

PANZER STRIKE: WESTERN FRONT

CORE rules

Introduction

This Core set of Panzer Strike rules can be supplemented with optional rules for added realism. Some are included in this booklet, and the remainder will be published separately in the Advanced Upgrade. There is also an alternative 'Dynamic' rules booklet, which is less realistic but offers faster and less strategic gameplay.

The scale of tanks and terrain is 1:300 ('6mm'), but firing ranges are not to this scale, to avoid impractical terrain size and playing time. Maximum speeds, effective armor thicknesses, penetration values and other factors are approximations that give a realistic feel, while keeping gameplay straightforward and enjoyable, in accordance with our MCMD (Minimum Complexity, Maximum Diversity) principle. Optional rules can be applied in any combination, according to players' personal preferences and desired game duration.

Rulebook Conventions

Text and images highlighted with colored shadow are:

Green – text and images that describe and illustrate **examples**.

Purple – text that describes **optional rules**.

Yellow – text that adds **suggestions, explanations or commentary**.

Only non-highlighted text and illustrations are necessary to play the game. **Blue text is particularly important.**

Game Components Used with Core Rules

- **Playing board** (3D terrain and accessories)
- **Units** (miniatures)
- **Dice**: one black, 8 color ringed, 4 black striped, 2 white, 3 light blue



Note that some dice are used only if optional rules are applied.

- **Rulers** (several different lengths)
- **Vertical protractors**
- **Damage/destruction markers** (black, yellow, vertical)
- **'Timer' cubes**
- **Activation markers** (blue blocks)
- **Core Unit Charts** (Generic Classes or Types)
- **Dial counter**
- **Scenario booklet**

General Rules

Panzer Strike is designed for two players, and is played on a squared board. Each miniature represents an individual tank or armored unit. Each miniature occupies a single square, placed either orthogonally or diagonally. Each square may contain only one unit.

Each unit type has its own characteristics, shown in the Core Unit Charts.

The **Generic Classes** Unit Chart represents units by categories, which means that tanks from a single class (*Heavy Tank class for example*) have the same characteristics for each player, providing symmetrical gameplay. **Types** Unit Charts represent particular historical units.

For simplicity and easier identification, unit names in the Types chart are shortened (sometimes using nicknames).

The goal of the game is determined by each scenario. The Basic scenario is included on page 7.

The game can be played without using a scenario, with the simple goal of destroying all enemy units. In this case, start with opposing units on opposite sides of the board, within five squares of the edges.

Choice of Units

Each unit type (or generic class) has an Effectiveness value, shown in the first column of the Unit Charts. Both players should choose units with **equal total Effectiveness values**, or according to the scenario.

Depending on the desired game duration, the recommended total Effectiveness per player is 60–220 points.

Example 1: The agreed maximum total Effectiveness per player is 130 points, using the Types Unit Charts.

Player 1 chooses the following:
8x Sherman (7pts) + 2x Jumbo (8pts) + 4x Hellcat (8pts) + 5x M5 Stuart (5pts). Total = 129pts (19 vehicles).

Player 2 chooses:
4x Tiger (11pts) + 2x Tiger II (22pts) + 4x Pz IV G (7pts) + 2x Nashorn (7pts). Total = 130pts (12 vehicles).

Round Sequence

One **round** is complete when each player has completed their **turn** once. One player must complete their Movement Phase followed by their Firing Phase, before the other player does the same.

Movement Phase

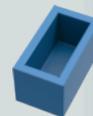
A limited number of vehicles can undertake **Coordinated movement**, according to the total number of active (*non-destroyed*) vehicles. The **maximum** number of coordinated movements in a single turn is:

Active vehicles	2–5	6–10	11–15	16–20	21 +
Coordinated movements	2	3	4	5	6

Opt. 1 – Command tank: Each player should choose one tank to be the commanding unit. As long as the command tank is active, the maximum number of Coordinated movements is increased by 1.

A Coordinated movement is any vehicle movement of two or more steps. **All other vehicles may be moved only a single step each** (*Uncoordinated movement*). 'Step' is explained on the next page.

Activation markers can be placed next to the units that were moved, with the hollow side up for Uncoordinated movement. Remove all blocks at the end of the player's turn.



Firing Phase

After completing the Movement Phase (for all vehicles the player wishes to move), perform the Firing Phase.

Every tank can fire in every round, provided it has a target in range and in sight.

Before starting the Firing Phase, the player must announce which units will fire at which targets (*targets cannot be changed based on results of shots already fired in that round*).

Movement

Each vehicle has a maximum forward and reverse speed (see 'Max.' and 'Reverse' in Unit Charts). In one round, a vehicle can either move forwards or backwards, not both.

Opt. 2 – Speed die: Each time a vehicle is about to move, roll a black die. The die modifies the vehicle's speed in that round ('blank' = no change, '+1' or '-1').



The speed is the **maximum number of steps** a vehicle can move in one round. Any vehicle can always move at least one step, even if its speed is reduced to zero by speed modifiers (unless it is immobilized, see page 4).

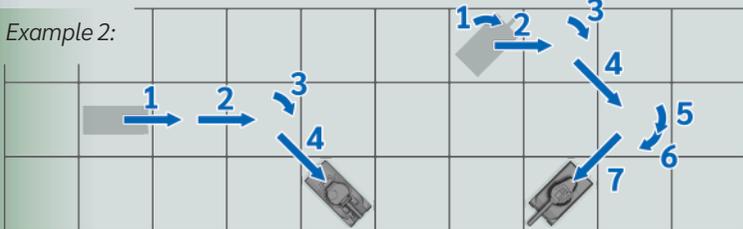
Depending on whether the vehicle has tracks or wheels (see 'Drive Type' in Unit Charts, 'T' = tracks, 'W' = wheels), different steps are handled differently:

Tracked Vehicles

Tracked vehicles can take the following movement steps:

- a straight move to the square in front or behind
- a 45° rotation in the current square

In one Movement Phase, a vehicle can use either a combination of straight forward moves and left/right rotations (*forward gears*), or a combination of backward moves and rotations (*reverse gear*).



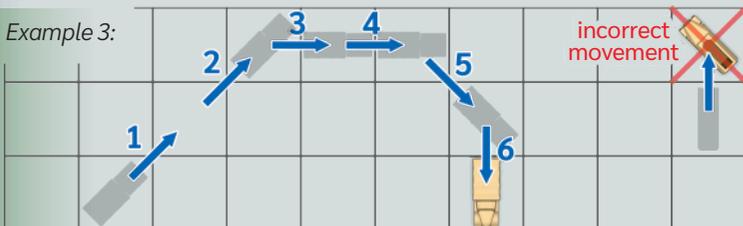
If a vehicle only rotates in place, without moving, it can make the number of 45° steps according to the higher speed number (usually the 'Max.' speed).

Wheeled Vehicles

Wheeled vehicles cannot rotate in place within a square, and their movement differs whether they move forwards or backwards.

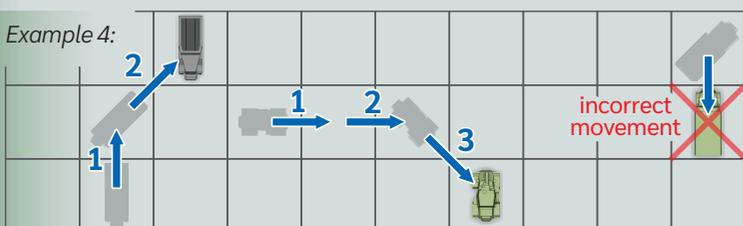
In **forward** movement, a step can be:

- a straight move to the square in front
 - a 45° left/right move into the square diagonally in front
- (After each moving, the rear of the vehicle must be pointing towards the previous square)



If **reversing**, a step can be:

- a straight move to the square directly behind
- a move to the square directly behind and then a 45° rotation

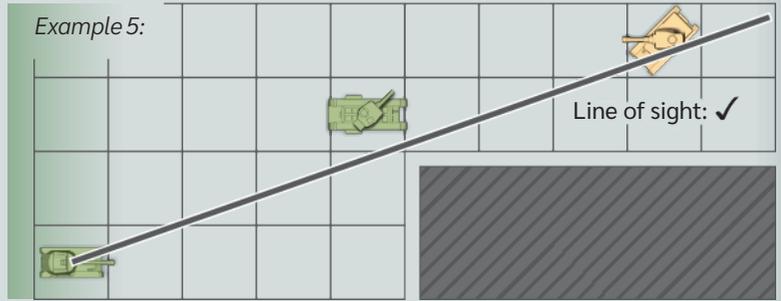


Half-tracks move using the same rules as wheeled vehicles.

Direct Fire

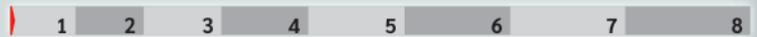
To use direct fire, the target must be in the firing unit's **line of sight**, which can be checked with a ruler.

For cramped spaces between buildings, use shorter rulers.



All vehicles can use direct fire in each round (in the Firing Phase), regardless of whether they just moved or not.

Each weapon has a maximum range for direct fire (see 'Range' in Unit Charts). Range (1–8) is measured using rulers (gray side).



A weapon cannot fire at a target located in an adjacent square, except for weapons with a '✓' symbol in the 'i.p.' (*immediate proximity*) column in Unit Charts.

The Direct Fire procedure is:

- 1 – determine *line of sight*, *range* and *firing direction*
- 2 – roll a pair of **Accuracy dice** to determine whether the shot is a *hit* or *miss*
- 3 – roll a **Hit die**, to determine *where* the target is hit
- 4 – determine the *armor value* of the target's hit location
- 5 – roll a **Penetration die**, to determine whether the target is *destroyed*, *damaged* or *unaffected*

Firing Direction (Arc of Fire)

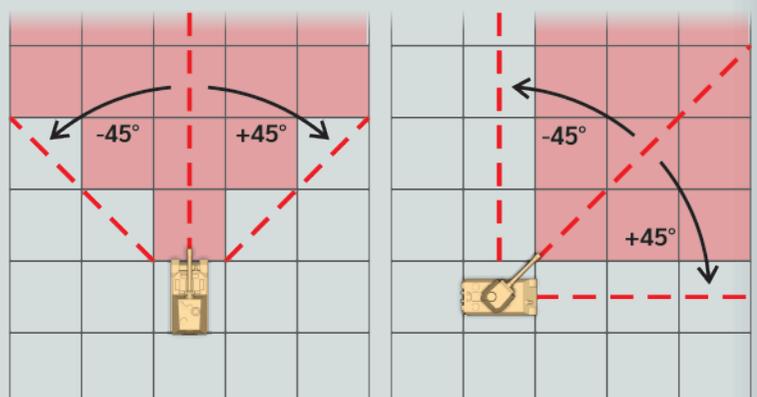
Some vehicles have hull-mounted guns with very limited left/right movement, while others have rotating turrets (see 'Weapon Mount' in Unit Charts).

Turrets can be positioned to any 45° increment relative to the vehicle, but if a vehicle turns, its turret turns with it (*maintains the same position relative to the hull*).

In a single round (during Movement Phase), a turret can be rotated by **no more than 90°** in either direction*.

*Some small tank miniatures are made of a single piece (the turret is merged with the hull). This is also the case with all molded pieces. These can be considered to be able to rotate their turrets quickly enough to fire in any direction.

When positioned, a weapon can fire in an arc of ±45° (excluding squares along the exact 45° line, as shown below):



For easier gameplay, vehicles' hulls and turrets must be 'locked' in one of the eight possible firing directions. Because of this, a gun in a turret is considered as if it has an arc of fire, in order to cover all angles.

Opt. 3 – Turret line of fire: Instead of applying the $\pm 45^\circ$ firing arc, turrets can be positioned at any angle. When firing, the gun should be pointed directly at the target. In this case, a turret can be rotated by no more than 135° ($3 \times 45^\circ$) left or right in a single round.

Weapon Accuracy

Panzer Strike includes four pairs of **Accuracy dice**, distinguished by colored rings:

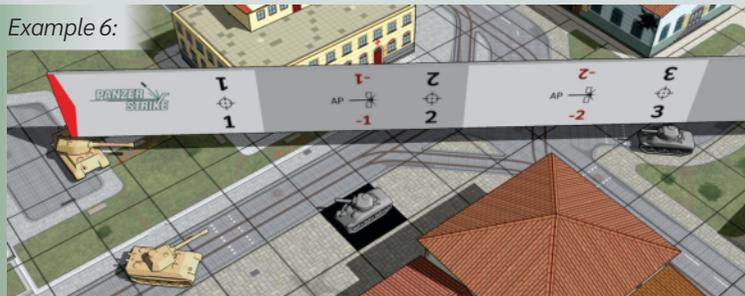


This is secondary information, which will be covered in the Advanced Upgrade.

Each weapon type has a specific accuracy (see *Unit Charts*). When firing, roll the appropriate pair of Accuracy dice. To hit the target, the sum of the two numbers must be **equal or greater than the range** to the target, determined using a ruler.

To measure the range, position the start end of the ruler above the center of the firing unit's square, with the other end passing through the target. The range is shown by the number in the ruler section directly above the target's closest point (relative to the firing unit).

In some situations, the exact line of sight or range may be disputable. In such cases, players should amicably agree on measurement results.



In this example, the range to the nearest point of the target is 3. In order to hit, the pair of Accuracy dice must roll a total of 3 or higher.

Reference chart showing hit probabilities for each Accuracy value:

Accuracy \ Range	1	2	3	4	5	6	7	8
① – poor	89%	78%	64%	47%	28%	17%	8%	3%
② – normal	94%	86%	75%	61%	44%	28%	17%	8%
③ – good	97%	92%	83%	72%	58%	42%	28%	17%
④ – excellent	100%	97%	92%	83%	72%	56%	39%	25%

Partially Behind Cover

If part of the target is in line of sight but **more than half is behind an obstacle**, the minimum dice roll required is increased by 1.

If the resulting roll is **exactly equal to the range**, then the obstacle is hit instead of the target. If the obstacle is a building or destroyed vehicle, it is deemed a miss, if it is an active vehicle (whether ally or enemy), it is considered as the target when determining the firing outcome.

This makes it possible to accidentally destroy an allied vehicle. In this case, if Optional rule 4 is applied, choose and announce the Hit die before rolling the Accuracy dice (it is not allowed to choose a Hit die only after realizing that the wrong target was hit).

Hit Area

If the target is hit, roll a white **Hit die** (black-striped), to determine what part of the target is hit.



If the dice roll shows **no text on the black stripe, it is a hit to the body** (hull or turret). If it shows 'TRACK', it is a hit to the **tracks** (or wheels).

Some of the secondary symbols on the Hit dice (**W** , **S** , **A** , **O**) are used only in the Advanced Upgrade.

If the target is a fixed weapon (see page 6), it does not matter what is on the black stripe – it is always a hit to the *body*. This means that it is unnecessary to roll the 'Hit' die, unless Optional rule 5 is applied, or in the case of Parabolic Fire (see page 5).

Opt. 4 – Targeted Area

Instead of rolling the standard white Hit die, a player may choose to roll one of the following dice to increase the chance of hitting a desired area:

- Orange die → aiming at tracks/wheels.



- Green die → aiming higher (to avoid hitting tracks/wheels).



Aiming at precise areas using an orange or green die is allowed only at close range, as determined by weapon accuracy. Maximum ranges are:

① = range 1, ② = range 2, ③ = range 3, ④ = range 4.

Opt. 5 – Firing on the Move

If the firing vehicle has moved in the same round, observe the following symbols when rolling the Hit die:

- **X** = miss (due to decreased firing accuracy while moving).

- If a firing **turretless vehicle** rotated/turned in the Movement Phase, **X** also results in a miss (due to reduced aiming time).

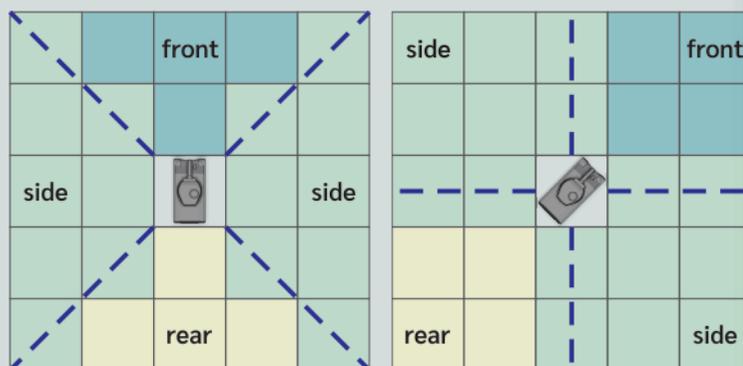
Armor Protection

Armor Zones

All units (vehicles or fixed weapons) have separate armor values for front, side and rear (see *Unit Charts*).

Armor values represent *effective* thickness, taking sloped armor into account.

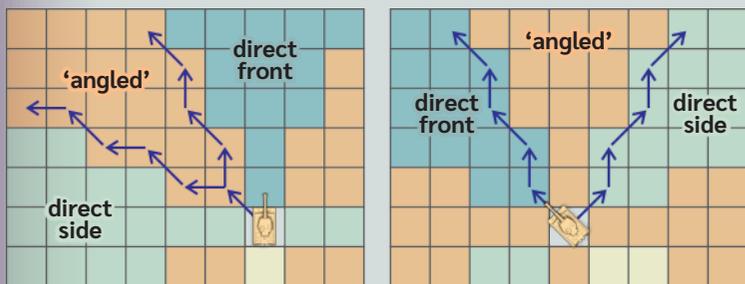
If the target is hit to the **body** (hull or turret), use the firing unit's location relative to the target to determine whether the hit is to the front, side or rear. See *armor zones*:



Shots fired **exactly 45°** from the target's longitudinal axis count as hits to the **side armor**.

Opt. 6 – Angled Position

Armor is more effective if the target is angled relative to the firing unit, due to increased effective thickness. To determine whether a hit is ‘angled’, follow the path of squares from the target back to the firing unit (*diagonal, straight, diagonal, straight, etc.*). If the firing unit is located exactly on one of the squares on this path, the armor counts as ‘angled’ only if the target is positioned orthogonally. See diagrams:



If the firing unit is in the ‘angled’ zone, both adjacent armor zones can be hit (front and side, or rear and side), which depends on the symbol rolled on the Hit die:  = hit to the side (otherwise, hit to the front/rear).

If the hit is classed as ‘angled’, armor values increase by ~33%:

1 → 1 | 2 → 3 | 3 → 4 | 4 → 5 | 5 → 7 | 6 → 8 | 7 → 9 | 8 → 11 | 9 → 12
10 → 13 | 11 → 15 | 12 → 16 | 13 → 17 | 14 → 19 | 15 → 20 | 16 → 21
17 → 23 | 18 → 24 | 19 → 25 | 20 → 27 | 21 → 28 | 22 → 29 | 23 → 31
24 → 32 | 25 → 33 | 26 → 35 | 27 → 36 | 28 → 37 | 29 → 39 | 30 → 40 | ...

Even if angled, ‘top’ and ‘tracks’ armor values do not change (*only howitzers can hit ‘top’ armor, see Parabolic Fire on page 5*).

Penetration

After the hit location is resolved, next determine whether the armor is penetrated.

Each weapon has a basic penetration number, as shown on the Unit Chart, with an adjacent Roman numeral showing which of the two **Penetration dice** should be rolled (white, distinguished by numbers I or II).



The secondary symbols on Penetration dice (, , , , , ) are used only in the Advanced Upgrade.

If the final penetration value (modified by die roll and range – see below) is **equal or greater than the hit armor value**, the target is penetrated.

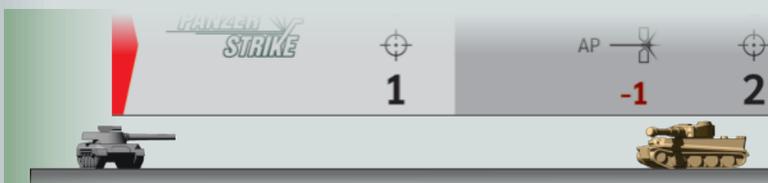
Reduced Penetration at Longer Range

Panzer Strike uses two kinds of weapons: **guns** (including machine guns) and **howitzers**. Guns mostly use Armor-Piercing (AP) shells, while howitzers use High-Explosive (HE) shells (*see Unit Charts*).

For simplicity, weapons always use their primary ammunition (guns – AP, howitzers – HE). For greater accuracy, the Advanced Upgrade will cover rules for alternative ammunition types.

The penetration of all **AP** shells **drops by 1 for each range section, starting at 2** (as indicated on rulers).

HE shells do not lose any penetration, regardless of range.



Example 7: a **Hellcat** fires at a **Tiger** and hits the body (front armor = 10). The basic penetration value is 12, which is reduced to 10 by the Penetration die (-2). As it is an AP shell fired at a range of 2, the value drops by one, to 9. The Tiger’s armor is not penetrated.

Firing Outcome

If a target is missed, or hit but not penetrated, there are no resulting consequences. If the target’s armor is penetrated, consequences can be the following:

Destroyed

If the body is hit and **penetration value is greater than the armor value**, the target is destroyed. Place a **black marker** under the unit.

Example 8: a **Sherman** fires at medium range (4). Penetration: 9 (basic value) -1 (die) -3 (range) = 5. This is more than enough to penetrate the **Nashorn**’s front armor (2). The target is destroyed.



Wrecks of destroyed units **remain on the board**.

Injured Crew

If the target’s body is **barely penetrated** (**penetration value is equal to armor value**), the vehicle crew is injured. Place a **vertical marker** with this symbol: .

When modified by die and range, penetration value can drop to zero (or a negative number). In this case, if the target armor value is 0, the result is injured crew.

A vehicle with injured crew has the following restrictions:

- if it moves, it cannot fire in the same round
- when firing, if the Hit die shows , it is a miss

Example 9: a **Panther** fires at a **Jumbo** at range 3. Penetration: 15 (basic value) +1 (die) -2 (range) = 14. The shell barely penetrates the frontal armor (14). The Jumbo’s crew is injured.



If a vehicle with injured crew is hit and barely penetrated a second time, it is automatically destroyed (*the vertical marker is replaced with a black one*).

Immobilized

If tracks (or wheels) are hit and penetrated, the target vehicle is immobilized. Place a **yellow marker** under the vehicle.

Immobilized vehicles cannot move (*but can rotate their turrets*). A vehicle cannot be destroyed by receiving multiple hits to the tracks/wheels.

Example 10: a **Pz IV G** fires at a **Churchill VII**. The Hit die results in a hit to the tracks. The penetration value (11+2-3=10) is higher than the tracks’ armor value (4). The target is immobilized.



Opt. 7 – Semi-Immobilized

Tanks have two sets of tracks and wheeled vehicles have multiple wheels. A vehicle only becomes immobilized (yellow marker) after receiving **two** penetrating hits to the tracks/wheels.

After the first penetrating track/wheel hit, place a **vertical marker** with symbol . Consequences are the following:

Tracked vehicles can **only rotate in place** (cannot move forwards or backwards). Also, **rotation speed is reduced by half** (round up).

Wheeled vehicles can still move, but only at **half speed** (round up).

Parabolic Fire – Howitzers (Artillery)

The firing range of howitzers in *Panzer Strike* is unrealistically short due to terrain size limits, but also to improve tactical gameplay.

Only certain weapons can fire parabolically, and only at targets between minimum and maximum range limits (see 'Parabolic Range' in Unit Charts).

A self-propelled (i.e. mobile) howitzer can fire parabolically only if it has not moved in that round.

Firing range is measured to the center point of the target (rather than the nearest point, used with direct fire).

A blue Hit die is always used for parabolic fire. If the dice roll shows 'TOP' on the black stripe, the top armor is hit.

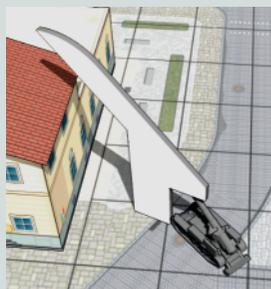


All other aspects of the firing procedure are identical to direct fire.

Trajectory

Parabolic fire targets must be in the weapon's arc of fire (as with direct fire), but not necessarily in direct line of sight. Small obstacles (e.g. vehicles or items of similar height) do not obstruct parabolic fire.

For buildings or any other large obstacles between weapon and target, use a vertical protractor to determine if the trajectory is clear. Place the rear of the protractor base touching the front of the firing unit.



If all buildings are below the 45° lines of both weapon and target (see diagram below), parabolic fire is possible.

45° gun elevation angle is used when firing at maximum range, while closer range shots are fired from a lower angle. To simplify the game, use a 45° protractor for all ranges.

Example 11:

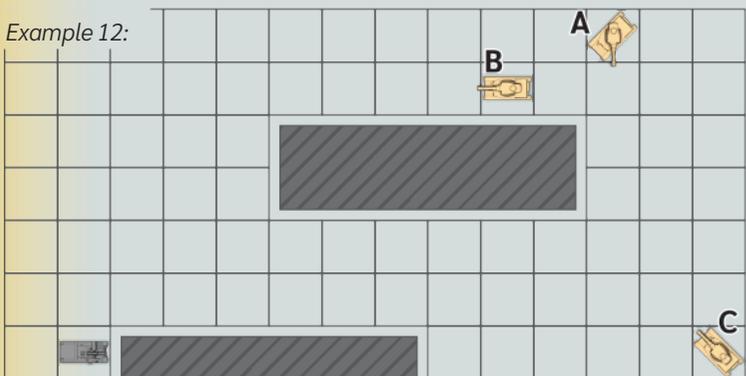


The firing howitzer is far enough from its adjacent obstacle, but the target's adjacent obstacle is too close, so parabolic fire is not possible.

2D Board

If playing on a flat board (without 3D buildings), the firing weapon and target must not be immediately adjacent to any building on the shell's trajectory (they must be at least one square away from the obstacle).

Example 12:



The self-propelled howitzer can fire at target 'A', but not target 'B' or target 'C' (because either the target or the howitzer itself is too close to a building).

Target Spotting and Reporting by Radio

If a howitzer cannot see the target itself because a large obstacle (e.g. building) is obstructing the line of sight, it can still fire if another allied radio-equipped vehicle can see the target, as it is deemed to be able to report the target position to the howitzer by radio.

Radio reporting is possible if there is at least one allied vehicle in visual contact with the target at the end of the Movement Phase. Unlike direct line of sight, visual contact is not blocked by active or destroyed vehicles.

To check whether the radio reporting is successful, roll a Radio die (light blue with a radio symbol) before all other dice.



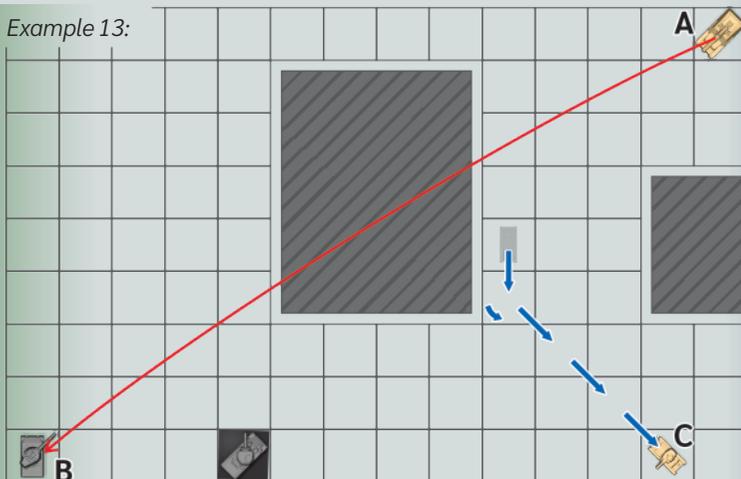
If the red radio symbol is rolled (☞), the shot cannot be fired (the location of the target was not successfully reported).

If a round begins with no visual contact with the target, but an allied vehicle acquires visual contact after movement, then a purple 'X' on the Radio die means that the parabolic shot cannot be fired (there was insufficient time to report the target location).



Some of the secondary symbols on the Radio die (♠, ♠) are used only in the Advanced Upgrade.

Example 13:



A self-propelled howitzer – 'A' (*Hummel*) cannot fire directly at the enemy vehicle – 'B' (*Hellcat*) because it is behind a building. It remains stationary in order to be able to fire parabolically in that round, but it cannot see the target itself, so it needs assistance. No allied vehicles can already see the target, so one light tank – 'C' (*Pz 38 t*) moves to a position where it can report the target location. Since the light tank only acquired visual contact with the target after movement, the 'Radio' die must not show a purple 'X', otherwise target reporting will be unsuccessful.

Opt. 8 – Vehicles not equipped with a radio cannot report targets. Some older types of tanks were not fitted with radios, so players may choose to somehow mark these vehicles.

Opt. 9 – Missed Shot

If a parabolic shot fires and misses, roll a pair of Miss dice (light blue with N/S and E/W letters).



This determines in which of the eight surrounding squares the shot landed, according to the compass. If another vehicle (either enemy or ally) is located in that square, it becomes the hit target for further determining the firing outcome.

If both dice show no letters, or if they indicate a square which cannot be hit due to an intervening obstacle, it is considered that nothing was hit.

If enemy vehicles are clustered together, there is a higher chance of hitting at least one of them, but it is also risky to fire at an enemy if allied vehicles are in adjacent squares.

Fixed Weapons

Panzer Strike focuses mainly on armored vehicles, but also includes fixed guns and howitzers that can fire in a forward arc of $\pm 45^\circ$, like hull-mounted weapons.

Fixed weapons can also rotate in place by 45° left/right, or by up to 90° if the weapon weighs under 5 tonnes (see 'Mass' in Unit Charts). If rotated, it cannot fire in the same round.

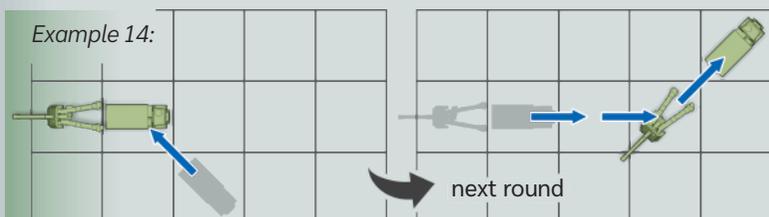
For simplicity, unit masses are rounded to increments of five, except very light units, which are rounded to 2 tonnes.

Towing

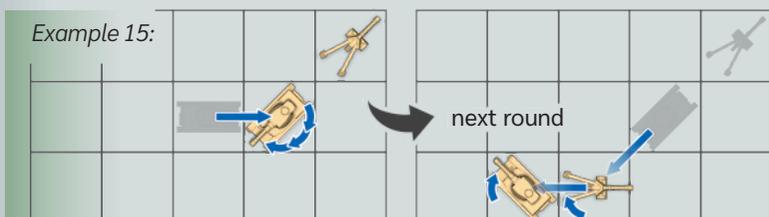
Fixed Weapons (FW) can be towed by vehicles. To do so, a vehicle must first position itself **behind the FW, with its rear end facing the FW**. A wheeled vehicle must turn its rear end directly towards the FW, while a tracked vehicle can be at a 45° angle (see diagrams below). In the next round, the vehicle may pull the FW.

If the towing **vehicle's mass is at least four times greater** than the FW, its speed is unchanged when towing. **Otherwise, the speed is reduced by half (round up)**.

If a wheeled vehicle pulls an FW, the FW is placed **directly behind the vehicle** (with the rear end facing the vehicle) at the end of the vehicle movement.



If a tracked vehicle pulls an FW, the FW is placed on the previous square of the towing vehicle's path (with the FW's rear facing the vehicle) at the end of vehicle movement. When towing, tracked vehicles cannot rotate in place by more than 45° (there must be at least one straight step between rotations).



Repairing Vehicles

When a vehicle is immobilized, its crew may begin repairing the tracks/wheels in subsequent rounds. This is represented by placing a 'timer' cube next to the vehicle, showing number 5.



In any round, the crew may perform repairs instead of firing. To do so, they must first exit the vehicle, **after which the vehicle can no longer fire** until the timer is removed.

In each subsequent round, the timer is turned to reduce its number by one. When a round starts with the timer at 1, the timer and yellow marker are removed from the board at the end of Firing Phase, indicating that repair is complete. From the following round, the vehicle can then move and fire normally.

If necessary, repairs can be stopped mid-way in order to fire. To do so, the timer is removed, allowing the vehicle to fire **in the following round**. Repairs can later be restarted, but with the timer reset to 5.

If an enemy fires on the vehicle during repair, resulting in a non-penetrating shot or barely penetrated hull (which would normally result in 'injured crew'), the timer is increased by one (to a maximum of 5).

While the crew is outside the vehicle, it is represented only by the timer and cannot be killed (Panzer Strike does not include rules for infantry).

Crews cannot be injured by a barely penetrating hit to the hull, as they are outside the vehicle, but any hit to the vehicle interrupts the repairs.

If a repairing vehicle is hit on the tracks/wheels and penetrated, the repair timer is reset to 5.

Example 16: Repair sequence for player B's tank.

Round 5: enemy shot damages tracks (the tank is immobilized)

Round 8: track repair starts – the timer is set to 5

Round 10: timer is set to 3

Round 11, player A turn: repairs are interrupted by firing – the timer is returned to 4

Round 11, player B turn: timer is again set to 3

Round 13: timer is set to 1

Round 14: timer cube and yellow marker are removed

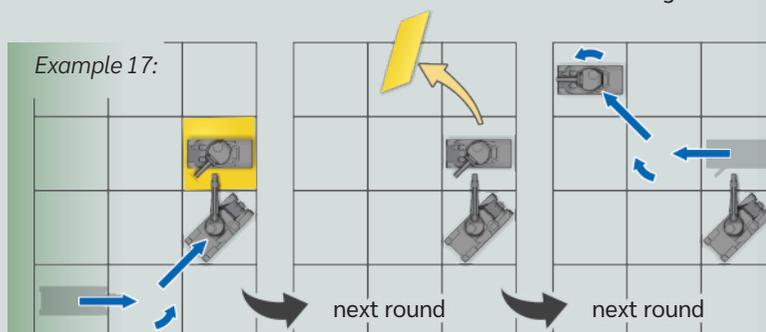
Round 15: the tank may move normally again

When optional rule 7 is applied, if a vehicle is fully immobilized, one repair cycle only returns the vehicle to 'semi-immobilized'. Then, the yellow marker is replaced by a vertical marker, and the timer may be turned to 5 instead of being removed, indicating that repairs can continue.

A vehicle with an injured crew can only be repaired by a recovery vehicle.

Recovery Vehicles

Recovery vehicles can be used to repair tracks/wheels more quickly than crew repairs. The recovery vehicle must first be moved to a square adjacent to a damaged vehicle and its crane (turret) rotated towards it. In the next round, the yellow marker may be removed if neither vehicle moves nor fires. Both vehicles can then move from the following round.



If the damaged vehicle is heavier than the recovery vehicle, two rounds are required for the repair. After moving into position, place a timer with the hollow side up. The yellow marker and timer are removed in the following round.

Repair time is greatly shortened for recovery vehicles to give them a more significant role in the game.

For optional rule 7, a fully immobilized vehicle is first repaired to become 'semi-immobilized', then again to be fully mobile.

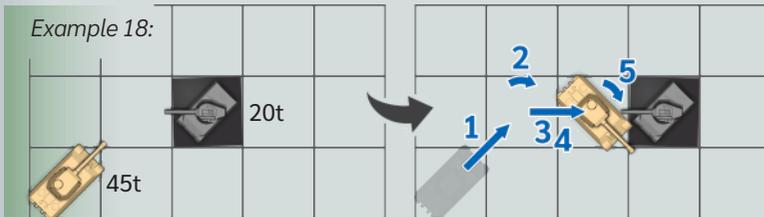
A damaged recovery vehicle can repair its own tracks the same way as other vehicles (using a timer set to 5).

Pushing

Destroyed units can be pushed by vehicles to remove them as obstacles. A vehicle can push only one destroyed unit at a time, and there must be an empty square behind the pushed unit. The destroyed unit is pushed in a straight line, and remains in the same orientation.

A pushed unit must not be heavier than the pushing vehicle. The number of steps spent for pushing one square depends on the mass:

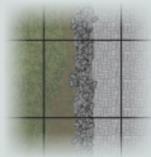
- Pusher has equal or slightly larger mass = 3 steps.
- Pusher is at least twice as heavy = 2 steps.
- Pusher is at least three times heavier = 1 step.



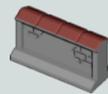
If the pusher has a dozer blade, it spends 2 steps if the mass is equal, or 1 step if it is at least twice as heavy.

Terrain Features

Panzer Strike includes plastic walls that can be positioned on any playing board squares with drawn wall remains, or indeed anywhere else on the board to add variety.



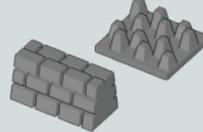
Any weapon can destroy a wall by firing at it. The wall is hit and immediately removed if a sufficient sum on the Accuracy dice is rolled.



Also, any vehicle with a mass of at least 15t can drive through a wall. When a vehicle moves into a square occupied by the wall, it stops there (discarding any movement steps it may have left) and the wall section is removed. The vehicle cannot fire in the same round.

Direct fire is not possible through walls. When a wall is destroyed, direct fire through that square is not possible in the same turn (i.e. if one vehicle destroys a wall, other vehicles cannot immediately fire through it).

Barricades are considered indestructible and may be placed anywhere on the board. Vehicles cannot drive through barricades. Direct fire is possible over low barricades, but not through high barricades.



Basic Scenario

The basic scenario is symmetrical – both players have the same task.

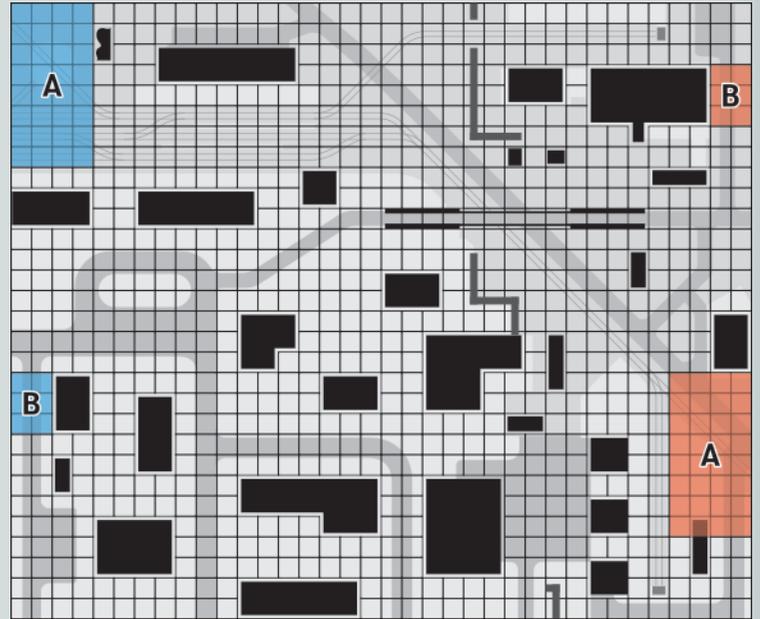
The maximum total unit Effectiveness per player is 100 points. Units can be placed anywhere in the zones marked 'A' in the diagrams.

Each player also has three Self-Propelled Anti-Aircraft guns (SPAA), which are not counted in the total Effectiveness. Their deployment zones are marked 'B' in the diagrams.

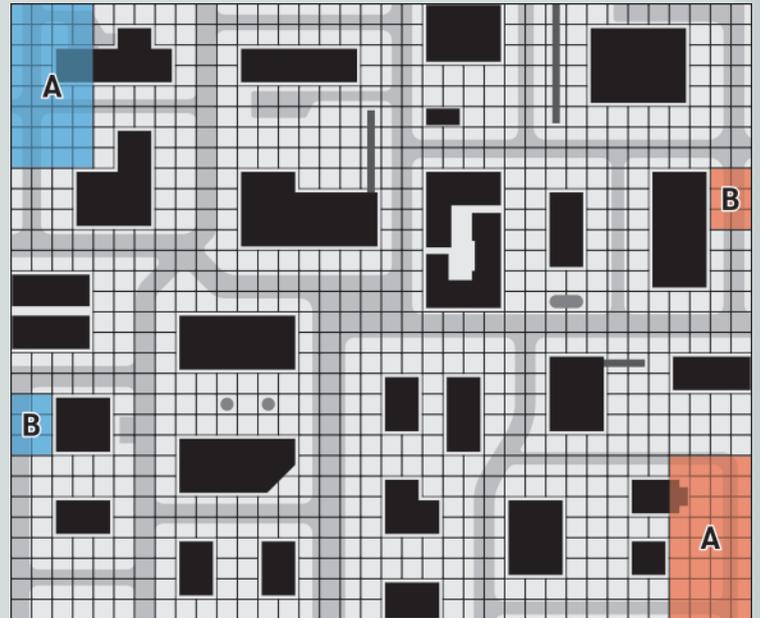
SPAA guns can move freely around the board and fire at enemy units.

The game is limited to 30 rounds (which can be tracked using the Dial counter). The goal is to destroy at least two enemy SPAA guns. The first player to do so is the winner. If no player achieves it by the end of the 30th round, the game ends in a draw.

Northern:



Central:



In Development: Advanced Upgrade

The Advanced Upgrade set is a planned expansion that will feature numerous optional rules with accompanying hardware, such as Info Cards for each unit type, Control Panels and various markers.

New rules will include cruise speed and engine overheating, moving targets (lower chance to hit), target size, firing during opponent's turn, optics quality, armor weak spots, damaged engine, shell damage (difference between calibers and shell types), damage by non-penetrating HE shells, spaced armor, different shell loading times, special shells, vehicle ramming, inexperienced and ace crews, etc.



Core Rules Summary

This is a demonstration of how the basics of a realistic tank combat simulation can be described on a single page! It is recommended to read the whole rulebook, but the summary alone can be sufficient to play the game.

General Rules

Miniatures are positioned on the center of squares, orthogonally or diagonally (45°). Players chose units with equal total Effectiveness. One round = two turns (each player). A turn consists of two phases:

1. **Movement Phase** – according to total number of active vehicles, a certain number of vehicles can be moved in Coordinated movement:

Active vehicles	2–5	6–10	11–15	16–20	21 +
Coordinated Movements	2	3	4	5	6

All other vehicles can be moved by one step only.

2. **Firing Phase** – firing at enemy vehicles.

Movement

Speed = maximum number of steps in one round. Forward and backward movement cannot be combined in one round. Possible steps are:

Tracked Vehicles

- straight movement into the square in front (or behind)
- rotation in place by 45°

Wheeled Vehicles

Forward:

- straight movement into the square in front
- left/right (45°) turn into the square diagonally in front

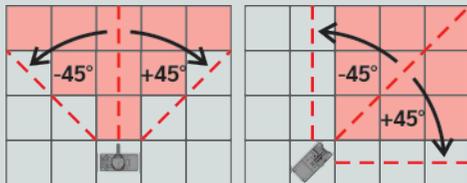
Reverse:

- straight movement into the square behind
- movement into the square behind *and* turning by 45°

Direct Fire

Line of sight and **range** are determined using a ruler. Each weapon has a maximum firing range. Targets in adjacent squares cannot be fired at.

Firing Direction (related to hull or turret):



Turrets can be rotated by up to 90° in one round.

Weapon Accuracy – roll a pair of Accuracy dice (green, blue, purple or red ring). Sum ≥ range → hit.

If more than half of target is sheltered → required sum is increased by 1.

Hit Area – roll a Hit die (white with black stripe).

No text = hit to hull/turret. 'TRACK' = hit to tracks/wheels.

Armor Zones – If hit to body, determine which side is hit:



Penetration – basic number is modified by appropriate Penetration die (I or II). If result is equal or greater than hit armor value, target is penetrated. AP shell penetration drops by 1 for each range number, starting at range 2.

Firing Outcome

If penetration value is *greater* than armor value of hit body = **Destroyed**. Place black marker under target.

If penetration value is *equal* to armor value of hit body = **Crew injured**. Label target with vertical marker (👤).

Vehicles with injured crew cannot move and fire in the same round, and when firing, '👤' on a Hit die is a miss.

If tracks/wheels are penetrated = **Immobilized**. Place yellow marker under hit vehicle, which then cannot move.

Parabolic Fire

Howitzers can fire parabolically between minimum and maximum range (range measured to center of target), and only if howitzer has not moved in current round.

Use blue Hit die → 'TOP' = hit to top armor.

To fire over obstacles, both howitzer and target must have clear 45° trajectory angle.



If a howitzer can see the target directly (small obstacles do not block visual contact), it can fire without assistance. Otherwise, another allied vehicle must be able to see the target and **report it over radio** – roll Radio die (light blue). Red radio symbol (📡) = parabolic firing not possible.

If no allied vehicles both start and end Movement Phase in visual contact with target, purple 'X' = parabolic firing not possible.

Fixed Weapons

FW can rotate in place by 45° (90° if weight ≤ 2t) when not firing.

Towing vehicles must move into a rear-to-rear position, then can pull the FW in next round. If vehicle mass is 4x larger than FW, speed is unchanged. Otherwise, speed is 1/2 (round up).

At the end of vehicle movement, FW is placed behind towing vehicle (on its previous square). Tracked vehicles cannot rotate more than 45°.

Repairing

Immobilized vehicles can begin self-repair if not firing in current round and crew is not injured. Place 'timer' cube at 5, then increment by 1 each round. Vehicle cannot fire during repairs. When a round starts with timer at 1, timer and yellow marker are removed, and vehicle can move and fire from next round.

If repairing vehicle receives a hit, increase timer by 1. If vehicle receives track damage during repairs, reset timer to 5. Barely penetrated hull has no effect, as crew is outside. Repairs can be cancelled by removing timer, and vehicle can fire from next round.

Recovery vehicle can repair other vehicles. Round 1: approach to a damaged vehicle with the crane turned towards it. Round 2: neither of the vehicles move nor fire and the yellow marker is removed. Round 3: both vehicles can move (and fire). If damaged vehicle is heavier than RV, the repair lasts one round longer.

Pushing

Destroyed vehicles can be pushed one at a time. The number of steps spent for pushing one square depends on the pusher's mass → at least equal mass = 3 steps ; at least double mass = 2 steps ; at least triple mass = 1 step.