



PANZERBLITZ MASTER UNIT FUNCTION CHARTS

By

Alan R. Arvold

The following chart lists all counters in the game of Panzerblitz. These include not only those in the game, but also those from the various articles in the General, Boardgamer, and VAIPA magazines. These charts presume that the Panzer Leader rules are in effect. Notes will be provided for where the rules differ between the two games. The following is the key to the chart:

Points: DYO points that the unit is worth. These are from the Panzerblitz DYO Point System by Tom Oleson.

Unit: The name of the unit.

Weapon: Weapon Class of the unit in question: A – Armor Piercing

H – High Explosive

M – Mortars

I – Infantry Light Weapons

Attack Modes: Type of attacks that the unit may make: DF – Direct Fire

IF – Indirect Fire

OR – Overruns

CAT – Close Assault Tactics

AA – Anti-Aircraft

Those units which have an "N/A" above the dot in the Overrun column on the chart may only overrun Non-Armored target types of units.

Mines attack all units on them, except planes, at 2-1 odds regardless of Target type.

Target: Target type of the unit in question: A – Armored Target

NA – Non-Armored Target

Truck: The unit which has dot in this column on the chart must use the Truck Movement Rates when moving on the board.

Carr: The unit which has a dot in this column on the chart is a Carrier unit and may carry Passengers. Those units which have an "i" after the dot may only carry Infantry units as Passengers. (Note that in Panzerblitz all Carrier units may carry any dismounted unit, not just infantry units as in some cases.)

Pass: The unit which has a dot in this column on the chart is a Passenger unit and may be transported by a Carrier unit. Those units which have a "1/2" after the dot cost the Carrier units half of their Movement Allowance for that turn to pick up or drop off. Those without the "1/2" cost the Carrier units all of their Movement Allowance to pick up or drop off. (Note that in Panzerblitz all Carrier units use their entire Movement Allowance to pick up but may drop off a Passenger unit at no cost to their Movement Allowance.)

Stack: The number of Stacking Points that the unit in question takes up in the hex. The maximum stacking Allowance of a hex is four points. Fortification counters and any units stacked under count as one or two stacking Points, depending on the nationality. No more than three Stacking Points worth of Wreck counters may be

stacked in a hex. (Note that in Panzerblitz there are no stacking points. Instead the Germans may stack three units to a hex and the Russians may stack two units. Also note that Fortification counters and any units under them stack freely in Panzerblitz. No more than three German or two Russian or one German and one Russian Wreck counters may be stacked in a hex.)

QM: The unit which has a dot in this column on the chart may use Infantry Quick-Time Speed. (This rule is not in the original Panzerblitz.)

Tur AFV: The unit which has a dot in this column on the chart may use the Functional Mobility for Turreted AFV's rule. (This rule is not in the original Panzerblitz.)

Arty FOF: The unit which has a "C" in this column on the chart must have a Carrier unit in the same hex when changing its Field-of-Fire when using the Artillery Field-of-Fire Limitations rule. (This rule is not in the original Panzerblitz.)

SSC: The unit which has a dot in this column on the chart may use the Smoke Shell Concentrations rule. (This rule is not in the original Panzerblitz.)

Factors: The counter values of the unit in question.

Panzerblitz German Counter Unit Function Chart

Points	Unit	Combat					Movement			OR	EXP			Factors			
		W e a p o n	Attack Modes					T r u c k	C a r	P a s s	S t a c k	Q M	Tur AFV		Arty FOF	SSC	
			DF	IF	OR	CAT	AA										
6.5	37mm ATG	A	•					NA			•½	1					5-A-2-3-0
9.5	50mm ATG	A	•					NA			•½	1					8-A-5-3-0
11.5	75mm ATG	A	•					NA			•½	1					13-A-6-2-0
18.5	88mm ATG	A	•					NA			•	1			C		15-A-20-1-0 Early War
21	88mm ATG	A	•					NA			•	1			C		20-A-20-1-0
8	20mm FK	H	•				•	NA			•½	1					4-H-10-1-0
13	20mm-4 FK	H	•				•	NA			•½	1					14-H-10-1-0
10	37mm FK	H	•				•	NA			•½	1					6-H-12-1-0
9	75mm IG	H	•					NA			•½	1					2-H-12-2-0
18	150mm IG	H	•					NA			•	1			C		20-H-12-2-0
26	75mm How	H	•	•				NA			•½	1				•	20-H-28-2-0
38	105mm How	H	•	•				NA			•	1			C	•	40-H-32-2-0
50	150mm How	H	•	•				NA			•	1			C	•	60-H-36-2-0
67	170mm How	H	•	•				NA			•	1			C	•	50-H-80-2-0
11.5	81mm MTR	M	•	•				NA			•½	1				•	3-M-12-3-1
19.5	120mm MTR	M	•	•				NA			•	1				•	15-M-20-2-0
39	Nebelwerfer	H	•	•				NA			•½	1			C		60-H-16-1-0
18	Engineer	I	•			•		NA			•½	1	•				3-I-4-10-1
9	Security	I	•			•		NA			•½	1	•				2-I-4-5-1
13	Rifle	I	•			•		NA			•½	1	•				3-I-6-8-1
14	SMG	I	•			•		NA			•½	1	•				6-I-3-6-1
1	CP							NA			•½	1					0- 0-1-0 (5 points if optional rules)
7	Cavalry	I	•			•		NA				1					3-I-4-2-3
4	Wagon							NA	•	•		1					0-C-0-1-3
7	Truck							NA	•	•		1					0-C-0-1-12
11	Sd Kfz 8							NA		•		1					0-C-0-1-10
14	Halftrack	I	•		N/A			A		•		1					2-C(I)-4-4-10
21	Sd Kfz 251/10	A	•		•			A		•		1					5-C(A)-2-4-10
16	Sd Kfz 250/1	I			N/A			A		•		1					2-C(I)-4-4-12
23	Sd Kfz 250/10	A	•		•			A		•		1					5-C(A)-4-4-12
17.5	Motorcycle	I	•		N/A			NA				1					3-I-4-2-12
16	Sd Kfz 222	H	•		•			A	•	•i		1					2-H-4-2-10
22	Sd Kfz 231/8	H	•		•			A		•i		1					2-H-4-2-16
25	Sd Kfz 233	H	•		•			A		•i		1					5-H-8-2-14
20	Sd Kfz 250/9	H	•		•			A		•i		1					2-H-4-4-12

Panzerblitz German Counter Unit Function Chart

Points	Unit	Combat						Movement				OR	EXP			Factors	
		W e a p o n	Attack Modes					T r u c k	C a r r	P a s s	S t a c k	Q M	Tur AFV	Arty FOF	SSC		
			DF	IF	OR	CAT	AA										
23	Sd Kfz 234/1	H	•		•			A		•i		1					2-H-4-3-16
28	Sd Kfz 234/2	A	•		•			A		•i		1					6-A-5-3-14
26	Sd Kfz 234/3	H	•		•			A		•i		1					5-H-8-3-14
38	Sd Kfz 234/4	A	•		•			A		•i		1					13-A-8-3-14
21.5	Sd Kfz 251/2	M	•	•				A				1				•	3-M-12-4-10
20.5	Sd Kfz 250/7	M	•	•				A				1				•	1-M-12-2-12
69	Wespe	H	•	•				A				1				•	40-H-32-5-8
70	Maultier	H	•	•				A				1					50-H-12-4-10
86	Hummel	H	•	•				A				1				•	60-H-24-6-8
27	GW38(m)	H	•		•			A		•i		1					10-H-12-5-6
33	Wirbelwind	H	•		•		•	A		•i		1		•			14-H-10-6-8
26	Ostwind	H	•		•		•	A		•i		1		•			6-H-12-6-8
23	Sd Kfz 10/4	H	•		•		•	A		•i		1		•			4-H-10-4-10
26	Sd Kfz 6/2	H	•		•		•	A		•i		1		•			6-H-12-4-10
30	Sd Kfz 7/1	H	•		•		•	NA		•i		1		•			14-H-10-1-10
40	StuH 42	H	•		•			A		•i		1					14-H-12-12-8
29	Stug IIIb	H	•		•			A		•i		1					5-H-8-12-8
46	Stu Pz IV	H	•		•			A		•i		1					20-H-12-12-8
23	Sd Kfz 251/9	H	•		•			A		•i		1					5-H-8-4-10
19	Sd Kfz 250/8	H	•		•			A		•i		1					2-H-8-2-11
45.5	Pz II (Fl)	H	•		•			A		•i		1					30-H-1-5-10
44.5	Sd Kfz 251/16	H	•		•			A		•i		1					30-H-1-4-10
56.5	Pz III (Fl)	H	•		•			A		•i		1		•			40-H-1-8-8
58.5	Jgd Pz 38t (Fl)	H	•		•			A		•i		1					40-H-1-12-6
22	Pz Jg 47	A	•		•			A		•i		1					8-A-3-5-6
33	Marder I	A	•		•			A		•i		1					12-A-8-5-8
35	Marder III	A	•		•			A		•i		1					12-A-8-7-8
40	Stug IIIg	A	•		•			A		•i		1					12-A-8-12-8
38	Hetzer	A	•		•			A		•i		1					12-A-8-12-6
37	Pz Jd IV/48	A	•		•			A		•i		1					12-A-8-9-8
45	Pz Jd IV/70	A	•		•			A		•i		1					16-A-12-9-8
54	Nashorn	A	•		•			A		•i		1					20-A-20-6-8
56	Jgd Pz V	A	•		•			A		•i		1					20-A-12-15-9
51	Elefant	A	•		•			A		•i		1					20-A-12-15-4
57	Jgd Pz VI	A	•		•			A		•i		1					22-A-12-18-5
19	Pz IId	A	•		•			A		•i		1		•			2-A-4-5-10
22	Lynx	A	•		•			A		•i		1		•			2-A-4-6-10

[illegible]

Panzerblitz Russian Counter Unit Function Chart

Points	Unit	Weapon	Combat					Target	Movement			OR	EXP			Factors		
			Attack Modes						Truck	Car	Pass		Stack	QM	Tur AFV		Arty FOF	SSC
			DF	IF	OR	CAT	AA											
8	12.7mm MG	I	•				•	NA			•½	2					6-I-6-2-0	
8	45mm ATG	A	•					NA			•½	2					7-A-3-3-0	
9.5	57mm ATG	A	•					NA			•½	2					9-A-4-3-0	
10.5	76.2mm ATG	A	•					NA			•½	2					12-A-5-2-0	
13.5	85mm ATG	A	•					NA			•½	2					15-A-8-2-0	
14	100mm ATG	A	•					NA			•	2			C		16-A-8-2-0	
11	37mm AA	H	•				•	NA			•½	2					8-H-12-1-0	
8.5	76.2mm IG	H	•					NA			•½	2					3-H-10-2-0	
20	76.2mm How	H	•	•				NA			•½	2				•	20-H-16-2-0	
31	122mm How	H	•	•				NA			•	2			C	•	40-H-20-1-0	
43.5	152mm How	H	•	•				NA			•	2			C	•	60-H-25-1-0	
58	203mm How	H	•	•				NA			•	2				•	80-H-30-1-0	
11	82mm MTR(m)	M	•	•				NA			•½	2				•	2-M-12-3-0	
11.5	82mm MTR	M	•	•				NA			•½	2				•	3-M-12-3-0	
24	120mm MTR	M	•	•				NA			•	2				•	24-M-20-2-0	
46	160mm MTR	M	•	•				NA			•	2				•	60-M-30-1-0	
16	Engineer	I	•				•	NA			•½	2	•				3-I-2-8-1	
9	Recon	I	•				•	NA			•½	2	•				3-I-1-4-1	
23	Rifle	I	•				•	NA			•½	2	•				5-I-4-16-1	
26	Guards	I	•				•	NA			•½	2	•				6-I-5-18-1	
22	SMG	I	•				•	NA			•½	2	•				8-I-1-12-1	
1	CP							NA			•½	2					0- -0-1-0 (5 points if optional rules)	
20	Cavalry	I	•				•	NA				2					10-I-3-8-3	
4	Wagon							NA		•		2					0-C-0-1-3	
7	Truck							NA	•	•		2					0-C-0-1-12	
16	M-3 Scout Car	I	•					A	•	•		2					2-C(I)-1-2-14	
12	Bren Carrier	I	•			N/A		A		•		2					2-C(I)-1-2-10	
12	Halftrack	I	•			N/A		A		•		2					2-C(I)-1-2-10	
19.5	Motorcycle	I	•			N/A		NA				2					5-I-2-4-12	
17	BA-10 AC	I	•			N/A		A	•	•i		2					2-I-4-2-12	
22	BA-32a AC	A	•			•		A	•	•i		2					5-A-3-2-12	
21	BA-64 AC	I	•			N/A		A	•	•i		2					2-I-4-2-16	
66	M-13 MRL	H	•	•				NA	•			2					40-H-24-2-12	

Panzerblitz Russian Counter Unit Function Chart

Points	Unit	W e a p o n	Combat					Movement				OR	EXP			Factors	
			Attack Modes					T a r g e t	T r u c k	C a r	P a s s	S t a c k	Q M	Tur AFV	Arty FOF		SSC
			DF	IF	OR	CAT	AA										
23	ZIS-42 SPAA	H	•				•	NA	•	•i		2					5-H-10-1-12
24	M-15 SPAA	H	•		•		•	A		•i		2		•			6-H-12-2-10
18	M-17 SPAA	I	•		N/A •		•	A		•i		2					8-I-4-2-10
73	KV-II AG	H	•		•			A		•i		2					50-H-10-10-8
56	SU-122 AG	H	•		•			A		•i		2					30-H-8-11-11
68	SU-152 AG	H	•		•			A		•i		2					40-H-10-16-7
69	JSU-152 AG	H	•		•			A		•i		2					40-H-10-17-7
41.5	OT-133 FT	H	•		•			A		•i		2		•			30-H-1-5-6
60.5	OT-34 FT	H	•		•			A		•i		2					40-H-1-9-11
61.5	OT-34/85 FT	H	•		•			A		•i		2					40-H-1-10-11
60.5	KV-8 FT	H	•		•			A		•i		2					40-H-1-13-7
27	SU-57 TD	A	•		•			A		•i		2					9-A-4-4-10
35	SU-76 TD	A	•		•			A		•i		2					12-A-5-9-9
45	SU-85 TD	A	•		•			A		•i		2					14-A-8-12-11
47	SU-100 TD	A	•		•			A		•i		2					16-A-8-15-8
49	JSU-122 TD	A	•		•			A		•i		2					17-A-10-15-7
21	T-60a LT	A	•		•			A		•i		2		•			2-A-3-6-10
22	T-70a LT	A	•		•			A		•i		2		•			5-A-3-5-9
26	BT-5 LT	A	•		•			A		•i		2		•			5-A-3-5-13
30.5	BT-8 LT	H	•		•			A		•i		2		•			10-H-5-5-13
19	T-26b LT	A	•		•			A		•i		2		•			5-A-3-5-6
26	M-3A1 LT	A	•		•			A		•i		2		•			5-A-5-4-12
22	Valentine Mk III	A	•		•			A		•i		2		•			6-A-3-7-6
29	Valentine Mk VIII	A	•		•			A		•i		2		•			11-A-5-7-6
26	T-28e MT	H	•		•			A		•i		2		•			6-H-6-7-10
37	T-34a MT	A	•		•			A		•i		2		•			12-A-5-9-11
38	T-34c MT	A	•		•			A		•i		2		•			12-A-6-9-11
44	T-34/85 MT	A	•		•			A		•i		2		•			15-A-8-10-11
34	M-3 Lee MT	A	•		•			A		•i		2		•			10-A-8-8-8
37	M-4A2 (75) MT	A	•		•			A		•i		2		•			11-A-8-9-9
43	M-4A2 (76) MT	A	•		•			A		•i		2		•			14-A-10-10-9
24	Matilda Mk II	A	•		•			A		•i		2		•			6-A-3-10-5
28	T-35 HT	H	•		•			A		•i		2		•			10-H-6-9-6
35	KV-1a HT	A	•		•			A		•i		2		•			12-A-5-10-8
38	KV-1c HT	A	•		•			A		•i		2		•			12-A-6-13-7
38	KV-1s HT	A	•		•			A		•		2		•			12-A-6-11-9

[illegible]