

PANZER KORPS

Errata:

Page 14: Correction: —Example: (Continued) With a +1 Leadership Modifier, the Initiative Holder adds in +1 for Air Superiority and a -1 for having 60% or more of his Division being Reservist Morale. This leaves a **+1 Modifier** for the roll.

Page 20: Addition—Moving in City sections: Movement between city sections is conducted one City Zone per Decision Die Action. Upon entering a City Zone, the phasing player must declare whether they are seeking close combat or not. Otherwise, only two opposing formations may occupy the same city zone and can shoot at each other at close range. This is the only time that more than one formation can occupy the same city zone.

Page 43: Correction:--Demolitions—A formation can prepare a building, bridge, or other tangible location for demolition or place a booby trap by spending an entire Day segment. A booby trap is triggered anytime by any formation entering, leaving or moving in the location. The formation is automatically hit for 1 disorder marker. The location is then turned into rubble unless it is a bridge in which case it is destroyed. Boobytraps do not affect Engineer formations and they can clear an area by spending a complete Day Segment doing so.

Page 46: India-Commonwealth should be 40%

Page 78: Corrected Sentence: German tanks with Schurzen (skirts) add an additional -1 to the Attackers FIRE DIE on them from Panzerfausts, Panzerschreck, Bazookas, any magnetic mines or Molotov Cocktails ONLY.

Page 80: USA ratings corrections:

Sherman 75mm -1 FIRE DIE Modifier and is NOT an Inferior Weapon

Chafee 75mm 0 FIRE DIE Modifier

Jumbo 75mm/76mm -1/0 FIRE DIE Modifier

Lee/Grant 75mm/37mm -1/0 and is NOT an inferior Weapon and can fire both weapons.

Page 85: German ratings:

Add PAK 43 88mm +2 FIRE DIE Modifier Soft Towed Superior Weapon

Page 95: USA Air ratings:

Clarifications:

How to resolve artillery fire: Once the target has been determined, and the deviation roll has been resolved, place the appropriate size artillery template to determine the number of formations which will need to check for damage. The firing player then selects the appropriate FIRE DIE based on the morale of the unit. i.e. A Regular 122mm Artillery Battalion will roll a d10. The morale of the firing formation will reduce the effectiveness of the fire, but will retain the artillery template. The defending player then will roll the appropriate COVER DIE.

Questions and Answers:

Q: What ranges does an ATR rifle have. It has a range of 2", short 6" and Long 12" - what is the 2" range for ?.

A: The ATR or Anti-Tank Rifle range is 2 Inches. Formations that fire at AFV targets will get a +1 bonus to their FIRE DIE. The other two places where you see the ATR reference is a typo. The Corrected charts are available on the Panzerkorphq yahoo group for download.

Q: Do Rifles and Mgs both use the 6" short and 12" long but AFV mgs only fire at 2". In effect British Cruiser armed with 40mm, and therefore having no HE, can only use their co-Ax mgs at 2" range.

A: Yes. The co-Ax Mgs on any AFV were used primarily for immediate defense and are limited to 2 inch range in this scale. (2 inches = 100 meters approx.) In such cases, having motorized infantry support close by is essential.

Q: On the tactical move how much do Light Tracked vehicles add to their move - it missing on the playsheet.

A: 2 Inches. The Printer omitted the 2 inch value in the book, but we offer the fast play charts online on the PANZERKORPHQ yahoo group in a PDF format for home printing that do include the correct value.

Q: I am not sure i understand the terrain modifiers. Steep hills one level are -4 inches but infantry only move 4" - how does this work

A: Because steep hills require 4 inches, you have two options. You can spend all your movement (4 inches if within combat contact (within 24 inches of known enemy) or 8 inches move (Movement is doubled outside of 24 inches or not having spotted or shot at by known enemy). The other way if you are within Combat contact, you can use the Double Quick move of 7 inches to climb up, but forfeit your subsequent move.

Q: When can infantry use the double move?

A: Any formation can make a Double Move once per turn when allowed by the Decision Die Chart.

Q: Disruption recovery: If a regular formation does not move can it recover 2 disorders. 1 for no moving

and 1 for being regular.

A: Correct.

Q: On spotting does each formation have to spot separately?

A: Yes

Q: When, in the sequence of play as outlined on page 7, do you remove the disorder markers per Formation Recovery on page 24?

A: Disorder Marker recovery occurs before movement but after that particular force command has rolled on the Decision Die table. That way you see how many Auto Rallies are awarded for that force command. These can be allocated as the player sees fit on only that force command and cannot be saved. If a formation does not move during its turn, it can further remove 1 DM. The reason for this is to model the competency of a nations ability to maintain their combat focus. Elite or veteran formation could suffer many DM's during the previous turn for a multitude of reasons and if it manages to pass any morale checks, it can most likely recover them all and still function almost as if nothing happened. Don't try this at home with lesser troops or that particular formation should have a bunch of decorated leaders to keep a formation together! This is where the Decision die handles the different Color ratings to indicate a nations traditions or lack thereof.

There are only 2 ways the decision die is modified: 1) adding the amount of decorated leader specifically assigned to the HQ formation of the Force Command 2)adding the negative command modifiers based on the number of formations in the force command.

Q: I assume the Decision Die effects only movement and the extra rally points and any unit eligible to fire may do so, the DD having no effect on that? What is the effect of a "unit free move" result?

A: Formations can always fire unless modified or rendered unable by fire (which is not simultaneous) DD only affects how many formations within that specific command can move and how many auto rallies are available that turn. If there is a result FREE MOVE, that means that a formation that either did not move because of lack of DD actions or one that already moved, can move again. This represents that certain edge of combat efficiency and senior teams to scout out a more advantageous route or being able to maneuver more clearly with little opposition. How many times have you read that "all of a sudden they appeared out of nowhere and proceeded to..."

Q: On the Initiative modifiers class A, B and C leaders have a plus or a minus number. I assume (dangerous I know) that the player makes the choice since in some situations they may wish the opponent to have the initiative for a segment (for example trying to engineer back to

back moves, move second in the last turn of 8 to 10AM for example and then first with initiative in the next segment)?

A: yes. This allows senior and gifted divisional officers to "influence" the pace of battle.

Additions:

Volksturm:

With the advent of the Allied invasion and the constant retreating on the Eastern Front, OKH began to develop innovative strategies in an attempt to hold on to existing territory. German industry, seemingly defying the odds and under Herr Speer's expert hand, was at its largest production capacity since the war began. But, these new weapons had an ever dwindling supply of manpower to use them.

Created by the desperate need for this manpower, a "home guard" was created to fortify local defences, add those "additional" support units to the regular army as the war entered Germany, and generally were forces used to pin down allied forces in the hopes of some unforeseen miracle to deliver the Reich. Germany and its nearby outlying areas were divided into Military zones or WEHRKREIS for Volksturm defense and units were raised from the remaining populace within the ages of 16 to 60. Although, older or younger enthusiastic supporters were never turned down. Amazingly enough, these WEHRKREIS extended well into Poland as well.

Equipped with the "basics", they were trained extensively in the use of both the Panzerschrek and the dreaded Panzerfaust. The latter weapon, eventually evolving into more powerful versions as the war dragged on, was a very effective favorite of the entire German Military. The Panzerfaust alone effectively enabled Volksturm units to stand against many of its opponents when otherwise they would have been swept away by the overwhelming allied superiority in armored fighting vehicles.

PANZER KORPS allows the German players to use Volksturm as they were intended; defending fortified positions, slowing down allied advances in built up areas, and added as local support for Regular German army units.

Using VOLKSTURM as primary units: After researching your particular theatre and have determined the amount of Volksturm needed, you can build your Volksturm Force Commands (Kampfgruppe) as follows:

From German records:

The Wehrkreis I Zone Eastern Poland January 1945 Organized and deployed in the the towns of Konigsberg, Insterburg, Swelki, Allenstein, Bialystock, Pultusk, and Plock. German records show up to 90 Volksturm Battalions in Wehrkreis I, but what was in Berlin was not always accurate at the front.

"Gneisenau" Force Group

Decorated Leaders: 4 total for the Division (i.e. driven leaders, local bergermeisters, etc.)

All units are Militia morale and all carry Panzerfausts
Force Command 1 Kampfgruppe 2/I
Volksturm Battalion w/MMG Co.'s w/ Panzerschreck Co.
Volksturm Battalion w/MMG Co's w/75mm AT Co.
Volksturm Battalion w/MMG Co. w/37mm AT Co.
Volksturm Battalion w/MMG Co.

Force Command 2 Kampfgruppe 3/I
Volksturm Battalion w/MMG Co.'s w/engineer Co.
Volksturm Battalion w/MMG Co's w/75mm Infantry Gun Co.
Volksturm Battalion w/MMG Co.
Volksturm Battalion w/MMG Co.
Volksturm Artillery Battalion 75mm Infantry Gun

Force Command 3 Kampfgruppe 5/I
Volksturm Battalion w/MMG Co.'s w/R-35 Co.
Volksturm Battalion w/MMG Co's w/bicycle Co.
Volksturm Battalion w/MMG Co.
Volksturm Battalion w/MMG Co.

Force Command 4 Kampfgruppe 6/I
Volksturm Battalion w/MMG Co.'s w/HMG Co.
Volksturm Battalion w/MMG Co's w/60MM Mortar Co.
Volksturm Battalion w/MMG Co. w/Marder III Co.
Volksturm Battalion w/MMG Co.
Volksturm Artillery Battalion with 150mm Infantry Guns

Ammunition Notes: Anytime a Volksturm Force Group or Force Command is operating in the field and not in cities or prepared positions such as entrenchments or bunkers, their respective formations are assumed to be carrying only minimum ammunition and instead of running low on ammunition, it is considered out.

Using VOLKSTURM as support companies:

Volksturm did not often reinforce regular forces when in major cities, but PANZER KORPS allows for the moments when they did. The German player can attach Volksturm Support companies otherwise known as rifle "grenadier" Co's. These add a +1 to the parent formations FIRE DIE for each added Co. up to the limit of 4 total attached companies. This would apply to any Volksturm support weapons such as an AT gun. Remember that when attaching companies to parent formations, their Volksturm morale does not apply. It's fate is now in the hands of the parent formation of which it is now attached.

So, the next time your ordered to defend a position with a Volksturm battalion or two, maybe you might want to consider breaking it down into companies and attaching them to a higher morale formation. Yes, this will reduce your movement options, but your Volksturm will be emboldened fighting side by side with a regular formation.

Example: Just south of the Seelowe heights is the town of Breitenburg. It is part of Kampfgruppe Meir's defensive perimeter. The KG has one Volksturm Battalion and one Hitler youth company. Oberst Meir decides to strengthen the 4th Wehrmacht Battalion and its Medium Machine Gun Company by adding two companies of Volksturm and the one Hitler Youth Company reaching the maximum of four attached companies per formation. Adding the Volksturm companies and the Hitler Youth company gives the 4th battalion an additional +3 to their FIRE DIE. Even though the morale of the Volksturm are Militia and the Hitler Youth company is Recruit Fanatic, their respective morale is ignored because they are attached companies.

The remaining Volksturm company will be attached to the newly organized Anti-Tank Battalion.

Imagine playing an entire Force Group of Volksturm!! Just don't suppressed or fragmented!!

Observation Planes: Observation Planes: At times, divisions or as an army/corps assets, you may have an observation plane that can serve as a mobile forward observer for the artillery and spotting. It follows the normal rules as other aircraft and is subject to enemy fire or attack. Needless to say, make sure you have air supremacy or have knocked out any enemy anti-aircraft formations before sending up these unarmed birds. These can only take one disorder marker before they are downed and can always run away before spotting when threatened by enemy CAP.

Observation planes belonging to a division will not need to roll to spot for their own divisional artillery. Otherwise, they will have to follow the normal rules for calling in other artillery.

NAPALM—Late War American forces so equipped may use the weapon as part of a normal bombing run with fighters capable of delivering them instead of conventional weapons with the following effects: any formation that is caught with 50% or more of its company stands within the blast zone will be eliminated and removed from the field. Regular or better morale formations will receive 12 Disorder Markers and will accumulate the maximum Panic markers as if it had panicked that many times. Reservists or less formations will receive 12 Disorder Markers, immediately Panic and withdraw from the field unable to recover any markers as combat ineffective. The entire affected area is considered on fire for one Day Segment and will generate smoke per the rules. Remove any trees, brush, fields, or other foliage. Buildings and any hard cover will remain but cannot be entered with two day segments after the fire has been put out.

The Game Master should limit the amount of this ordinance available for use.

Prisoners & You: Dealing with Prisoners in Panzer Korps

One of the lesser gamed aspects of World War II is the prisoner phenomenon and its place in wargames rules. Whether its forcing the collapse of the enemy's front line, trying to maneuver through the prisoner clogged roads, or simply capturing positions or vehicles, prisoners and their management are vital to truly experiencing combat decisions at the Divisional level.

How are Prisoners created: Enemy formations failing a Panic check and within their conditions to surrender become prisoners—This is an integral part of how Divisions and Brigades would engage each other in combat. Lesser trained formations or formations which had suffered a tremendous beating tended to surrender if there was formed enemy in sight and within their engagement zone. Otherwise, they would simply Panic and fall back to a secondary position in an attempt to reform the line. Fanatic or experienced troops would tend to stand or fall back while Partisans simply melted away on failing a Panic check.

Prisoners can be taken into custody by the following methods:

1. **Military Police**—If the closest formed formation that is receiving the prisoners has at least 1 Military Police company, that company will attach itself automatically to the surrendering formation immediately. On the following and subsequent turns, the Prisoners will be

escorted off the capturing formation's table edge. The MP company can return if there is a friendly formation within 10 inches of the friendly table edge as a normal company.

2. Rounding up Prisoners—When the closest formation does not have a Military Police available when the enemy are surrendering, the entire formation must then remain with the prisoners as per the rules and escort them off the capturing formations edge before they can return. MP's can be moved up to relieve the escorting formation by simply moving an MP company to them using the normal Company movement rules.

Moving through Prisoners was a headache to any Divisional and Corps Headquarters as they tended to cause additional delays as forces would slow down to either go around them or through them. Formations will lose 2 inches to any movement if they must go through a prisoner formation. This is true for any prisoners on the road or simply moving in the open. They also posed a line of sight problem and you cannot shoot through them.

Prisoners will always move in Transit column and will never deploy. Prisoners cannot be shot unless the scenario allows for it or the following rules apply:

- NKVD, SA Einsatzgruppen, Japanese Police, SS Police have the option to shot prisoners. This will eliminate the need for any formation or MP company escorting them back to the rear.
- Any formation who witnessed a friendly formation being shot as prisoners can have the option to shoot the enemy formation who committed the act only.

Players must think carefully before evoking the open grave option as doing so will immediately increase the morale of all units they are facing in that enemy Division to test morale at one step better. i.e. Regulars will test as Veteran.

Commentary and Designers notes:

Advanced Rules Ratings:

The ratings are only meant to be a simple guideline as to how a formation so equipped, crewed and handled would potentially perform at an abstract level while still maintaining some sort of detail. As you can imagine, with most players used to playing at a squad or company level, it is very difficult to get them to understand that the combat is representational and not actual. It usually takes a couple of game for players to "free" their gaming minds to a battalion level game that places them in the role of a general. Just a few weeks ago I ran a scenario (Lorraine '44 on the free downloads) with several players that were really interested in divisional gaming and one of them kept asking how he could arrange his attached companies to an infantry battalion to maximize their effectiveness. I explained that at this level, the companies just need to remain within 2 inches or less of each other to gain their support and represent them being placed at the most advantageous positions by the Captains, Majors etc. They also wanted to fire the companies individually, and I also explained that all companies, regardless of what they are, support their battalion formation and their factors will enhance the formations firepower. He quickly got it.

You will notice that when an AFV is attached to any formation as support, those modifiers do not apply.

Only the modifiers that it adds to the base firepower of the formation supported. It is only when a formation that is predominantly Sherman 75mm equipped (ie 2 out of the 3 companies) do you take into account the modifiers. This is when the formation is actually using its main weapon and using its range. this was done to recreate the strategy used by Germans and then later on, by other nations of heavily reinforcing formations on the defense and creating mobile formations on the offensive. As an example, the Germans broke down their Assault gun formations among others and attached them to their infantry in Normandy. Our boys were running into infantry formations reinforced with Stug III Co., PAK 40 Co., HMG, Co etc (up to a max of 4 attached companies to the initial 3 companies of the parent formation) in the hedgerows and all over France which slowed us down heavily with their firepower and excellent ability to maintain their organization. But, say you look at a generic part of the Eastern front, where terrain was less of an issue, they would tend to do the same when defending in a hedgehog. But when defending the line, the infantry with their MMG co.s and Mortar co.s would hold the entrenchments and hold their "mobile" forces in reserve to move quickly to where they were needed.