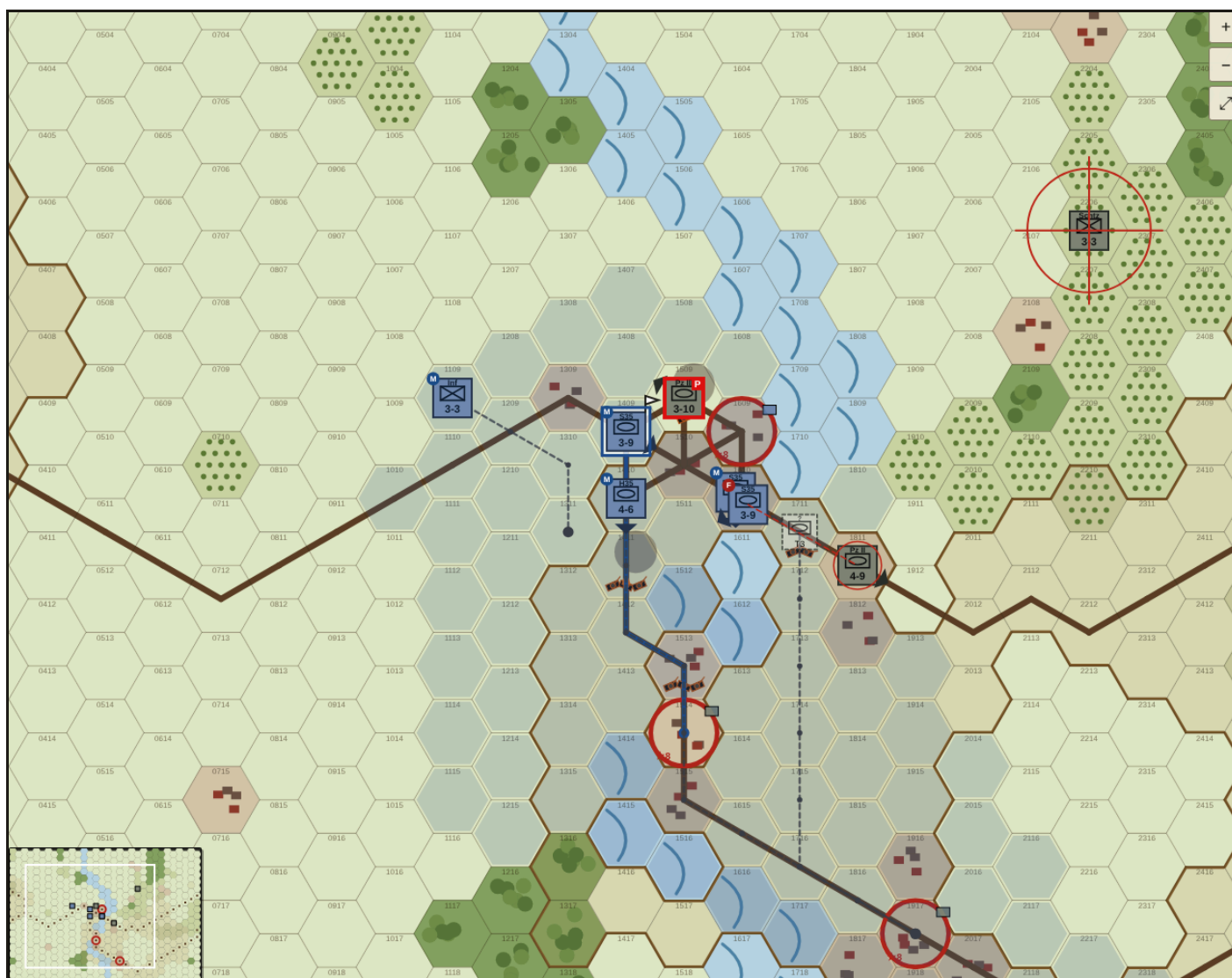


TRONSOFT GAMES

KAMPFPANZER

ARMORED COMBAT 1937–1940 · RULES OF PLAY



Browser edition version 1.3.0. A tactical simulation at platoon scale: 100-metre hexes, turns of 3 minutes 40 seconds, SiMov simultaneous movement and the panic rule. After KampfPanzer (Simulations Publications, Inc., 1973).

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1 · INTRODUCTION AND SCALE

Kampfpanzer simulates armored fighting in the years when the tank was still being learned: the Spanish Civil War, Khalkhin-Gol, the Winter War, the invasion of Poland, a Czechoslovak war that Munich prevented, and the Battle of France. Ten armies take part — German, French, British, Soviet, Japanese, Polish, Czechoslovak, Finnish, Spanish Republican, Spanish Nationalist.

Each counter is a **platoon** — three to five tanks, two guns, or three infantry sections. Each hex is **100 metres** across. Each turn is **3 minutes 40 seconds**. The two numbers at the foot of a counter are its strength and its movement allowance.

2 · THE SCREEN

The **left panel** holds information: the selected platoon (armour front/side/rear, gun and penetration, status, panic number), the ground under the pointer, the **Fire Slip** and the war diary. The **right panel** holds the turn clock and score, the **SiMov plot sheet** and every order button. The map fills the middle: drag to pan, wheel or pinch to zoom, the ↖ button to fit. Whenever the view is zoomed in, a **minimap** in the lower corner shows the whole field and the part in view; click it to move there. A **high-contrast** display can be switched on in the menu. The version number stands beside the title.

3 · SEQUENCE OF PLAY

1. **Plot.** Both commanders write their orders in secret.
2. **Movement** in 12 impulses, everyone at once, with overwatch snap fire after each impulse.
3. **Fire**, simultaneous, with artillery landing at the same moment.

4. **Close assault** by infantry against armour beside them.
5. **Panic** checks and rallies.
6. **End of turn:** smoke thins, objectives change hands, the clock advances.

4 · SIMOV PLOTTING

Select a platoon and give it one order:

- **Move** — click hexes inside the shaded area to write a route; it appears in pencil on the map and on the plot sheet with its cost. A platoon that spends no more than half its movement may fire at the end, at -20%.
- **Fire** — stand and give aimed fire (+10%) at the target you click, or the best target in sight.
- **Overwatch** — stand and snap-fire (-10%) at the first enemy that moves in sight during movement; if nothing moves, fire normally at the end.
- **Ride** — infantry only: climb onto a friendly tank platoon beside you (see 12).

A stationary platoon may be turned with the Face buttons; a moving one faces the way it drives. One artillery fire mission may be plotted each turn. Panicked platoons take no orders.

5 · MOVEMENT, TERRAIN AND MINEFIELDS

Movement points are spent hex by hex in 12 impulses, so a fast tank covers ground early and a slow one late. Climbing costs +1 for vehicles and +½ on foot; following a road costs ½ (vehicles) or 0.7 (foot) whatever the ground. Snow multiplies vehicle costs by 1.5 and foot costs by 2 except for ski troops. Towed guns are manhandled at most one hex a turn, and the 8.8 cm Flak cannot be moved once emplaced. At most 2 platoons of one side may share a hex. Two hostile platoons that try to enter one hex, or that try to move into each other's hexes, both halt. A shaken platoon has half its movement.

TERRAIN	VEHICLE COST	FOOT COST	COVER	LINE OF SIGHT	CONCEALS
Open ground	1	1	0%	—	—
Broken ground	2	1.5	5%	—	—
Woods	3	1.5	20%	blocks	yes
Orchard / olive grove	2	1	10%	two in a row block	yes
Village	2	1	25%	blocks	yes
Stream bed	3	2	5%	—	—

Defenders who begin dug in gain a further 20% cover until they move.

Minefields. In 5 actions the defender has laid minefields two to four hexes in front of his villages, on the approaches the enemy is likeliest to use, hidden from the attacker. A platoon that enters one halts there, and each of its elements is lost on a roll: tanks 25%, tankettes 35%, infantry 20%, guns 20%. The strike is printed on the Fire Slip. A struck minefield is marked for both sides; neither you nor the machine can plot into a known enemy minefield. Your own minefields are drawn dashed, the enemy's struck ones in red.

6 · SIGHT AND LIGHT

You see only what your platoons see, out to 20 hexes in daylight. Woods and villages block sight; two orchard hexes in a row block it; a hill between blocks it unless both ends are higher. Platoons in woods, villages or orchards — or dug in — that neither move nor fire are found only from two hexes. Grey dashed counters mark where an enemy was last seen and on which turn.

Light. Each action has its own light, which may change during the fight: dawn mist or haze that burns off, fog that lifts, snow showers, dusk that turns to dark. The light sets the sight distance, and no weapon fires — and no artillery counts as observed — beyond it. The sidebar shows the light and the sight; the map darkens for dusk and dark and greys for mist, fog, haze and snow. Each action's light is given in section 18.

7 · FIRE

Every vehicle or gun in a platoon rolls separately. The chance to hit starts from the range:

RANGE	BASE	RANGE	BASE	RANGE	BASE	RANGE	BASE
1	82%	5	64%	9	46%	13	28%
2	77%	6	60%	10	42%	14	24%
3	73%	7	55%	11	37%	15	19%
4	69%	8	50%	12	32%	16	15%

and is modified as follows (the Fire Slip prints every modifier that applied):

MODIFIER	EFFECT
Aimed fire / overwatch snap shot / fired on the move	+10% / -10% / -20%
Target moved this turn	-10%
Small target (tankettes)	-10%
Target's cover (terrain, dug in, wrecks)	- the cover value
Target hull-down on a crest	-15%
One-man turret (French tanks)	-10%
Firer shaken	-15%
Firing downhill	+5%
National gunnery	German and Finnish +8%; Soviet and Republican -8%

The chance never falls below 3% nor rises above 95%. Against infantry and guns a hit becomes a casualty according to the weapon's high-explosive effect; tanks add their machine-guns. Fire is **simultaneous**: a platoon destroyed in the fire phase still fires. A moving platoon that loses an element to overwatch fire halts where it is.

8 · ARMOUR AND PENETRATION

Each hit on a vehicle compares the gun's penetration at that range, multiplied by a random 0.8 to 1.2, with the armour on the face that was struck — front, side or rear, by the target's facing relative to the firer. Hits that do not penetrate are recorded on the slip as bounced. Penetration falls with range; the vehicle and gun tables (section 19) give it at 100, 500 and 1,000 metres. A weapon that cannot hope to pierce a vehicle's thinnest plate will not fire at it.

9 · ARTILLERY AND SMOKE

Each side has a fixed number of fire missions for the action. Plot one on any hex; it lands in the fire phase on that hex and around it. If none of your platoons can see the target hex the barrage may drift one to three hexes. Infantry suffer most; tankettes are vulnerable; tanks rarely. Smoke screens the target hex and the six around it for two turns. Everything under a barrage checks for panic.

10 · CLOSE ASSAULT

Infantry beside enemy armour attack it with charges and grenades — petrol bottles for Finns, Spaniards and Japanese, which are far deadlier. A tank that stood still, or stands in cover, is easier prey; tankettes more so.

11 · THE PANIC RULE

A platoon that loses men, is shelled, sees a neighbour destroyed, or is fired upon (armour only when actually hit) rolls two dice. At or under its army's **panic number** plus its stress it **panics**: it runs for cover and takes no orders. Up to three above, it is **shaken**: half movement and –15% to hit.

Stress: +1 for each element lost this turn; +1 below half strength; +1 under shellfire; +1 if a platoon beside it was destroyed; +1 if already shaken; –1 in cover; –1 for armour that lost nothing. A platoon left alone rallies one step on a roll above its panic number plus two. Panicked infantry beside an unpanicked enemy may surrender.

ARMY	PANIC NUMBER	GUNNERY	CLOSE ASSAULT	SIGNALS
Finnish	2	+8%	petrol bottles, skis	flags
Japanese	2	—	petrol bottles	flags
British	3	—	charges	radio
Czechoslovak	3	—	charges	radio
German	3	+8%	charges	radio
Polish	3	—	charges	flags
French	4	—	charges	flags
Spanish Nationalist	4	—	petrol bottles	flags
Soviet	5	–8%	charges	flags
Spanish Republican	5	–8%	petrol bottles	flags

12 · TANK RIDERS, HULL-DOWN, WRECKS AND FIRES

Riders. Infantry beside a friendly tank platoon of two or more may Ride. They climb on before the first impulse, go where the tank goes and get down where it stops. They cannot fire that turn, and each hit the tank takes may throw riders off (35% each).

Hull-down. A tank or gun that stood still on a crest — the hex in front of it lower, the firer no higher — shows only its turret: –15% to hit.

Wrecks and fires. Every vehicle destroyed leaves a wreck; each gives +5% cover in its hex, up to three. A destroyed vehicle with a petrol engine catches fire 60% of the time, a diesel (P in the tables) 25%; a burning hex hides everything behind it until the end of the next turn.

13 · VICTORY AND PAR

Each objective village is worth **8** points to the side that last stood in it alone and unpanicked. Each enemy element destroyed scores its value (shown in the tables). The action ends after its last turn, or at once when one side has no steady platoon left. The first side's margin is its score minus the enemy's; that margin is judged against the action's **par** — the mean margin of two staff-level commanders, measured over sixty games.

MARGIN AGAINST PAR	RESULT
+9 or better	Decisive victory
+3 to +8	Marginal victory
-2 to +2	Drawn
-3 to -8	Marginal defeat
-9 or worse	Decisive defeat

14 · RADIO AND FLAG SIGNALS

German, British, Czechoslovak tanks have radios. French, Soviet, Japanese, Polish, Finnish, Spanish Republican, Spanish Nationalist tanks signal by flag. Each side has a **command platoon** — its first tank platoon — marked with a pennant (yellow with radio, white with flags). When it is destroyed, command passes to the next tank platoon.

A flag-signalled tank platoon that starts the turn more than 5 hexes from its command platoon must read the flags before movement: 90% just outside range, 6 points less for each hex further, never below 35%, and 15 points less if shaken. If it misses, it carries on: a platoon that moved last turn drives straight on the way it faces as far as its movement allows; one that stood closes on the command platoon.

The chance is printed beside the order on the plot sheet. Selecting a flag-signalled platoon draws the command range round its command platoon. Infantry and guns use runners and always receive their orders. Flag-signalled armies deploy their tanks round the command platoon.

15 · THE MACHINE COMMANDER

The machine aims, judges threats and calls fire only on enemies its own platoons have seen. It weighs objectives, cover, the fire it could give and the fire it could receive, puts infantry onto tanks heading for the fight, and calls fire missions on clusters it can see. **Cadet, Staff, Ace:** the Cadet is careless of danger and fires poorly; Staff and Ace are steadier. The Staff and Ace keep flag-signalled tanks in formation round the command platoon; the Cadet does not. Measured over both seats the Ace beats the Cadet by +5.0 points of margin and the Staff by +0.1. The machine never fires smoke: taught to, it measured -0.6 points worse. An Ace fire plan — targets shared out across the force to avoid overkill — was built and measured -0.5 points, so it does not ship. The machine knows no more about unstruck minefields than you do.

16 · TWO COMMANDERS, BUILD A BATTLE AND THE CAMPAIGN

In **hot-seat** play two commanders share the screen. Each plots behind an opaque sheet, then watches last turn as his own platoons saw it. **Build a Battle** raises forces for any two armies from their 1937–40 equipment on any ground, attacking, defending or meeting; such actions are unmeasured and scored at even par.

The Long Apprenticeship is the campaign: all 10 actions in historical order (Brunete, Fuentes de Ebro, Fall Grün, Holsten River, Bain Tsagan, Mokra, Summa, Hannut, Stonne, Arras), one attempt each, against the commander you choose. Each result scores points — decisive victory +3, marginal victory +2, drawn +1, marginal defeat 0, decisive defeat -1 — and points earn rank: Lieutenant (0), Captain (3), Major (7), Lieutenant-Colonel (11), Colonel (16), Brigadier (22). Hot-seat and Build a Battle games are not part of it.

17 · SAVING

The game saves after every turn in the browser's local storage; choose **Resume saved action** from the menu to continue. Save format 4; saves made by earlier versions are converted automatically (a converted action has no minefields). Your best result in each action against the machine is kept as a service record and shown on the menu; the campaign is kept separately and can be started afresh from its panel with two clicks. If storage is refused the game still plays but cannot be resumed.

18 · THE ACTIONS

Fuentes de Ebro 13 October 1937 · Spanish Civil War

The BT-5s go in at speed with the Brigade riding behind, across olive groves cut by irrigation ditches. Fuentes is held by men who will not leave and a pair of German 37mm guns. Republican crews are green; the panic rule will find them.

Spanish Republican (west)	XV International Brigade with BT-5s of the Internacional tank regiment. BT-5 — 4 platoons of 3 vehicles; International Bde — 3 platoons of 3 sections. Artillery: 3 missions.
Spanish Nationalist (east)	Nationalist garrison of Fuentes, with a Condor Legion anti-tank section. Legion platoon — 3 platoons of 3 sections; 3.7cm PaK 36 — 2 platoons of 2 guns; PzKpfw I — 1 platoon of 3 vehicles. Artillery: 2 missions.
Posture	Spanish Republican attack; 2 objective villages; 12 turns from 12:00; defenders begin dug in.
Light	daylight, sight 20. Minefields: 3.
Par	-28 for the Republican side

Brunete 24 July 1937 · Spanish Civil War

Machine-gun tankettes against the 45mm T-26. The Nationalist tanks cannot hurt the Soviet machines beyond point-blank; their infantry and guns must do the work, and the Republican line is brittle.

Spanish Republican (west)	Republican defenders with T-26s in reserve. Rifle platoon — 3 platoons of 3 sections; T-26 mod.1937 — 2 platoons of 3 vehicles; 45mm M1937 AT gun — 1 platoon of 2 guns. Artillery: 2 missions.
Spanish Nationalist (east)	Nationalist counter-attack: Pz Is of Gruppe Thoma and CV 33s. PzKpfw I — 2 platoons of 4 vehicles; CV 33 tankette — 1 platoon of 3 vehicles; 3.7cm PaK 36 — 1 platoon of 2 guns; Legion platoon — 3 platoons of 3 sections. Artillery: 4 missions.
Posture	Spanish Nationalist attack; 2 objective villages; 12 turns from 06:30.
Light	dawn haze, sight 10; from turn 4 daylight, sight 20.
Par	+1 for the Republican side

Bain Tsagan 3 July 1939 · Khalkhin-Gol

Zhukov sends the tanks in without infantry. The steppe is bare, the Japanese are dug in, and they carry petrol bottles. The BT is fast and thinly armoured; its petrol engine burns.

Soviet (west)	11th Tank Brigade, BT-5s and BT-7s, thrown in off the march. BT-5 — 2 platoons of 3 vehicles; BT-7 — 3 platoons of 3 vehicles; Rifle platoon — 1 platoon of 3 sections. Artillery: 3 missions.
Japanese (east)	71st and 72nd Infantry on the Bain Tsagan heights. Rifle platoon — 4 platoons of 3 sections; 37mm Type 94 AT gun — 2 platoons of 2 guns. Artillery: 2 missions.
Posture	Soviet attack; 2 objective villages; 12 turns from 09:00; defenders begin dug in.
Light	daylight, steppe glare, sight 20. Minefields: 2.
Par	-34 for the Soviet side

Holsten River 2 July 1939 · Khalkhin-Gol

The only Japanese tank offensive of the campaign, at dusk, against Soviet 45mm guns that outrange everything Yasuoka owns. Japanese crews do not break easily.

Soviet (west)	149th Rifle Regiment with 45mm guns and a BT company. Rifle platoon — 2 platoons of 3 sections; 45mm M1937 AT gun — 2 platoons of 2 guns; BT-5 — 1 platoon of 3 vehicles. Artillery: 3 missions.
Japanese (east)	Yasuoka Detachment: Type 89 and Type 95 tanks. Type 89 I-Go — 3 platoons of 3 vehicles; Type 95 Ha-Go — 2 platoons of 3 vehicles; Rifle platoon — 1 platoon of 3 sections. Artillery: 2 missions.
Posture	Japanese attack; 2 objective villages; 12 turns from 18:00.
Light	dusk, sight 14; from turn 5 last light, sight 8; from turn 9 dark, sight 4.
Par	-4 for the Soviet side

Mokra 1 September 1939 · Invasion of Poland

The first morning of the war. German light tanks against a cavalry brigade that has the best anti-tank rifle in Europe and Swedish 37mm guns behind a railway embankment.

Polish (west)	Wołyńska Cavalry Brigade dismounted, Bofors guns and wz.35 rifles, 7TP support. Rifle platoon, wz.35 — 3 platoons of 3 sections; 37mm Bofors AT gun — 2 platoons of 2 guns; 7TP — 1 platoon of 3 vehicles; TKS tankette — 1 platoon of 3 vehicles. Artillery: 3 missions.
German (east)	4. Panzer-Division: Pz I, Pz II and a Pz IV company. PzKpfw I — 2 platoons of 4 vehicles; PzKpfw II — 2 platoons of 4 vehicles; PzKpfw IV D — 1 platoon of 3 vehicles; Schützen platoon — 1 platoon of 3 sections. Artillery: 4 missions.
Posture	German attack; 2 objective villages; 12 turns from 06:00; defenders begin dug in.
Light	dawn mist, sight 10; from turn 3 daylight, sight 20. Minefields: 3.
Par	+28 for the Polish side

Fall Grün October 1938 (hypothetical) · The Munich crisis

The war that Munich prevented. Czech armour was the equal of anything Germany had in 1938, and better than most of it. A what-if, played straight.

Czechoslovak (west)	1st Rapid Division counter-attacks with LT vz.35 and LT vz.38. LT vz.35 — 2 platoons of 4 vehicles; LT vz.38 — 1 platoon of 4 vehicles; Rifle platoon — 2 platoons of 3 sections; 47mm vz.36 AT gun — 1 platoon of 2 guns. Artillery: 4 missions.
German (east)	A German Panzer vanguard over the border hills. PzKpfw I — 1 platoon of 4 vehicles; PzKpfw II — 2 platoons of 4 vehicles; Schützen platoon — 2 platoons of 3 sections; 3.7cm PaK 36 — 1 platoon of 2 guns. Artillery: 3 missions.
Posture	Czechoslovak attack; 2 objective villages; 12 turns from 07:00.
Light	morning fog, sight 6; from turn 5 fog lifting, sight 12; from turn 9 daylight, sight 20.
Par	+6 for the Czech side

Summa 19 December 1939 · Winter War

Snow to the knee, forest to the horizon, and Soviet tanks that come on without their infantry. Finnish riflemen ski and carry bottles; their Bofors cannot touch a screened T-28 from the front.

Soviet (west)	20th Heavy Tank Brigade, T-28s and T-26s, with rifle support. T-28E (screened) — 2 platoons of 3 vehicles; T-26 mod.1937 — 3 platoons of 3 vehicles; Rifle platoon — 2 platoons of 3 sections. Artillery: 5 missions.
Finnish (east)	A Finnish company of the Mannerheim Line with two Bofors guns. Jalkaväki platoon — 3 platoons of 3 sections; 37mm Bofors AT gun — 2 platoons of 2 guns. Artillery: 2 missions.
Posture	Soviet attack; 2 objective villages; 12 turns from 10:00; defenders begin dug in.
Light	snow showers, sight 10. Minefields: 6.
Par	-27 for the Soviet side

Hannut 13 May 1940 · Battle of France

The first great tank battle. The SOMUA is the better tank; its commander loads, aims and fires the gun himself and has no radio worth the name. German crews are drilled and talk to each other.

French (west)	3e DLM: SOMUA S35 and Hotchkiss H35. SOMUA S35 — 3 platoons of 3 vehicles; Hotchkiss H35 — 2 platoons of 4 vehicles; Rifle platoon — 1 platoon of 3 sections. Artillery: 3 missions.
German (east)	4. Panzer-Division: Pz II, Pz III, Pz IV. PzKpfw II — 2 platoons of 4 vehicles; PzKpfw III E — 2 platoons of 4 vehicles; PzKpfw IV D — 1 platoon of 3 vehicles; Schützen platoon — 1 platoon of 3 sections. Artillery: 3 missions.
Posture	Meeting engagement; 3 objective villages; 12 turns from 08:00.
Light	daylight, sight 20.
Par	+13 for the French side

Arras 21 May 1940 · Battle of France

The 37mm bounces off the Matilda. The Matilda I has nothing but a machine-gun. Rommel brings up his heavy flak and lays it himself.

British (west)	4th and 7th Royal Tank Regiment: Matilda I and Matilda II. Matilda I (A11) — 3 platoons of 4 vehicles; Matilda II (A12) — 2 platoons of 3 vehicles; Rifle platoon, Boys — 1 platoon of 3 sections; 2-pdr AT gun — 1 platoon of 2 guns. Artillery: 2 missions.
German (east)	SS-Totenkopf and 7. Panzer flank guard; Rommel's gun line. Schützen platoon — 2 platoons of 3 sections; 3.7cm PaK 36 — 3 platoons of 2 guns; 8.8cm Flak 18 — 1 platoon of 2 guns; PzKpfw 38(t) — 1 platoon of 4 vehicles. Artillery: 4 missions.
Posture	British attack; 2 objective villages; 12 turns from 14:30.
Light	daylight, sight 20.
Par	+9 for the British side

Stonne 16 May 1940 · Battle of France

Captain Billotte's Eure went through Stonne and came out with 140 hits on her armour. The B1 is almost proof against everything the Germans own; it is slow, thirsty, and its commander is alone in the turret.

French (west)	3e DCR: Char B1 bis and H35 with chasseurs. Char B1 bis — 2 platoons of 2 vehicles; Hotchkiss H35 — 2 platoons of 4 vehicles; Rifle platoon — 2 platoons of 3 sections. Artillery: 4 missions.
German (east)	Infanterie-Regiment Großdeutschland and 10. Panzer. Schützen platoon — 2 platoons of 3 sections; 3.7cm PaK 36 — 2 platoons of 2 guns; PzKpfw III E — 1 platoon of 4 vehicles; PzKpfw IV D — 1 platoon of 3 vehicles. Artillery: 3 missions.
Posture	French attack; 2 objective villages; 12 turns from 07:00.
Light	early mist, sight 12; from turn 4 daylight, sight 20. Minefields: 2.
Par	-15 for the French side

19 · VEHICLE, GUN AND INFANTRY DATA

VEHICLE	FIELDED BY	ARMOUR F / S / R MM	GUN	PEN MM AT 100 / 500 / 1000 M	MP	PLTN	VP
PzKpfw I	Nationalist, German	13 / 13 / 13	7.92/7.62mm MG	9 / 6 / 3	9	4	1
PzKpfw II	German	20 / 15 / 15	2cm KwK 30	23 / 18 / 12	9	4	2
PzKpfw III E	German	30 / 30 / 21	3.7cm KwK/PaK 36	41 / 35 / 27	10	4	3
PzKpfw IV D	German	30 / 20 / 20	7.5cm KwK 37 L/24	40 / 38 / 35	9	3	3
PzKpfw 35(t)	German	25 / 16 / 16	37mm vz.34 (A3)	40 / 34 / 27	8	4	2
PzKpfw 38(t)	German	25 / 15 / 15	37mm vz.38 (A7)	44 / 38 / 30	10	4	2
LT vz.35	Czech	25 / 16 / 16	37mm vz.34 (A3)	40 / 34 / 27	8	4	2
LT vz.38	Czech	25 / 15 / 15	37mm vz.38 (A7)	44 / 38 / 30	10	4	2
T-26 mod.1937	Republican, Soviet	15 / 15 / 15	45mm 20-K	46 / 40 / 32	8	3	2
BT-5	Republican, Soviet	13 / 13 / 10	45mm 20-K	46 / 40 / 32	12	3	2
BT-7	Soviet	22 / 13 / 10	45mm 20-K	46 / 40 / 32	12	3	2
T-28E (screened)	Soviet	50 / 40 / 20	76mm KT-28	36 / 33 / 30	7	3	3
SOMUA S35 ¹	French	47 / 40 / 40	47mm SA35	48 / 42 / 34	9	3	3
Hotchkiss H35 ¹	French	34 / 34 / 34	37mm SA18	16 / 13 / 10	6	4	2
Renault R35 ¹	French	40 / 40 / 40	37mm SA18	16 / 13 / 10	5	4	2
Char B1 bis ¹	French	60 / 55 / 55	75mm SA35 + 47mm SA35	50 / 44 / 36	6	2	4
Matilda I (A11)	British	60 / 60 / 60	7.92/7.62mm MG	9 / 6 / 3	4	4	2
Matilda II (A12) ^D	British	78 / 65 / 55	2-pdr	52 / 46 / 38	5	3	4
Light Tank Mk VIB	British	14 / 12 / 10	13.2mm HMG	18 / 14 / 8	11	3	1
7TP ^D	Polish	17 / 17 / 13	37mm Bofors	44 / 38 / 30	8	3	2
TKS tankette	Polish	10 / 8 / 8	7.92/7.62mm MG	9 / 6 / 3	10	3	1
Type 89 I-Go ^D	Japanese	17 / 15 / 15	57mm Type 90	22 / 19 / 15	6	3	2
Type 95 Ha-Go ^D	Japanese	12 / 12 / 10	37mm Type 94	35 / 29 / 22	10	3	2
Type 97 Chi-Ha ^D	Japanese	25 / 20 / 20	57mm Type 90	22 / 19 / 15	9	3	2
CV 33 tankette	Nationalist	13 / 8 / 8	7.92/7.62mm MG	9 / 6 / 3	9	3	1
Vickers 6-ton (Bofors)	Finnish	13 / 13 / 13	37mm Bofors	44 / 38 / 30	7	3	2

¹ one-man turret: -10% to hit. ^D diesel engine: burns less readily.

GUN	FIELDED BY	PEN MM AT 100 / 500 / 1000 M	RANGE HEXES	HE	GUNS	VP
3.7cm PaK 36	Nationalist, German	41 / 35 / 27	15	1	2	1
45mm M1937 AT gun	Republican, Soviet	48 / 42 / 34	16	1.5	2	1

37mm Type 94 AT gun	Japanese	35 / 29 / 22	14	1	2	1
37mm Bofors AT gun	Polish, Finnish	44 / 38 / 30	16	1	2	1
47mm SA37 AT gun	French	62 / 55 / 46	18	1.5	2	1
25mm SA34 AT gun	French	40 / 33 / 24	12	0.5	2	1
2-pdr AT gun	British	52 / 46 / 38	18	0.5	2	1
47mm vz.36 AT gun	Czech	56 / 49 / 41	17	1.2	2	1
8.8cm Flak 18	German	110 / 103 / 95	25	3	2	3

INFANTRY	FIELDIED BY	SMALL ARMS	ANTI-TANK RIFLES	SECTIONS
Rifle platoon	Republican, Soviet, Japanese, Czech, French	1	—	3
Schützen platoon	German	1.3	—	3
Rifle platoon, wz.35	Polish	1	22 mm	3
Rifle platoon, Boys	British	1	19 mm	3
Jalkaväki platoon	Finnish	1.2	—	3
International Bde	Republican	1	—	3
Legion platoon	Nationalist	1.1	—	3

20 · KEYS

KEY	ACTION
M · F · O · R	Move, Fire, Overwatch, Ride
Q · E	Turn a stationary platoon
Backspace / right-click	Take back the last plotted hex
Tab	Next platoon
T · P · N	Threat overlay · replay last turn · minimap
Enter	Commit the plot
Arrows · + · - · 0	Pan · zoom in · zoom out · fit
Esc	Deselect, or close a sheet

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