

Panzer Combat II



PANZER COMBAT II

World War II Wargame

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Introduction

Panzer Combat II is a miniature wargame of World War II ground combat. The game is suitable for all scales as distances are measured in multiples of the length of a Sherman tank. In 1:48 scale, which found renewed interest from manufactures like Tamiya™ and Gaso-line™, the Sherman length corresponds to 10 cm. A gaming terrain of 2 meters or more is required at this scale. The gaming terrain can be as simple as a cloth or piece of carpet with some books under it to simulate hills. Miniature houses, trees and painted rivers add to the reality but are not essential.

Prepare for battle

Both players chose a country (Germany or US) and scale models to build up an army. The unit names and combat data (see the unit table below) are written on playing cards. There are 4 data:

1. Move Rate: maximum distance the unit can move
2. Anti-Personnel Fire Range: fire range for attacking infantry and unarmoured vehicles
3. Anti-Tank Fire Range: fire range for attacking armoured vehicles
4. Defend Value: protection value when hit by enemy fire

Each player then places his units at one side of the gaming terrain and the battle can start.



One of the Tigers at rest is in the line of sight of a Sherman.

Playing the Game

Each turn, a unit is drawn from the deck of cards. The owner of the unit should decide between moving and firing. Movement can be done in any direction, but not further than the move rate. Use a tape graduated in Sherman lengths to measure move and fire distances. Only infantry and amphibian vehicles can cross a river.

When firing, a laser beam is used to determine if the target unit is in the line of sight of the attacking unit. The attacker then rolls a 6-sided dice. The effective fire range is the fire range of the attacking unit (anti-personnel or anti-tank depending on the target) minus the defend value of the target plus the dice result. If the target is within effective range, it is destroyed. A piece of cotton simulates the smoke plume of the burning unit and its card is removed from the deck.

Victory is obtained when all enemy units are destroyed or when the opponent surrenders.

Panzer Combat II

German Units	Move	AP	AT	Defend	German Units	Move	AP	AT	Defend
PzKpfw I Ausf A-B	2	4	0	1	Brummbaer	2	21	5	3
PzKpfw I VK. 1801	1	4	0	3	Sturmtyger	2	24	7	6
PzKpfw II Ausf A-E	2	3	2	1	SdKfz 250, SdKfz 251	2	3	0	1
PzKpfw II Ausf F-G	2	3	2	1	SdKfz 222	3	3	2	1
PzKpfw II Ausf L Lynx	3	3	2	1	SdKfz 232	3	3	2	1
PzKpfw 35(t)	2	4	3	1	SdKfz 234/1	2	4	0	2
PzKpfw 38(t)	2	4	3	1	SdKfz 234/2 Puma	2	6	5	2
PzKpfw III Ausf A-F	2	4	3	1	SdKfz 234/3	2	9	2	2
PzKpfw III Ausf G-H	2	6	4	1	SdKfz 234/4	2	9	6	2
PzKpfw III Ausf J-L	2	6	5	3	28mm ATG	1	0	3	0
PzKpfw III Ausf M	2	6	5	2	37mm PaK 36 ATG	1	0	3	0
PzKpfw III Ausf N	2	9	2	2	50mm PaK 38 ATG	1	5	5	0
PzKpfw IV Ausf A-C	2	9	1	1	75mm PaK 40 ATG	1	9	6	0
PzKpfw IV Ausf D-F1	2	9	1	1	88mm FlaK 36 AA/ATG	1	12	7	0
PzKpfw IV Ausf F2-G	2	9	6	2	88mm PaK 43 ATG	1	12	10	0
PzKpfw IV Ausf H-J	2	9	6	3	Light Truck	3	0	0	0
PzKpfw V Panther D, A	2	10	10	5	Med/Heavy Truck	3	0	0	0
PzKpfw V Panther G	2	10	10	5	Kubel/Schwimm wagen	3	0	0	0
PzKpfw VI Tiger I	2	12	7	4	Infantry Squad	1	4	0	1
PzKpfw VI Tiger II	2	12	10	6	Assault Squad	1	5	1	1
Panzerjager I	2	4	4	1	Engineer Squad	1	5	1	1
Marder I	2	9	6	0	Cavalry Section	2	4	0	1
Marder II	2	9	6	1	Light Machinegun Team	1	3	1	0
Marder III	2	9	6	1	Medium Machinegun Team	1	6	1	0
Hetzer	2	9	6	4	Heavy Machinegun Team	1	10	1	1
StuG III Ausf B - D	2	9	1	1	Light Mortar Team	1	4	0	0
StuG III Ausf G, StuG IV	2	9	6	3	Medium Mortar Team	1	7	1	1
Panzerjager IV Kurtz L/48	2	9	6	4	Heavy Mortar Team	1	10	2	1
Panzerjager IV Lang L/70	2	10	10	4	Anti-Tank Rifle Team	1	1	2	0
Nashorn	2	12	10	1	Panzerfaust Team	1	3	12	0
Flakpanzer IV	2	15	3	3	Panzerschreck Team	1	3	12	0
Jagdpanther	2	12	10	5	NbFz PzKpfw V	2	9	1	2
Elefant	2	12	10	6	NbFz PzKpfw VI	2	9	1	2
Jagdtiger	2	15	12	7	Secondary gun		0	3	
Wespe	2	15	2	1	Panther F	2	12	10	12
Hummel	2	18	4	1	Maus	1	15	12	12
Maultier	2	24	3	1	Secondary gun		9	6	
StuH 43	2	15	3	3	E100	1	15	12	12
US Units	Move	AP	AT	Defend	US Units	Move	AP	AT	Defend
M3 Stuart	3	4	3	2	37mm cannon	1	0	3	0
M5 Stuart	3	4	3	3	57mm cannon	1	0	5	0
M22 Locust	3	4	3	1	3 inch (76mm)	1	10	7	0
M24 Chaffee	3	9	6	1	Light Truck	3	0	0	0
M3 Lee	2	9	6	2	Med/Heavy Truck	3	0	0	0
Secondary gun		4	3		Jeep	3	0	0	0
M4 Sherman 75mm	2	9	6	3	Infantry Squad	1	4	0	1
M4A3E2 Sherman Jumbo	2	9	6	5	Engineer Squad	1	5	1	1
M4A3E8 Sherman 76mm	2	9	7	3	Light Machinegun Team	1	3	1	0
M4A3 Sherman 105mm	2	15	4	3	Medium Machinegun Team	1	5	1	1
M26 Pershing	2	12	7	5	Heavy Machinegun Team	1	10	2	1
M10 Wolverine	2	10	7	5	Light Mortar Team	1	4	0	0
M18 Hellcat	3	9	7	1	Medium Mortar Team	1	7	1	1
M36 Jackson	2	12	7	3	Heavy Mortar Team	1	10	2	1
M7 Priest	2	15	2	3	2.36" Bazooka Team	1	5	6	0
M8 Gun Motor Carriage	3	9	1	2	3.5" Bazooka Team	1	5	7	0
M12, M40 GMC	2	18	5	1	57mm Recoilless Rifle	1	5	5	0
M3, M5 Halftrack	3	4	2	1	75mm Recoilless Rifle	1	5	6	0
M3 White Scout Car	4	4	2	1	M6 Heavy Tank	2	10	7	4
M3 Halftrack 75mm	3	9	6	1	Secondary gun		0	3	
M8 Greyhound	4	4	3	1	T14 Assault Tank	2	9	7	6
M20 Scout Car	4	4	2	1	T28 (T95) Heavy Tank	1	15	12	11