

# Con-Quest 2001

## Panzerblitz / Panzer Leader Tournament

### Introduction

Welcome to the Con-Quest 2001 *Panzerblitz / Panzer Leader* tournament. The tournament will consist of two Situations. Sorry, no prizes will be awarded, but the winners will gain the admiration and respect of their peers.

All basic rules from *Panzer Leader* will be used along with the optional rules for Infantry Quick-Time Speed and Opportunity Fire. No experimental rules will be used. In addition, the following rules are in effect.

**Stacking:** Four Allied units may stack in a hex; three Soviet units may stack in a hex except for Soviet infantry units which can stack with only one other non-infantry unit. In other words, no two Soviet infantry units are allowed to stack together.

**Indirect Fire:** Allied M and (H) class units may use indirect fire as stated in the *Panzer Leader* rules. Soviet M and (H) class units may use indirect fire, but a dismounted Recon unit must have a line of sight to the target in a manner similar to CP units in *Panzerblitz*. Soviet indirect fire may drift or scatter as described in *Panzer Leader*.

**Range:** Soviet Rifle and Guards units have a range of 2\* rather than the value printed on their counters.

**Engineers:** Bridges may not be destroyed and blocks may not be created in any of these scenarios. In fact, no engineering functions are allowed in these scenarios. Engineers still provide a bonus in CAT attacks.

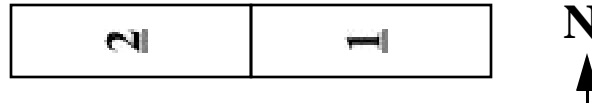
**Gullies:** Treat gullies as *Panzer Leader* streams regardless of which board they are on.

**Towns:** Towns on *Panzerblitz* boards are considered to occupy the entire hex as in *Panzer Leader*. Use the *Panzer Leader* rules for towns and ignore the grey hexsides.

**Transport:** Soviet infantry may be transported by tanks and assault guns just like German infantry in *Panzer Leader*.

## Situation 1: Screening Action in the American Sector of West Germany, January 1946

Foul weather has grounded all Allied aircraft. The Soviets use this opportunity to launch a surprise attack into West Germany. The Americans are caught flat-footed, and the Soviets achieve a number of breakthroughs along the border. An American reconnaissance battalion is hastily called to slow down the advance of a Soviet tank brigade backed by motorized infantry.



**Game Length: 12 turns**

1 Soviets Move First	2	3	4	5	6	7	8	9	10
11	12								

### Soviet Forces

A Soviet tank brigade, backed by motorized infantry sets up first on board 1, on or east of row Z.

6x T34/85  
 2x SU100  
 6x SMG  
 3x 76.2mm ATG  
 1x Recon  
 2x 82mm Mort.  
 12x Trucks

### American Forces

An American recon battalion sets up last west of row Y on board 1.

3x Arm. Inf.  
 7x Halftracks  
 2x 90mm ATG  
 1x 81mm Mort.  
 1x Engineer (3 I 2 10 1)  
 3x M20  
 3x M8  
 1x M36  
 1x M24  
 2x M4/76

### Victory Conditions

Award Soviets 1 point for each unit (including trucks) moved off west edge of board 2. Award the Americans 1 point for each enemy unit (including trucks) destroyed. Highest total wins. In the case of a tie, the Americans win.