PANZER ACE !

One to *One* tank combat in WW2

Umpire controlled multiplayer
Missions for both Western &
Eastern Fronts

Barry Hilton
League of Augsburg
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Photos: **Cover:** 1/50th scale Corgi Panther repainted, **Page 1 (top):** 1/50th scale Corgi Panther repainted, **(bottom):** Corgi 1/50th Churchill III, **Page 2:** Crusader Armor KV1, **Page 3:** 1/100th scale Battlefront Miniatures M36 Jackson Tank Destroyer, **Page 4:** 1/50th scale Corgi Panther repainted. **Page 5 (top):** Corgi 1/50th scale T34/76, **(bottom):** Solido 1/50th scale Panzer MkIV conversion

PANZER ACE !

1. Origins of the game

This game was inspired by shoot 'em up computer games and pretends to be nothing other than a biased piece of fun aimed firmly at its Players having the best chance of winning. The challenge is in scoring higher than your *Kammeraden* in the rest of the platoon's tanks.

2. Game Concept

You and the other Players command individual tanks in a crack panzer platoon. The unit size can vary according to the Missions. .All are set from mid 1943 to May 1945.

3. Why German Panzers?

During the Second World War acts of bravery and heroism were so frequent as to be almost expected in every army. This game is therefore not a glorification of German tank troops over all others but rather a recognition that if one branch of an army was ever synonymous with a popular image of that army it was the Wehrmacht Heer and its Panzertruppen. Although only a small proportion of a largely infantry force, these soldiers achieved many spectacular victories and even in defeat performed incredible feats of arms whilst heavily outnumbered. If you prefer to place the focus on another army then there is an options section later in the rules (Section 27) allowing you to do this.

4. Game objective and length

Players have five game turns to score the highest number of 'kills', rack up the highest points total and attempt to complete the mission set by the Umpire. The game is designed as a short, fun, multiplayer experience and utilizes very simple and stylized gaming mechanisms. Exact science is low on the agenda and fun is the top priority.

5. Play representation

Scale is one to one and each player is the commander of a Panther or Tiger tank and its crew. Ground scale is non specific and time is not set but could be taken as 2-3 minutes per turn.

6. Game Set Up

The game should be set up on a six by four or six by six feet table for 15mm - 28mm scales and two feet by two feet for micro tanks. You will find four sample set ups in the *Missions* section near the end of the rules book. For self generated Missions the terrain can be as desired but should provide some opportunity for concealment. The game was originally designed for the close-in terrain of Normandy's Bocage with some urban areas to add the potential for infantry assaults (a la Private Ryan) or anti tank ambushes. The Umpire should choose an interesting layout which offers options. For self generated missions enemy elements should generally be of medium to low capability but roughly three times the number of player vehicles. The mix is up to the Umpire but should include about 20 - 33% of total enemy elements as transports and 10 -15% as infantry. The enemy tanks specified range from lightly armed and under gunned models to a limited number of more formidable types which will of course prove more difficult to destroy but will offer a higher points value if Players are successful.

When constructing your own missions roughly follow these principles in order to have a game which is neither too easy nor too difficult to complete.

7. Players

Originally I designed the game as a public participation game for use by the League of Augsburg at wargames shows. It therefore works best with at least two and up to six players. It also makes for a fun thirty minutes at your local club. German tank platoons contained between two and five vehicles so the extra vehicle can be counted as a company level command vehicle for the pedants out there! At a pinch you could even play solo but don't cheat!

8. Umpire

This game works best with an Umpire who plays the enemy. All participating players are on the same side. The Umpire manages all aspects of the enemy movement (where applicable), firing and ***CONTROL TESTS***. They also manage artillery fire. As this is NOT a competition wargame but a bit of fun the Umpire is ALWAYS right. Don't contest decisions, let him/her decide and just concentrate on racking up the points!