

PANZER BLITZ

Rules of Play — Tronsoft Games Edition

1. Overview

Panzer Blitz is a two-player tactical wargame of armored combat on the Eastern Front, played on a hex grid. You command a battlegroup of tanks, assault guns, anti-tank guns, artillery, and infantry against an AI opponent. Seize and hold the starred **objectives** to win. This edition is an original browser recreation in the spirit of the 1970 Avalon Hill classic; see credits for details.

2. The Battlefield

The map is a grid of hexagons. Each hex is one type of terrain that affects movement, cover, and line of sight:

- **Clear** — open ground, easy to cross, no protection.
- **Woods** — slows movement, blocks line of sight, gives cover.
- **Town** — strong cover and blocks sight; easy to move through.
- **Hill** — high ground; sees over and is seen over lower terrain; gives cover.
- **River** — impassable except at a bridge or ford.
- **Bridge / Ford** — the only ways across the river.

Roads (light tracks) let units move quickly regardless of the underlying terrain.

3. Units and Counters

Each counter shows an abbreviation and three key numbers — attack, defense, and movement. Full values appear in the side panel when a unit is selected:

- **Attack (AP)**: armor-piercing strength, used against *armored* targets.
- **Attack (HE)**: high-explosive / small-arms strength, used against *soft* targets.
- **Range**: how many hexes away the unit can fire.
- **Defense**: how hard the unit is to destroy.
- **Movement**: movement points available each turn.

Unit classes: **Armor** (tanks, assault guns), **AT Gun** (towed anti-tank), **Infantry**, **Artillery** (howitzers), and **Transport** (halftracks, trucks).

4. Sequence of Play

The game runs in game-turns, each consisting of one player turn per side. On your turn, every one of your units may take **one** action — either **Move** or **Fire** — in any order you like. When you are done, press **End Turn** and the opposing commander (the AI) takes its turn. Dispersed units instead spend their turn recovering.

5. Movement

Select a unit and choose **Move**. Reachable hexes are highlighted; click one to move there. Entering a hex costs movement points equal to its terrain (clear 1, woods and hills 2, fords 3); roads cost 1. You may not enter a hex occupied by the enemy, and no more than three friendly units may stack in one hex. A unit that moves may not also fire that turn.

6. Line of Sight

To fire, a unit needs line of sight (LOS) to the target. Woods, towns, and higher ground between the firer and target block LOS. Being on a hill lets a unit see over intervening low terrain, and be seen in return. Artillery is the exception: a howitzer may fire **indirectly** over blocking terrain if any friendly unit has LOS to the target and is within spotting range (shown as a dashed line).

7. Fire Combat

Select a unit, choose **Fire**, and click a highlighted target. Every eligible un-acted unit that can see and reach the target hex joins the attack automatically — so **concentrating** several units against one target is the key to cracking a defended position. The game totals the attackers' strength and compares it to the target's defense to find the **odds** (for example 3:1). Cover shifts the odds toward the defender: woods, town, and hills each shift the result one column in the defender's favor.

Whether AP or HE strength is used depends on the target: armored targets are attacked with AP, soft targets with HE. A weapon with zero strength against that target type simply cannot hurt it — infantry small-arms will not stop a Tiger.

A six-sided die is then rolled on the Combat Results Table below.

Odds	1	2	3	4	5	6
1:2	-	-	-	-	-	D
1:1	-	-	-	D	D	X
2:1	-	D	D	D	X	X
3:1	D	D	X	X	X	X
4:1	D	X	X	X	X	X
5:1+	X	X	X	X	X	X

Results: – = no effect • **D** = *dispersed* (the unit is flipped; it cannot act and recovers at the start of its next turn) • **X** = *eliminated*. A unit that is already dispersed and suffers a further D result is destroyed.

8. Transports

Halftracks and trucks can carry one infantry unit or gun. Move a transport adjacent to a foot unit to load it, then carry it rapidly across the map and unload it into an adjacent hex. Transports are lightly protected and unarmed — keep them out of the firing line.

9. Victory

Each situation names an **attacker** and the number of objectives that side must control when the turn limit is reached. A unit controls an objective simply by occupying its hex. If the attacker holds the required number at the end, the attacker wins; otherwise the defender wins. Eliminating an entire side also ends the game immediately.

10. The Situations

The game ships with fifteen scenarios — the canonical PanzerBlitz situations plus two quick battles. Deployment is automatic within each side's setup zone, so you begin with forces already on the map.

#1, #14 — rear-area raids. Hunt down the enemy command posts; a destroyed CP is worth many points.

#2, #3 — 1941/44 mobile actions. The attacker drives across the board; score by advancing and by cutting through.

#4, #6, #12 — breakthroughs. The Russians must push a set number of units onto a far board against a mobile or dug-in defence.

#5 — recon in force. The Germans must drive units off the far edge.

#7 — meeting engagement. Whoever holds the most units on the central board at the end wins.

#45 — burning tanks. A short, sharp attrition fight.

#51, #52, #1A — town and depot fights. Hold towns, defend depots, or raid supply lines for points.

Quick Battles. A ridge-village assault and an open meeting engagement for a fast game.

The 28-3 series. The 1941 PanzerBlitz introductory battle and Situations 28-3/1 through 28-3/6 — Tula, Kharkov, a 1942 delaying action, Kursk, the breakthrough to Kharkov, and the drive on Kustrin.

A few original conditions (an unbroken line of fire; exit-and-return) are approximated by the closest tractable objective, noted on each result screen.

Panzer Blitz — Tronsoft Games. Drag to pan, scroll or pinch to zoom, and press Fit to recenter. Your game auto-saves between turns.