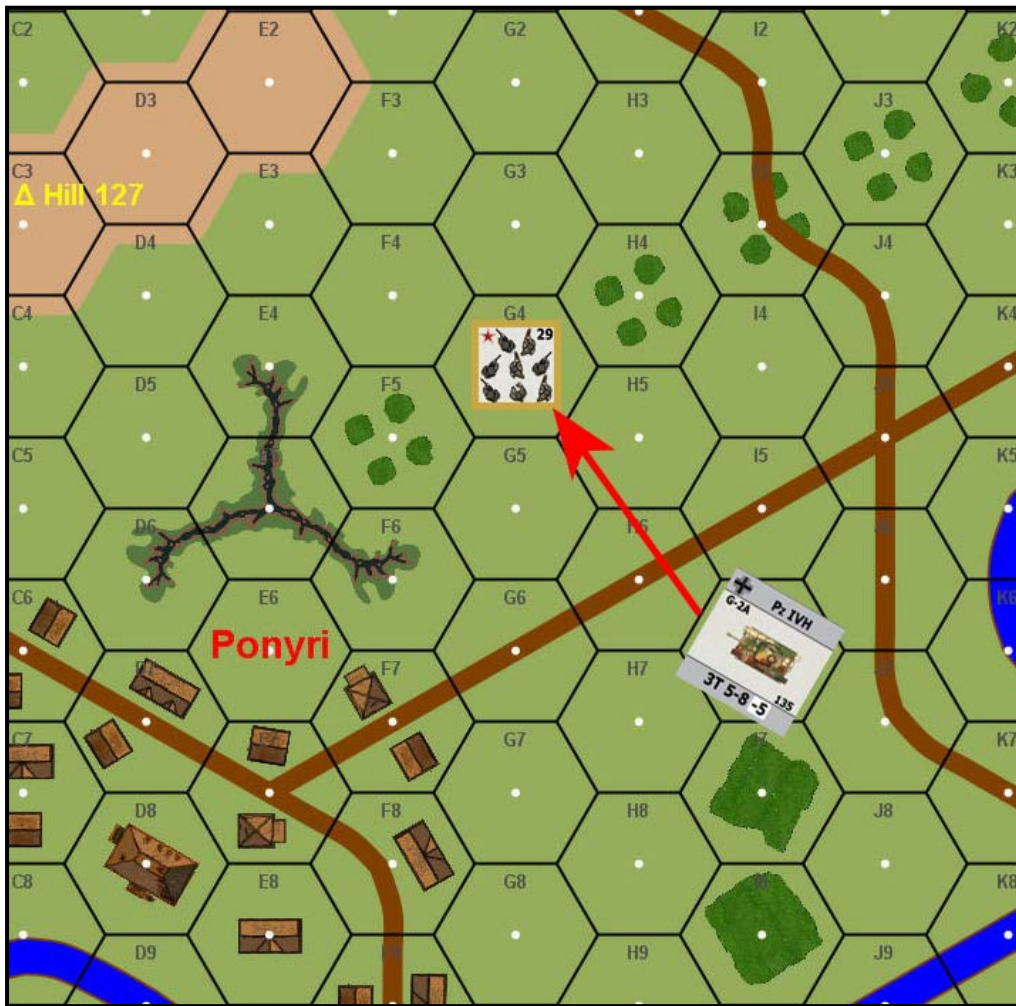


Panzer Advanced Game GP Direct Fire

One of the more exciting aspects of **Panzer** is its modular approach to game play. The game is divided into Basic, Advanced and Optional rules sections. That way players learn the game in steps and may keep it simple or make it as complex as desired.

The Advanced game adds all of the GP Fire (General Purpose – high explosives and machineguns) elements including soft non-vehicle type units. While GP Fire may also be directed at vehicles, it's the main form of combat against leg and towed units. Their defense is a matter of the terrain occupied, from worse case, moving in the open, to one of the best, hunkered down in full cover in an Improved Position.

This is an example of GP Direct Fire in **Panzer**. Here we have a German PzKpfw IVH tank firing at a Soviet Infantry Squad at a range of 3 hexes (300 meters) using GP ammunition.



The following vehicle data card, one of 16 included in the basic release of Panzer, describes the German PzKpfw IVH. The information on the data card is organized in lines and groups. The first line of the top group is the nationality, card number, vehicle name and points. The second line on the card is the movement line which includes the movement rate and type (T=tracked) for cross country movement followed by path and road movement, next is the transport capacity for towed and leg, and finally the vehicle weight. The next line is the main gun type, TT: 2 (turret turn rate in hexsides), SB: 0 (main gun stabilization, 0 or none), ST: 0 (gun sight, optical), ROF: N (rate of fire, N for normal). The A: A4S6D5 is for special ammunition availability. The A4 means that APCR is available on a roll of 4 or less on a d10; s6 that smoke is available on a roll of 6 or less; and D5 that its smoke dischargers are available on a roll of 5 or less. The final entry, SMK, indicates that the PzKpfw IVH's 75mm L/48 main gun may fire smoke. The middle group contains all of the offensive information for AP, GP and

AA combat. The bottom group contains all of the defensive information including the vehicle's size, GP Defensive and its armor data for the hit locations at various angles and elevations.

The PzKpfw IVH fires four types of ammunition; AP (armor piercing), APCR (armor piercing composite rigid), GP, and Smoke. Next to the type heading is a line that defines the range class of the gun; P (point blank), S (short), M (medium), L (long), and E (extreme). For GP type ammunition the card shows a range in hexes over the GP Factor. The GP Factor line of the card has a box around the GP fire for P (point blank range), which indicates it also carries a coaxial machinegun.

G-2A: PzKpfw IVH										71		
M: 3T 5-8 B: -5 TR: 0-2 Wt: 25.0												
75MM L/48 TR: 2 Sb: 0 ST: O RoF: N A: A4s6d4 SMK												
OFFENSIVE INFORMATION												
AMMO TYPE		GUNNERY RANGE					AP DAMAGE					
		P	S	M	L	E	ND	DM	KO	BU		
AP (75mm KE)	R	4	7	13	18	21	1	2-4	5-8	9-10		
	P	25	21	19	17	16						
APCR(A) (75mm KE)	R	3	5	9	13	15	1-2	3-5	6-9	10		
	P	30	27	22	19							
GP (75mm)	R	6	11	20	28	34	GP EFFECTIVENESS					
	F	5	4	3	3	2	GP Defense = 1-3					
AA (MMG)	R	2	4	5	6		Open (-20)					
	F	1	1	1	1	1	N/A vs. High Altitude					
DEFENSIVE INFORMATION												
SIZE:	0	FRONT OR REAR				FRONT/SIDE OR REAR/SIDE				FALL		
GPD:	3A	TF	TR	HF	HR	TS	TR	HF	HS	HR	Dk	
KE	LEVEL	19	6	16	4	22	8	7	19	7	5	---
	RISE	19	7	17	4	22	8	8	20	7	5	---
CEX3	FALL	19	6	16	4	22	7	7	19	7	5	17

NOTES: Available from mid-43. APCR available from mid-43. Long gun. Armor 18/6. G-2B: PzKpfw V Panther

This Mark IV (slang for any PzKpfw IV) ran head long into a Soviet infantry squad and spotted it holding a defensive position located in a light wooded area. The Mark IV is shooting at a non-moving S-Type (soft) target in light woods terrain. The range is Point Blank. For the Mark IV, GP Fire is Point Blank range for up to and including 6 hexes; its GP Factor is a "boxed" 5. In Light Woods terrain (Medium Cover), a non-moving infantry squad has a GP Defense of 6.

This Mark IV commander is more interested in forcing this Soviet squad to ground than causing casualties. That way the Germans can more easily bypass its position. Therefore, he decides to employ Pinning Fire. Since his orders are to keep moving, he decides to also use a Short Halt attack. The Mark IV may fire and then move up to 1/2 of its standard movement rate; in this case, 2 hexes (1/2 of 4).

The data card below, one of 16 double-sided included in the basic release of Panzer, describes Soviet Leg units: Squads, Half-Squads and Sections. Like the Vehicle data Cards, the information is organized in lines and groups,

S-8A: Squads, 1/2 Squads & Sections											
SQUAD OR 1/2 SQUAD: M: 2L 3 TR: 0-2/1 Wt: 1.0/5											
SECTION: M: 2L 3 OR M: 1L 0 TR: 0-1 Wt: 1.0											
M/C: 6W 15-20 B: -15 CAVALRY: 4L 6											
OFFENSIVE INFORMATION											
TYPE OF UNIT	RoF	A	ST	AMMO TYPE	GUNNERY RANGE					GP EFFECTIVENESS	PTS
					P	S	M	L	E		
RIFLE SQUAD	N	UNL	O	GP	R 2	3	6	8	10	Small Arms	26
1/2 SQUAD				F	8	6	5	3	1		19
				F	5	4	3	2	1		
INFANTRY SQUAD	N	UNL	O	GP	R 1	2	4	6	7	Small Arms	22
1/2 SQUAD				F	5	4	3	2	1		16
				F	3	2	2	1	1		
SMG SQUAD	N	UNL	O	GP	R 1	---	2	---	3	Small Arms	20
1/2 SQUAD				F	10	---	3	---	1		14
				F	6	---	2	---	1		
ANY SECTION	N	UNL	O	GP	R 1	2	4	6	7	Small Arms	10
				F	2	2	1	1	1		
DEFENSIVE INFORMATION											
SIZE:	S	LIGHT COVER	4S	HEAVY COVER	8S	MOVING					-2
GPD:	2S	MEDIUM COVER	6S	FULL COVER	+2	TRANSPORTED					1/3S

NOTES: Available throughout the war. Add 2 points per M/C unit. S-8B: Mortars, HMG & Anti-Tank Weapons

The GP COMBAT RESULTS chart and GP FIRE MODIFIERS chart are shown below. Cross referencing a GP Factor of 5 and a GP Defense of 6 on the GP COMBAT RESULTS chart results in two values: N:57 and S:86. That means if the modified combat dice roll is from 01-57 on d100 (two d10s), no damage is inflicted. If from 58-86, the target squad is suppressed. If 87 or more, the squad would normally suffer an effective result. However, since the Mark IV is employing Pinning Fire, an effective result is instead treated as a suppression result.

The Mark IV applies three modifiers: a -15 for a Short Halt attack, a +20 for Pinning Fire and +10 for a Coax Machinegun for a total modifier of +15 (-15+20+10). The German rolls a 47. The modified result is 62. The Soviet Squad is suppressed – exactly the desired outcome.

GP COMBAT RESULTS (AG)																		
GP DEF FAC	EFFECT	GP FACTOR															EFFECT	GP DEF FAC
		#>100										#<0						
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		
1	N	50	46	42	38	34	30	26	22	18	14	10	06	02	02	06	N	1
	S	75	72	69	66	63	60	57	54	51	48	45	42	39	36	33	S	
2	N	55	51	47	43	39	35	31	27	23	19	15	11	07	03	01	N	2
	S	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	S	
3	N	59	55	51	47	43	39	35	31	27	23	19	15	11	07	03	N	3
	S	84	81	78	75	72	69	66	63	60	57	54	51	48	45	42	S	
4	N	64	60	56	52	48	44	40	36	32	28	24	20	16	12	08	N	4
	S	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	S	
5	N	68	64	60	56	52	48	44	40	36	32	28	24	20	18	12	N	5
	S	93	90	87	84	81	78	75	72	69	66	63	60	57	54	51	S	
6	N	73	69	65	61	57	53	49	45	41	37	33	29	25	21	17	N	6
	S	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	S	
7	N	77	73	69	65	61	57	53	49	45	41	37	33	29	25	21	N	7
	S	02	99	96	93	90	87	84	81	78	75	72	69	66	63	60	S	
8	N	82	78	74	70	66	62	58	54	50	46	42	38	34	30	26	N	8
	S	07	04	01	98	95	92	89	86	83	80	77	74	71	68	65	S	
9	N	86	82	78	74	70	66	62	58	54	50	46	42	38	34	30	N	9
	S	11	08	05	02	99	96	93	90	87	84	81	78	75	72	69	S	
10	N	91	87	83	79	75	71	67	63	59	55	51	47	43	39	35	N	10
	S	16	13	10	07	04	01	98	95	92	89	86	83	80	77	74	S	

GP FIRE MODIFIERS (AG)	
TARGET VEHICLE MOVING DF/IF	-10/-20
TARGET P-TYPE VEHICLE	-10
TARGET A-TYPE VEHICLE	-20
TARGET VEHICLE IN MEDIUM COVER	-10
TARGET VEHICLE IN HEAVY COVER	-20
TARGET CAVALRY, LEG CRAWLING	+10
TARGET LEG/TOWED DF OVER WALL	-10
SHORT HALT: SB: 0, OTHER	-15
SHOOTER DAMAGED, HESITATING	-10
SHOOTER SUPPRESSED	-20
SHOOTER BROKEN, ON FIRE	-20
BREW UP SMOKE	-10
SMOKE OPEN/CLOSED SHEAF	-10/-20
BARRAGE OPEN/CLOSED SHEAF	-5/-10
IF OPEN SHEAF	-20
OVERWATCH	-5
OVERWATCH ADJUST	-10
AMMO LIMIT, HEAT HAZE	-10
TRANSPORTED FIRE	-10
OVERRUN ATTACK, PINNING FIRE	+20
DUAL FIRE SAME/DIFFERENT	-5/-10
HASTY ENTRENCHMENT, CE ROUNDS	-10
COAX MG (P-RANGE) vs. P OR S	+10
SHOOTER GRADE	see table