PSEUDO-SIMULTANEOUS SEQUENCE OF PLAY RULES

PREFACE

This Game Kit provides a new game system for tactical level combat games such as "PanzerBlitz" or "PanzerLeader". Presented is a Pseudo-Simultaneous Sequence of Play (PSSPR) system that offers the realism of simultaneous movement/combat/fire with the playability of a conventional sequential game sequence. This system is applicable to any game system using the PanzerBlitz model and those SPI systems using the "Mech War/October War"-type Simultaneous system. The elements of these PSSPR rules are applicable only as permitted by the game rules of the game being played (e.g. if the game being played does not include a certain aspect of play addressed here, such as counter-battery or pinning, etc., as a rule, then these rules do not impose that rule on the game).

1. START OF PLAY

1.1 Command Points (CP)— Each player receives a number of CPs equal to the number of game turns in the scenario being played. These are awarded at the start of the game and are immediately available for use. Mark these CPs on the Command and Task Point Record Track (C&TPRT) with a CP Marker.

1.2 Color Schedule

1.21 Each player chooses a directional Color Schedule 'A' or 'B' to use throughout the game. Once chosen, the schedule is fixed and may not be changed. The Color Schedule defines the color codes of the command chits (CCs) with respect to the relative direction of action of certain tasks.

1.22 Direct Fire (DF) and Opportunity Fire (OF)— Units may only fire at enemy units within the color zone defined by the color of the CC.

1.23 Close Assault (CA)— Units may only attack enemy units that are within the color zone corresponding to the CA CC at the start of the assaulting unit's execution phase, i.e. due to movement the relative position of the enemy unit(s) desired to be CAd may change color zones — therefore, the target unit color zone should be identified prior to the start of the assaulting unit's movement.

1.24 Movement Commands— Units are not given a color coded direction. They may move anywhere within the confines of the game rules.

1.25 Indirect Fire (IF) Commands— These CCs are non-directional, but the target hex must be plotted separately on paper.

1.26 Counter-Battery Commands—These are also non-directional, but do not have to be plotted on paper.

1.27 Disruption Removal Commands— These are non-directional.

2. Sequence of Play

2.1 Command Assignment Phase

2.11 Each player simultaneously places an upside down CC on each of his units or stack of units performing exactly the same task. This command represents the action the unit(s) will perform for that game turn. Each unit may only receive one CC.

2.12 Commands include Movement (including overrun attacks), Close Assault, Direct Fire, Opportunity Fire, Indirect Fire (including Close Air Support, and Off-board Artillery), Counter-battery Fire, and Disruption Removal.

2.13 Each unit receives its own CC, unless it is a passenger in a vehicle, or part of a group/stack performing the same task.

2.14 A stack of units that are to perform the same task may receive one CC for the entire stack. A player has the option of issuing separate commands to perform exactly the same task. Performing the same task means the following:

2.141 Movement— Moving together as a group traversing exactly the same path and expending the same total movement points. If Movement Point Allowances (MPA) are not the same for all units involved, then the MPA of the stack is considered to be that of the slowest unit. Slowest unit, here, is not only a reference to a

comparably lower inherent movement allowance but also to terrain cost or movement restriction that may have an affect on a unit within a stack that is not required of the accompanying units. This is important for OF considerations.

2.142   Opportunity Fire/Direct Fire— All units in the stack must participate in the same attack. If this results in some of the units performing an attack that is considered illegal, then they may not make such an attack, but are considered to have expended their command task for that game turn.

2.143   Close Assault— Units must move together (if applicable with the game rules being used) and attack the same enemy unit(s). Units that cannot CA must be issued a separate command, or they are assumed to have 'No Command.'

2.144   Indirect Fire— Stacked or grouped units must plot the same target hex for IF, and resolve their attacks as one combined , i.e. they may not separately attack the same target. Units that cannot perform indirect fire must be issued a separate command, or they are assumed to have 'No Command.'

2.145   Counter-battery Fire— Stacked or grouped units must participate in the same counter-battery attack, combining their strengths into a single attack, i.e. they may not separately attack the same target. They must be plotted for loose or tight patterns. Units that cannot perform this fire must be issued a separate command, or they are assumed to have 'No Commands.'

2.146   Disruption Removal (DR)— Only disrupted units may receive a DR command. Each disrupted unit must have its own individual DR command. A single DR command is *NOT ALLOWED* for a whole stack. Disrupted units may receive no other command.

2.147   PIN Units— For games with PIN combat results. Units with PIN markers may not receive, nor execute a Movement CC.

2.2 Command Point Allotment Phase

2.21   Each player receives one CP at the start of this phase. Record the new CP total on the C&TPRT. Each player then simultaneously selects and displays the number of CPs he will expend this game turn. The indicated number of CPs are subtracted from each player's total on their respective C&TPRT. A player may not allocate more CPs than he has available. The CPs chosen by each player are displayed for viewing throughout the game turn.

2.22   CPs are used to purchase Task Points (TP) during the Execution Phase.

2.23   If the game has Panic Determination rules, then it is executed at the end of this phase.

2.3 Execution Phase— This phase is when the Command Assignment determined for each unit is performed. There are four sub-phases in the Execution Phase. Each player takes turns performing as many tasks for some of his units based on that unit's given command. Each command cost a certain number of TPs. TPs are awarded based on the CPs allotted for the game turn. These TPs are subtracted from the C&TPRT as they are spent.

2.31   **Task Point Determination Sub-Phase**— This sub-phase can occur any number of times in the course of a given game turn. During this sub-phase each player rolls a die and cross-indexes the result with the number of CPs he allotted for the game turn. The resulting number is the number of TPs awarded to that player. These are immediately added to the C&TPRT for each player. The player who was awarded the most TPs in the round is defined as the First Player. Note that this is not based on the running total indicated on the C&TPRT. If both players received the same amount of TPs, then the player that allotted the greater number of CPs for that game turn is defined as the First Player. If the numbers are still equal, then the player defined by the scenario as the First Player or the Offensive Player is considered the First Player.

2.32 First Player Command Execution Sub-Phase

2.321   The player designated as the first player may now perform any command assigned to any of his units. Each time a unit or a stack of units performs a task, the TPs associated with that task are subtracted from that player's C&TPRT. The cost of each task (or command) is listed in the Command Task Point Cost Chart.

2.322   To perform the task assigned to a unit, uncover the inverted CC on that unit, perform the indicated action (in the indicated direction if applicable), and then remove the CC.

2.323   Follow the normal rules of the game being played for the type of task being performed. The task is performed as if it were being performed in the appropriate game turn phase, as defined in the rules of the game.

2.324   Once a unit performs its assigned command, it may not perform any other command for the duration of that game turn. It may have any number of actions performed on it by enemy units, both before and after it performs its action.

2.325   A player may not expend more TPs than the amount indicated on his track. However, unused TPs may be carried over to his next round. Unused or accumulated TPs are lost at the end of the game turn.

2.326   The First Player is not required to expend any of his TPs during his command execution sub-phase. He may expend any amount of TPs from his total that he wishes. He may perform any task, and any number of tasks in whatever order he wishes, provided he has the TPs to pay for those tasks.

2.327   The Second Player may use OF, per game rules, only during the First player's Execution Sub-Phase. To use OF, the firing unit must have an OF CC with an appropriate color code for the direction to the target unit. The TPs associated with OF are subtracted from the Second Player's TP track as the firing unit performs the task. The firing unit has now expended its CC for that unit.

2.328   A unit with a CC that receives a Disruption Result loses its CC.

2.329   Pined Units.

2.3291   A unit that receives a PIN combat result may not move either in the current turn or the next. It is not affected in both turns (as described below). Place a PIN marker on the effected unit.

2.3292   If the unit still has its un-executed CC on top of it, place the PIN marker on top of the CC. If the CC is not a movement command, then the issued command may be executed (even if it involves movement, e.g. CA), but the PIN marker stays on the affected unit, for the next turn. In this case the PIN marker started on top of the CC (this is important).

2.3293   If it is a movement command, then remove the PIN marker as soon as this command is revealed (either at the owning player's option during the current game turn, or at the end when there are no further commands to be performed — in which case it must be revealed). The movement command in this case may not be executed.

2.3294   If the affected unit does not have a CC, then the PIN marker is placed on the unit as a reminder for the next turn. During the CPAPh units with PIN markers on them may not receive a movement command. They may receive other CCs. The CC is placed on top of the PIN marker (important). Whenever a CC is revealed with a PIN marker beneath it (i.e. between the CC and the unit), the PIN marker is removed. If a CC is revealed when a PIN marker is on top of the CC, that means the PIN has occurred this turn and is not removed, unless the issued command was a movement command (in which case it can be removed).

2.3294   Stacks of units that have received the same command must be treated as a single unit for PIN resolution, even if only one of the units in the stack actually received the PIN result. This only applies for the current game turn, i.e. if a PIN result occurs and the unit had a movement command, then none of the units may perform the movement. If the issued command was not a movement command, then the PIN result carries over to the next turn (per the procedure described above), only for the unit that actually suffered the PIN. Note: This may be a mute point in some games where all units in a hex must be attacked together.

2.33   Second Player Command Execution Sub-Phase— The second player's Command Execution Sub Phase is exactly like the first player's, but with the roles reversed.

2.34   Game Turn End Determination Sub-Phase

2.341   This sub-phase is used to determine if the current game turn is over. If either one of two criteria are fulfilled then the game turn immediately ends, (go to step 2.4), all accumulated TPs are lost, and both player's TP Tracks are set to zero. All units with CCs still in place are removed.

2.3421   A game turn is completed if either player announces that he is buying the end of the game turn by expending 35 TPs. This may only occur if there have been at least four rounds played in the current game turn.

2.3422   A game turn is completed if all units have performed their command tasks. If both players go two consecutive turns without executing a command, then each player must state whether he has any commands left to execute.

2.342   If the game turn is not ended, then the game proceeds back to phase 2.31 and the players work through to step 2.34 again.

2.4   Game Turn End Phase— This phase is used to perform any paperwork or housekeeping chores associated with the specific game being played for the end of a game turn; such as moving the game turn marker, victory point determination, etc.

3. COMMANDS— The following is a summary of the different commands that may be performed:

3.1   Movement 4 TPs: Includes overrun attacks. Movement commands are non-directional, meaning a unit plotted to move may move in any direction desired subject to the limitations of the game rules. *OPTION: Movement commands may be directionally limited (by mutual agreement) with the restriction being that either the first or last hex entered during the unit's movement be within the color range of the command.*

3.2   Direct Fire 3 TPs: May only occur in the firing unit's Command Execution Sub-Phase. This command is directional, based on where the target unit/hex is at the instance of combat resolution.

3.2   Indirect Fire 3 TPs: This includes Close Air Support and Offboard Artillery Fire if defined by the game or scenario. Each element (or if elements are not defined then each common attack) or CAS or OAF counts as one IF task expenditure. IF must be plotted separately on paper (for the target hex) as well as by placement of a command chit on the Indirect firing unit.

3.3   Opportunity Fire 3 TPs: Only performed in other player's Command Execution Sub-Phase against eligible enemy units. This task may not be performed if the firing units's side does not have sufficient TPs.

3.4   Close Assault 5 TPs: Units may move as part of the CA in the same game turn if allowed by the specific game rules. If a unit does move, it must perform a CA based on the color code direction. The direction is determined at the start of movement.

3.5   Counter-battery 4 TPs: Only for games where this is defined. Tight and Loose patters are commanded separately, but cost the same in TPs.

3.6   Disruption Removal 5 TPs: Unless the game has specific procedural rules for removing the disruption status of units, simply remove the disruption from the unit. Otherwise, this command entitles the disrupted unit to perform those special disruption removal procedures. Only units that are disrupted may receive a disruption removal command. Disrupted units may receive no other command except a blank command.

3.7   No Command 0 TPs: Used to fool your opponent into thinking that the unit has been given a command when in fact it hasn't. When it becomes obvious that both players have nothing but blank commands left, they should mutually agree to end the game turn.

SEQUENCE OF PLAY

1	Command Assignment Phase
2	Command Point Allotment Phase
3	Execution Phase
	- Task Point Determination Phase
	- 1st Player Command Execution Phase
	- 2nd Player Command Execution Phase
	- End Game Turn or do Execute Phase
4	Game Turn End

TASK POINT ALLOWANCE TABLE

Die Roll	Command Points Allotted This Game Turn			
	0	1	2	3
1	2	2	4	5
2	2	3	5	6
3	3	4	6	7
4	3	5	7	8
5	4	6	8	10
6	4	7	9	12

END GAME TURN = 35 TPs (4 Rounds minimum)

COMMAND TASK POINT COST CHART

Command	Cmd Code	Task Cost	Cmd Note
Movement	M	4	-
Direct Fire	DF	3	-
Indirect Fire	IF	3	a
Opportunity Fire	OF	3	b
Counter-Battery Fire	CB	4	c
Close Assault	CA	5	-
Disruption Removal	DR	5	d

a. Indirect Fire target hex must be plotted on paper as well as the firing unit receiving a command.
b. Opportunity Fire occurs in other player's execution phase, task points must be subtracted from firing player's task point track.
c. Only for games with CB rules, same cost tight or loose pattern.
d. Only units that are disrupted may receive a DR command.

Pseudo-Simultaneous Sequence of Play

COMMAND & TRACK RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72