

Warhammer Panzer Battles

Or Warhammer 20C

(Or Warhammer 40K for World War Two)

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Additional Scenario Special Rules

Table Layout

In most theatres of the Second World War there were few if any open flanks at the tactical level, unless of course you could create them.

For World War Two games, it is probably better to deploy from the short ends of the table rather than from the long edges. Simply extend the depth of the deployment areas so that each player starts 24" apart. Not only will this give you space to deploy your artillery on the table, but it will, in most cases, give a better relationship between the strength of your force and the frontage you have available.

Reserves Arriving by Road

Any or all units that are placed in reserve may be declared at the start of the game to be arriving by a specific road. The player then adds +1 to the die roll to see if the reserve unit appears.

Ambush

One way of creating an ambush is to allow all reserves to be placed on the table anywhere out of line of sight of the enemy forces, rather than at the table edge.

Hidden Troops

The use of concealment and terrain was one of the vital factors in many actions. The following rules allow players to easily recreate the uncertainty of hidden enemy troops without record keeping. Hidden units split into three phantoms, each moving separately. Any one of the three could be the real unit. Unlike the usual 'dummy marker' systems, the player doesn't decide which is the real unit until they reveal the unit.

Any unit that is not within line of sight of any enemy may be removed from the table and replaced by three figures from that unit (or three markers if the unit doesn't have three figures). These figures may then move independently, each moving as normal for that unit. At any time the owning player may remove any two figures and place the unit back on the table such that it maintains cohesion with third figure. The unit cannot shoot or assault while it is hidden.

If the opposing player scores a hit on any figure (either from shooting or assault), the unit may have been located. The player who controls the figure must immediately (i.e. before the Wound or Penetration Roll) either remove the figure, or remove the other two figures and place the unit back on the table such that it maintains cohesion with the remaining figure. Removed figures aren't casualties, it's just that the other player has determined that the unit isn't there!