

*Hans 'n Panzer: A game of World War II Combat*

## **Milihistriot Quarterly**

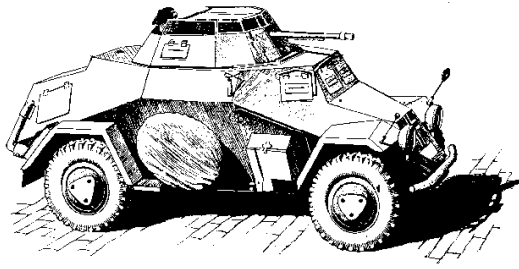
**THE Journal for Military Miniature Enthusiasts  
Presents**

# Hans und Panzer Afrika Korps



**QUICK, SIMPLE RULES FOR  
WORLD WAR II  
ARMOR AND INFANTRY COMBAT  
IN NORTH AFRICA**

**[www.milihistriot.com](http://www.milihistriot.com)**



**Hans und Panzer Afrika** is a game of tank combat in the North African theater in World War II. Using small scale soldiers and vehicles, you can re-create an entire battle on a coffee table. The rules accommodate tanks and equipment used by American, German, British and Italian forces.

The average space for a game would be 4" by 8" or so. Using these rules, you can even play on a coffee table. All you need are miniature soldiers, terrain pieces, measuring sticks and six-sided dice.

## **Scale**

To recreate the battles of old, you would need thousands of miniature figures and a massive playing area. Even small skirmishes might involve a thousand or more men. Likewise, the ranges of weapons range from 100 yards for a submachine gun to a mile or more for a howitzer. A skirmish could involve movement and firing over a mile of terrain. A larger battle would rage over anything from a square mile to several miles.

How much space would it take to recreate a mile of battle? If you used 25mm figures, it would be 65 foot by 65 foot. For HO, which is 20m scale, it would be a little over 64 foot. 15mm is close to 1/120, and that would be 44 foot. Imagine setting up and moving thousands of figures over 65 foot!

What we do is scale everything down. We scale down the movement, the range of weapons and the number of men in a unit. This allows us to recreate a battle in a much smaller space. "Scaling down" has been used for years. It does not sacrifice the realism of the game. Scaling allows you to enjoy a full battle in minimal space, with a manageable number of pieces.

Our description describes our scaled-down movement and shooting in inches. For smaller spaces, you can use centimeters in place of inches.

## **Movement**

**Movement:** To simulate how different soldiers move, we use a simple trick. Imagine if a man and a horse were going to race. Instead of the race being a set distance, such as 500 yards, it would be a set time. It might be a few seconds. If a man and horse both ran five seconds, the man might go 10 to 15 yards. The horse might go 20 to 30 yards. We use a similar thing in our game. A man moves half the distance of a horse, simulating how fast he goes.

Men and vehicles in the field go slower than if they were on a road. The speeds below are measured in numbers. Most people use inches, but for smaller spaces you might use centimeters. If you have a very large space, you might double them. (If you double movement, you must also double firing range.)

The chart shows the speeds of men and vehicles. You will see two speeds listed: of and off road. Off road is one half of on road speed.

If a unit goes from road to open land, or vice versa, it must change its speed. For example, a half track moves 5 inches on

a road, and then goes into woods. This leaves ten inches. However, since off road speed is 1/2, then the unit can only go 5 inches into the woods.

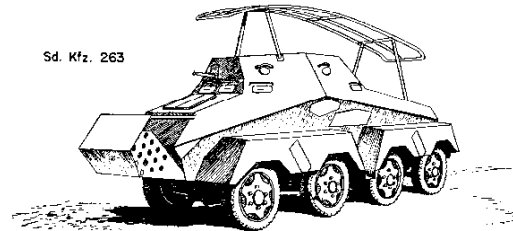
Some kinds of terrain make it even harder to move. There are penalties for movement in rough terrain: going uphill, going through a swamp, or fording a river at a ford (you cannot ford a river that has no ford.) Speed in these places is reduced to 2/3 You must determine 2/3 of the regular speed. In case the result is an awkward number, round down. (For instance if speed is 11, 2/3 is somewhere between 6 and 7. Round down to 6.)

If a unit goes from regular to rough terrain, he must adjust accordingly. For instance, a Panzer IV going on a road five inches comes to a ford. That would leave 7 inches. Since the rough terrain speed is about 2/3 of the regular road speed, and the ford is in the road, he would go 4 more inches. For determining speed when moving from regular to rough terrain, we use a “rough guess-timate” that rough terrain speed is 2/3 of normal movement

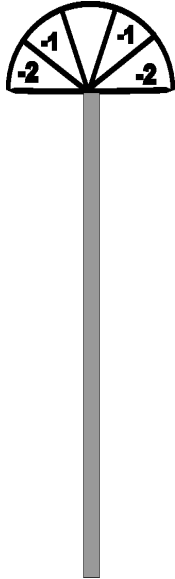
When men embark or disembark from vehicles, they use up 1/3 of their move. Men cannot embark or disembark if the vehicles has moved that turn. The vehicle must not move while loading or unloading personnel.

**Speeds**

| <b>Vehicle</b>              | <b>On Road</b> | <b>Off Road</b> |
|-----------------------------|----------------|-----------------|
| Churchill                   | 7              | 4               |
| PZ I                        | 12             | 6               |
| PZ II                       | 12             | 7               |
| PZ IV                       | 12             | 6               |
| PZ III (late), PZIV (Early) | 12             | 6               |
| PZ III (Early)              | 12             | 6               |
| Stug III                    | 12             | 6               |
| Sherman                     | 12             | 6               |
| Lee                         | 12             | 6               |
| M3 / M5 Light (Stuart)      | 18             | 9               |
| Matilda                     | 7              | 4               |
| Valentine                   | 9              | 5               |
| Cruiser / Crusader tank     | 18             | 9               |
| 11/39, L6/40                | 12             | 6               |
| 13/40, 14/41                | 14             | 7               |
| Heavy Armored Car           | 24             | 6               |
| Light Armored Car           | 24             | 6               |
| Half Track                  | 15             | 9               |
| Truck, Jeep, etc.           | 24             | 6               |
| Infantryman                 | 3              | 3               |



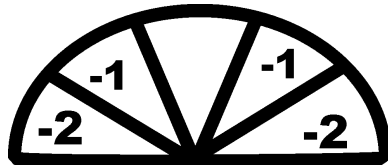
## Tank and Antitank



In our game, armored vehicles play a large role. Battles with tanks, self-propelled guns, half tracks and armored cars are to be expected. Therefore, anti-tank weapons hold an important place in our game.

There are two steps to firing an antitank weapon. First, we roll to hit the target. Second, we determine if the impact was enough to destroy the vehicle.

We need a tool called a "tank



stick" It is 45 inches long, and has a protractor at the end. The protractor swivels at the end of the stick. To make the protractor, we cut a semi-circle and mark it off in 30 degree increments. The sections on the ends are marked '-2'. Those nearer the middle are '-1'. The center section is unmarked.

The tank stick is used to help determine the effectiveness of a shot.

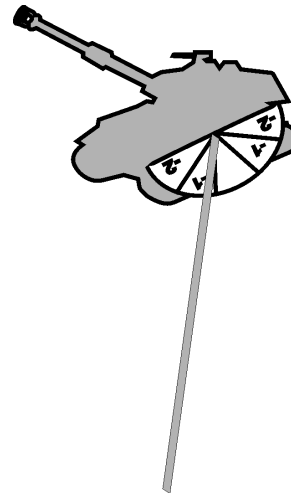
Shooting tanks: The first step in shooting tanks is to get the range. We have arranged this into four increments: 0 to 10 inches, 10 to 20 inches, 20 to 30 inches, and the longest range is 30 to 45 inches. Using the chart for range, you roll two dice. If your roll matches or is lower than the number for your range, you miss. If higher, you hit.

Several things can adjust your ability to hit. Add or subtract to your dice roll according to this chart. These are:

Target is in soft cover - 1

Target is behind low wall -2

Target is "hull down" (only turret or superstructure visible) -2



If you hit target, your next move is to see if you damage it. We use the tank stick to see where you managed to hit the tank. The angle of the stick shows the angle of impact. Too steep an

angle makes it harder to penetrate armor. Use the stick as shown. The section of the protractor where the stick lies indicates how much to add or subtract to your dice score. An oblique shot gets -, and a glancing strike gets -2. These are subtracted from the dice score.

Now roll two dice and add or subtract as the tank stick indicates.

Look at the chart of **strike values**. See the gun you fired and the range you fired at. There will be a number for you. Now add or subtract as per the tank stick to get your final number. If your dice roll is lower than that number, you destroy the vehicle and kill half the crew. If it matches the number, you disable the vehicle. (It can only fire, not move). If it is higher than the number, your shell glances off the armor.

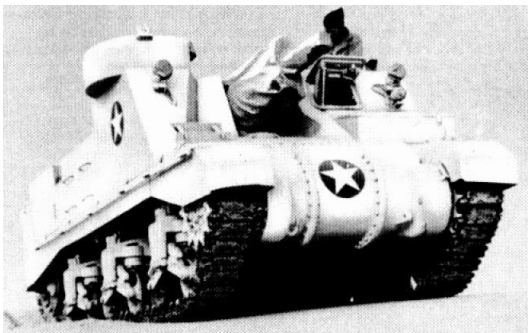
**Antitank Gun tables**

Disabled vehicles remain immobile for the rest of the game.

Destroyed vehicles are turned on their side. Disabled vehicles remain as they were. Put a small piece of cotton on a disabled vehicle to mark it. Cotton represents smoke coming from the disabled vehicle.

**Armor Defense values**

|                             |    |
|-----------------------------|----|
| Tiger Tank                  | 20 |
| Churchill                   | 15 |
| PZ IV                       | 14 |
| PZ III (late), PZIV (Early) | 13 |
| PZ III (Early)              | 12 |
| Stug III                    | 13 |
| Sherman                     | 14 |
| Lee                         | 13 |
| M3 / M5 Light (Stuart)      | 12 |
| Matilda                     | 14 |
| Valentine                   | 13 |
| Cruiser / Crusader tank     | 12 |
| M11/39, L6-40               | 12 |
| M13/40 – M14/41             | 12 |
| Heavy Armored Car           | 12 |
| Light Armored Car           | 11 |
| Half Track                  | 10 |
| Truck, Jeep, etc.           | 6  |



**Strike values**

| Weapon     | Nation  | Range 0-10 | 10 to 20 | 20 to 30 | 30 to 45 |
|------------|---------|------------|----------|----------|----------|
| 88mm       | Ger     | 12         | 11       | 9        | 7        |
| 90mm       | US      | 13         | 11       | 9        | 7        |
| 17 pdr     | UK      | 12         | 10       | 8        | 6        |
| 85mm       | Rus     | 11         | 9        | 8        | 6        |
| 76mm       | Russian | 8          | 7        | 5        | 4        |
| 76mm       | US      | 7          | 6        | 5        | 4        |
| 75 long    | Ger     | 7          | 6        | 5        | 4        |
| 75 short   | Ger     | 4          | 2        | 1        | x        |
| 75mm       | US      | 6          | 5        | 4        | 2        |
| 6 pdr      | UK      | 5          | 4        | 3        | x        |
| 57mm       | Rus     | 6          | 5        | 4        | x        |
| 50mm       | Ger     | 5          | 4        | 3        | x        |
| 50mm short | Ger     | 4          | 3        | 1        | x        |
| 2 pdr      | UK      | 5          | 4        | 2        | x        |
| 47m        | Italy   | 5          | 3        | 1        | x        |
| 45mm       | Ger     | 5          | 3        | 1        | x        |
| 37mm       | US      | 4          | 3        | 2        | x        |
| 37mm       | Ger     | 4          | 2        | 1        |          |
| 20mm       | Ger     | 3          | 1        | x        |          |
|            |         |            |          |          |          |
|            |         |            |          |          |          |

**When rolling against strike value, make these adjustments:**

Subtract 2 from Target's defense value if you strike the rear of his vehicle  
Add 1 if you hit frontal armor

**Range and Hitting Target**

| Range    | Score needed to hit |
|----------|---------------------|
| 0 - 10   | 6 or over           |
| 10 - 20  | 7 or over           |
| 20 - 30  | 8 or over           |
| 30 to 45 | 9 or over           |

## Crewmen

It is assumed that vehicles have a set number of crewmen. These are people assigned to work in the vehicle.

Crewmen are different from passengers. For our game, crewmen only matter when leaving a disabled vehicle. The move so that the disabled vehicle is between them and the enemy. When dismounted, crewmen act like infantry. However, they can only defend. They do not attack or advance toward the enemy.

| Type of vehicle                 | Number of crewmen |
|---------------------------------|-------------------|
| Heavy tank                      | 5                 |
| Medium tank                     | 4                 |
| Light tank                      | 3                 |
| Armored car                     | 3                 |
| Half track                      | 2                 |
| Assault gun, Self-propelled gun | 4                 |
| Jeep or truck                   | 1                 |

## Passengers

The men who ride a vehicle are passengers. They are not crew. Infantry riding in a half track or artillerymen riding in the towing truck are considered passengers.

If a vehicle is disabled, passengers escape unharmed. They leave the vehicle, taking cover behind it.

If a vehicle is destroyed, half of the passengers are killed. The other half take cover behind it.

Passengers use 1/3 of their move to embark or disembark. On the move that they do so, the vehicle may not move.

| Weapon            | Nationality   | Range |
|-------------------|---------------|-------|
| 88mm              | German        | 60    |
| 17 pdr            | British       | 60    |
| 90mm Gun          | United States | 60    |
| 75mm long         | German        | 45    |
| 75mm Short        | German        | 30    |
| 76mm              | Soviet        | 45    |
| 76mm / 3 inch gun | United States | 45    |
| 75mm              | United States | 40    |
| 50mm              | German        | 30    |
| 6 pdr             | British       | 30    |
| 57mm              | US            | 30    |
| 2 pdr             | British       | 30    |
| 47mm gun          | Italy         | 25    |
| 45mm gun          | German        | 25    |
| 37mm gun          | German        | 25    |
| 37mm gun          | United States | 28    |
| 20mm              | German        | 20    |

## Towed Guns

A towed gun, whether artillery pieces or antitank guns, takes time to prepare. The vehicle must stop, and crewmen disembark and hook / unhook the gun.

Antitank guns may be fired on the next move.

Artillery takes an additional move, since it must be “zeroed in” by “Fire Direction Control.”

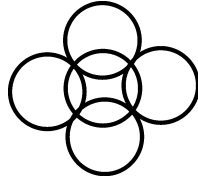
## Artillery and Mortars

Unlike antitank guns, artillery and mortars are “indirect fire” weapons. They fire in a parabola rather than a straight line. Artillery must be directed by a Forward Observer. Light infantry mortars fire at targets they can see. Heavy mortars use a Forward observer to direct their fire.

It takes 1 turn to set up an infantry mortar.

It takes two full turns to set up artillery. Guns may begin working on the third turn.

To use mortars, you need a Blast circle. It is composed of five circles, each of 2" diameter., as shown. Place the center of the Blast circle over target and roll a die. 1 misfire, 2 falls short, 3 falls over, 4 is right, 5 is left and 6 is dead center.



Roll a saving die for each man in the blast area. 5 and 6 saves him. Any other number means he is eliminated.

Adjust the dice roll by adding or subtracting as suggested below

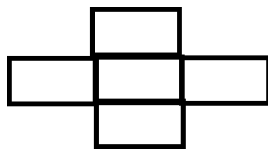
Behind wall away from the center of the blast- +2

Inside House +2

Within 1" of center of the blast -1

Artillery can fire if the target is within sight of a forward observer. It takes one move for the forward observer to call in fire. The guns fire the next move.

Artillery fires in batteries, so the blast area is a rectangle 3" by 4". The Artillery Square is composed of five rectangles. To fire, place the center Square circle over target and roll a die. 1 misfire, 2 falls short, 3 falls over, 4 is right, 5 is left and 6 is dead center. Roll saving dice and adjust the same as for Mortars.



For vehicles caught in an artillery square, roll one die. Damage is as follows:

| Target                            | To destroy | To disable | No effect  |
|-----------------------------------|------------|------------|------------|
| Tank                              | X          | 5, 6       | 1, 2, 3, 4 |
| Armored car or half track         | 6          | 4, 5       | 1, 2, 3    |
| Jeep, truck or other soft vehicle | 5, 6       | 3          | 1, 2       |

## Infantry Rules

Infantry weapons range from rifles and pistols to bazookas, heavy machine guns and light mortars. In our scaled-down world, the basic infantry unit has eight to twelve men. There will be riflemen and perhaps some submachine guns, plus a light machine gunner and an officer or NCO. Some of these units might have a bazooka team. Others will have a mortar. Still others could be from the Headquarters unit's "Combat Support" company. These sections will have antitank guns, heavy machine guns and other special weapons.

### Infantry Weapons

| Weapon            | Max Range |
|-------------------|-----------|
| Pistol            | 1         |
| Submchine gun     | 4         |
| Rifle             | 9         |
| Heavy machine gun | 18        |
| Light machine gun | 12        |
| Bazooka           | 6         |
| Infantry mortar   | 50        |
| Grenade           | 2         |
| Antitank rifle    | 12        |

The basic infantry weapon in the rifle. During World War II, most armies used bolt-action rifles. The exception was the United States, whose M1 was semi-automatic. In our game, rifle range is 9 inches. We divide this into three, for short, medium and long range. To fire a rifle, roll a die. Check your result against this chart. These are the numbers you need to hit target.

| Range | Target in the open | Target in soft cover | Target in Hard cover |
|-------|--------------------|----------------------|----------------------|
| 0-3   | 4, 5, 6            | 5, 6                 | 6                    |
| 3-6   | 5, 6               | 6                    |                      |
| 6-9   | 6                  |                      |                      |

There are two types of machine gun. The light machine-gun is bipod-mounted, and has a one or two-man crew. Examples are the US BAR, British Bren and Russian Degtyarev (known for its saucer-like magazine).

Heavy machine-guns are tripod mounted or fitted to vehicle mounts. These are more stable and have a crew of two to three men. Examples include the British Vickers, US .50 caliber and water-cooled.30 caliber.

For our purposes, the difference between light and heavy machine guns is range. You need to make two cones of fire. The one for light machine guns is 12 inches long, tapering to 1 inch wide at the far end. Divide it into three sections of 4 inches each. The heavy machine gun is an 18 inch cone that tapers to 1 inch at the far end. Divide it into three 6 inch sections.

To fire, lay out the cone in the direction you want to fire. Anyone inside the cone

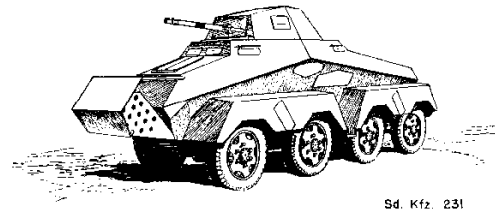
can become a casualty. Roll a die for each man inside the cone. You need to get the numbers listed in the chart to remove him.

### Machine Gun Fire

| Range for Light Machine Gun | Range for Heavy Machine Gun | Target in the open | Target in soft cover | Target in hard cover |
|-----------------------------|-----------------------------|--------------------|----------------------|----------------------|
| 0 - 4                       | 0 - 6                       | 3, 4, 5, 6         | 4, 5, 6              | 5, 6                 |
| 4 - 8                       | 6 - 12                      | 4, 5, 6            | 5, 6                 | 6                    |
| 8 - 12                      | 12 - 18                     | 5, 6               | 6                    |                      |

Machine guns can destroy soft vehicles. Roll a die and consult chart below:

| Range  | In Open | Soft Cover | Hard Cover |
|--------|---------|------------|------------|
| Short  | 4, 5, 6 | 5, 6       | 6          |
| Medium | 5, 6    | 6          | X          |
| Long   | 6       |            |            |



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### Submachine guns

Unlike the movies, real submachine guns have a very short range. In our game, that is 4 inches. Between 0 and 2 inches is short range, 2 to 4 inches is long. We make a submachine gun cone that is 4 inches long, tapering to 1 inch wide at the far end. We mark it into two sections representing long and short range. To fire, place the tip of the cone at the firing soldier, and the large end



toward the enemy. Roll for each enemy within the cone. The numbers you need to get in order to remove an enemy are in this chart:

| Range | Target in the open | Target in soft cover | Target behind hard cover |
|-------|--------------------|----------------------|--------------------------|
| 0 – 2 | 3, 4, 5, 6         | 4, 5, 6              | 5, 6                     |
| 2 = 4 | 4, 5, 6            | 5, 6                 | 6                        |

## **Infantry Anti-tank weapons**

The best-known antitank weapon is the bazooka. In essence, it is a long tube used to launch an antitank rocket. In our game, Bazookas have a range of 6 inches. At this range, it takes a 6 or better for a bazooka to hit its target. We divide the range in two. At 0 – 3 inches, the bazooka's strike value is 7. At 3 – 6 inches, it is 6. Thus, if you hit the tank, you must roll two dice and add the strike value to see if the vehicle is disabled or destroyed.

## **Grenades**

Grenades have limited use in our games. They have a range of 2 inches, with a 4, 5, 6 needed to hit. The grenade's blast area is 1 inch. If thrown into a house or bunker, a grenade affects the entire room, whether it is 1 inch or larger. Everyone in the room must roll to save himself. 1, 2, 3 or 4 kills. 5, 6 saves.

## **Morale**

The difference between victory and defeat was often a matter of the state of

morale. For this reason, we need to look at morale to determine if a unit stays and fights, or retreats.

### **When to check morale:**

Loss of 25% of men: unit halts one turn and checks morale

Loss of 50% of men: unit halts one turn and rolls for morale

Getting hit from behind by equal or larger force: unit rolls for morale.

Getting beat in a melee or by projectile weapons: roll for morale.

Loss of command unit: all units within two moves of command unit must check morale

Morale is checked by rolling one die for the unit, and making the following adjustments.

### **Factors which adjust a dice roll:**

Losing 25% of one's unit: -1

Losing 50% of one's unit: - 2

Command unit within sight: +1

Command unit within 1 move: +2

Losing of officer -1

Losing of command unit (for units within 2 moves of command unit) -2

Unit separated from other units (more than 1 move away from allied units) -1

Elite Unit (Paratroopers, Rangers, etc) +1

Unit has defeated an enemy unit within the three previous moves: +2

Unit was defeated by enemy unit within three previous moves: -2

Unit is unharmed: +1

New officer joins unit: +1

## **Morale results:**

Roll dice; add and subtract factors listed above. Below are the results.

- 5, 6 Unit follows orders and fights
- 4 Unit holds for one move
- 3 Unit retreats one move
- 2 Unit retreats for two moves.
- 1 Unit routs: retreats until it leaves battle or until checked

## **Checking a routed unit**

To stop a routed unit, an officer must confront it. He rolls a dice. 5 and 6 mean the unit is rallied, and returns to battle. 3, 4 means the unit halts and must check morale on the next turn. 1, 2 means the unit continues to rout. The officer can remain with the unit and try to rally it again the next move

Any unit that Loses its officer automatically halts 2 moves.

## **Terrain**

We know how certain kinds of terrain affect movement. Hills slow troops. Rivers block them. Woods over some cover from artillery.

Rivers can only be crossed at fords and bridges.

Hills slow troops.

Houses can provide cover. Up to four men can be in a small house, and six in a large house.

Artillery can do direct fire against houses. Roll a die. 1, 2 and 3 means nothing happened. 4, 5 and 6 mean damage was done. 4 hits by artillery can destroy a small house. 7 hits can destroy large house. When a house is destroyed, all occupants are removed from the game. For antitank guns, subtract 1 from the die roll. For mortars, subtract 1 to the die roll.

Direct artillery fire can attack

walls and fences. On a 5 or 6, the shell punches out a 1 inch wide gap. 1, 2, and 3 do nothing. 4 reduces a 1 inch wide section to half its previous height.

## **Capturing Guns and Equipment**

It is possible to capture guns and equipment. So long as no enemy soldier is within two inches of the item, you can seize it. You need to have two men touch the item. The next move, your men can move it away. You can capture guns, mortars, and other gear. However, only artillerymen can operate a gun, and only mortarmen can operate mortars. If you capture a gun, you cannot use it unless it is manned by your artillerymen.

## **Visibility**

You can only shoot as far as you can see. Things like fog, sun and haze affect visibility. Roll two dice before the game to determine visibility.

| Dice Throw | Distance (inches) |
|------------|-------------------|
| 12         | 45                |
| 9, 10, 11  | 25                |
| 5, 6, 7, 8 | 30                |
| 3, 4       | 20                |
| 2          | 15                |

## **Sequence of Play**

All movement and fire is simultaneous  
Both players move, working from left to right

Artillery and antitank guns fire

Other weapons fire

Morale is checked

## Command Unit

During World War II, a headquarters detachment normally traveled with a combat unit. The command unit would include staff officers, an intelligence section, communications and what we today call “command and control.” For our game, it is sufficient that the command unit have a commander’s staff car, a communications vehicle with NCO and driver, and a mobile command center with staff officer and several men. Both sides will have a headquarters unit.

You will also need to have smaller command sections for various parts of your army. Each can be represented by a single vehicle. The command staff is composed of an officer, an NCO and one or two enlisted men. German forces would usually equip these units with a special “command tank: fitted with radio gear instead of weapons. They used a specially adapted PZ I for North African combat. The British would use a command tank or specially-equipped lorry. A small command section should accompany large formations.

## Supplies

Along with dice, you will need several items to play **Hans und Panzer Afrika Korps**. These include:



Miniature soldiers and their equipment  
Miniature lakes  
Miniature bridges  
Miniature walls and fences  
Miniature houses

Several companies manufacture small soldiers that fit our game. You can easily find infantry, artillery, tanks, armored cars, support vehicles, etc. These range from inexpensive 25mm plastic figures to various metal castings ranging from 15mm to 30mm.

Houses can be found at hobby shops that sell trains. Here is how to pick the best houses:

Use N or TT Scale for 15mm figures

Use HO for 20 and 25mm figures

Use S Scale for big 25mm to 30mm figures

You can buy miniature walls and fences in several scales.

Most hobby shops carry miniature trees. They also have lichen, which can be used to simulate bushes.

Miniature bridges can be gotten in hobby shops.

Another source of bridges, castles and structures is aquarium decorations.

Rivers, lakes and roads can be cut from the appropriately- colored paper.

Miniature hills and mountains can be found at shops that sell trains.

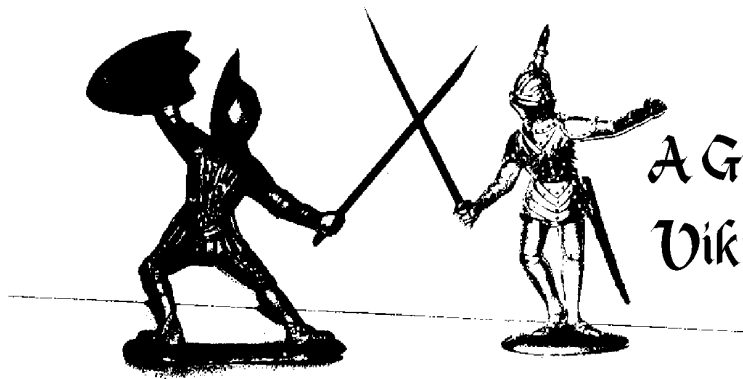
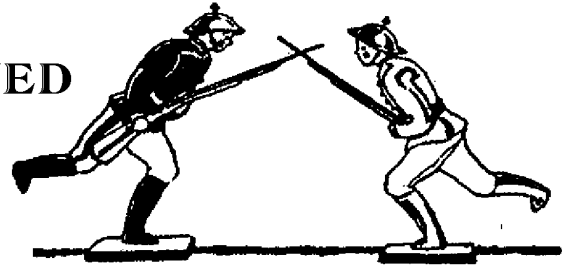
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**(These rules are based on a 1970 WWII game by Charles Grant)**

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