

## 5. Panzer General



*Some of the fiercest battles of the War were fought between massive panzer armies. These panzer armies were led by some of the most brilliant commanders of World War II and the outcome of some of these battles ultimately changed the course of the War.*

**Attack: 3**

**Defense: 3**

**Move: 2**

**Cost: 8**

**Maximum on game board: see below**

**Enter game from: see below**

A Panzer (or Tank) *Army Field Headquarter* unit (usually led by a General – for game play reasons, the unit is therefore named Panzer General – abbreviated PG) must be produced by the owner in the owners original Capital at a price of 8 IPC per unit.

PG operates under Tank rules.

A PG commands 5 Tank units. When a PG is in command of 5 Tank units, the Army is active. This is called a Panzer Army (Germany) or Tank Army (The Allies).

### **Note 1:**

When the units in a Tank Army or Panzer Army are transported by sea, the Tanks and PG are treated as individual units and must be loaded, transported and off loaded as such.

It is not possible to transport a Tank Army or Panzer Army by sea and make an amphibious assault with this Army.

The Tank Army or Panzer Army can only attack by land – the attack must begin from a territory. Use the Tank Army Board and Panzer Army Board and Markers to display the Army.

### **Note 2:**

The basic rules concerning a Tank Army and Panzer Army are identical to a Soviet Army Corps and a German Waffen-SS Army concerning organizing, fighting, regrouping etc.

### **Note 3:**

When a Tank Army or Panzer Army is attacking or defending the PG uses 2 dice and three of the Tanks within this Army each uses 2 dice – in other words: the total number of dice roll is 10 for the entire Army.



The Nations that can produce PG and the number of PG for each of these Nations are listed below:

- USA (Washington) : 2
- Germany (Berlin) : 3
- USSR (Moscow) : 2
- UK (London) : 1

### **Note 4:**

A maximum of 1 Tank Army or Panzer Army from the same alliance or Nation can fight (attack or defend) in each territory and obtain 10 dice rolls – other Tank Armies or Panzer Armies of the same alliance or Nation that are present in this territory can only fight at their individual Tank unit combat factor.



When a Soviet Tank Army is present in the same territory as a Soviet Army Corps and when a German Panzer Army is present in the same

territory as a German Waffen-~~SS~~ Army all of these armies belonging to the same Nation affect the fighting abilities of each other: a maximum of 1 Army of the same alliance or Nation can fight in the same territory and obtain its ability to fight as an Army (each player must choose which Army) and the units within the other Armies must fight at their individual unit combat factor.

**Note 5:**

A German Panzer Army cannot contain Waffen-~~SS~~ panzers.

**Note 6:**

PG can at the earliest be produced according to this Time Scale:

1. Germany: *Late 1940*
2. USSR: *Early 1941*
3. USA: *Early 1942*
4. United Kingdom: *Late 1940*

No Nation can produce more than 1 PG in each round.

PG lost in combat can be reproduced.