

# PANZER CLASH

- a light wargame for 2 Players by Andreas Propst -

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## What you need to play:

- a Terrain Deck consisting of 40 Terrain cards.
- one 40 - 60 card custom Supply Deck for each Player.
- Some pebbles, buttons or coins as tokens

**The Goal of the Game:** The goal of Panzer Clash is to reduce the cards in your opponent's card-deck (or Supply) to zero by using the Units and Events in your Supply. Players take turns playing Units, Events and Terrain Modifiers and attacking their opponent with Units. For each point of damage a Player receives through Units or Events, he or she puts the top card of the deck on the Discard Pile (or Junkyard). If a Player would have to draw a card but is unable to, he or she loses immediately<sup>1</sup>.

**Preparations:** Each Player needs a deck of 40 - 60 cards (the Supply), which he or she can assemble from a pool of available cards individually. Both players must agree on the deck size. The two decks need to have the same number of cards. 60 card decks are recommended - the game will take about 45 minutes.

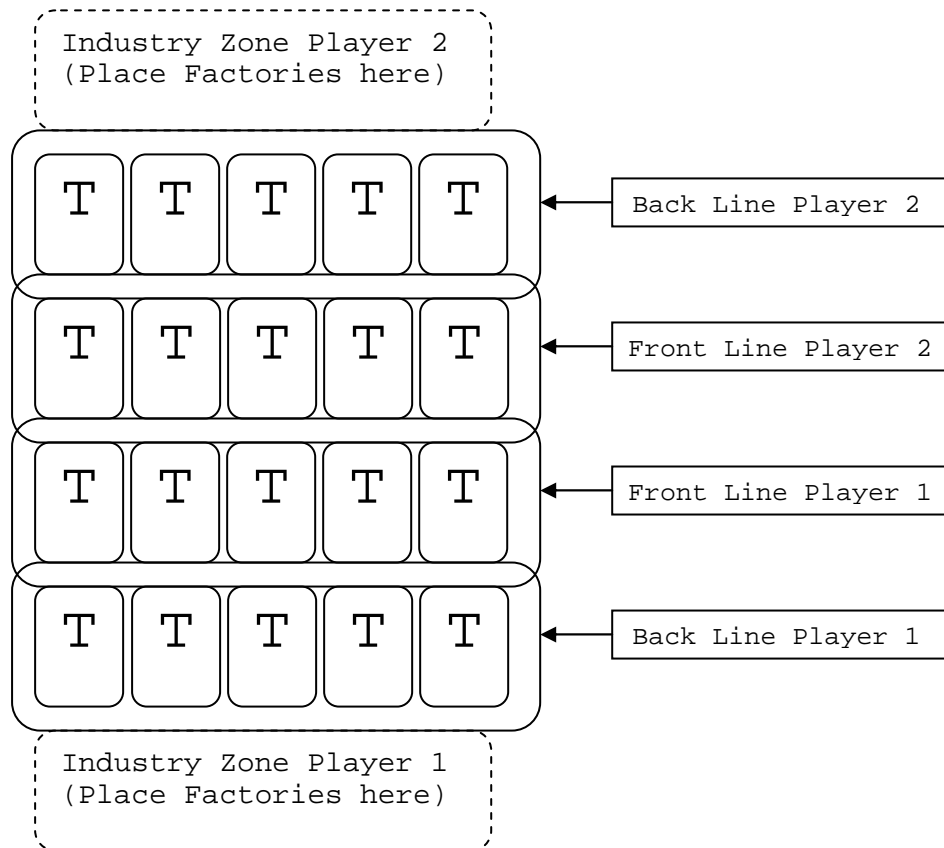
When building a deck, you have to decide which side you are on: Axis or Allies. A Supply can not contain Allies and Axis cards at the same time. Note that in one Supply there can only be four copies of one and the same card (With the

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<sup>1</sup> Players do not lose when they would have to discard cards from the Supply due to damage and don not have enough cards left.

exception of Factories. You can have any number of these in your Supply!)<sup>2</sup>.

Setup: Shuffle the 40 card Terrain Deck. Draw cards from the deck and build a 5 x 4 card playing field, starting on the lower left corner. Place the cards face down and without looking at them. You must place the cards in the order you draw them. After having done so, the playing field should look like this ("T" stands for Terrain card):



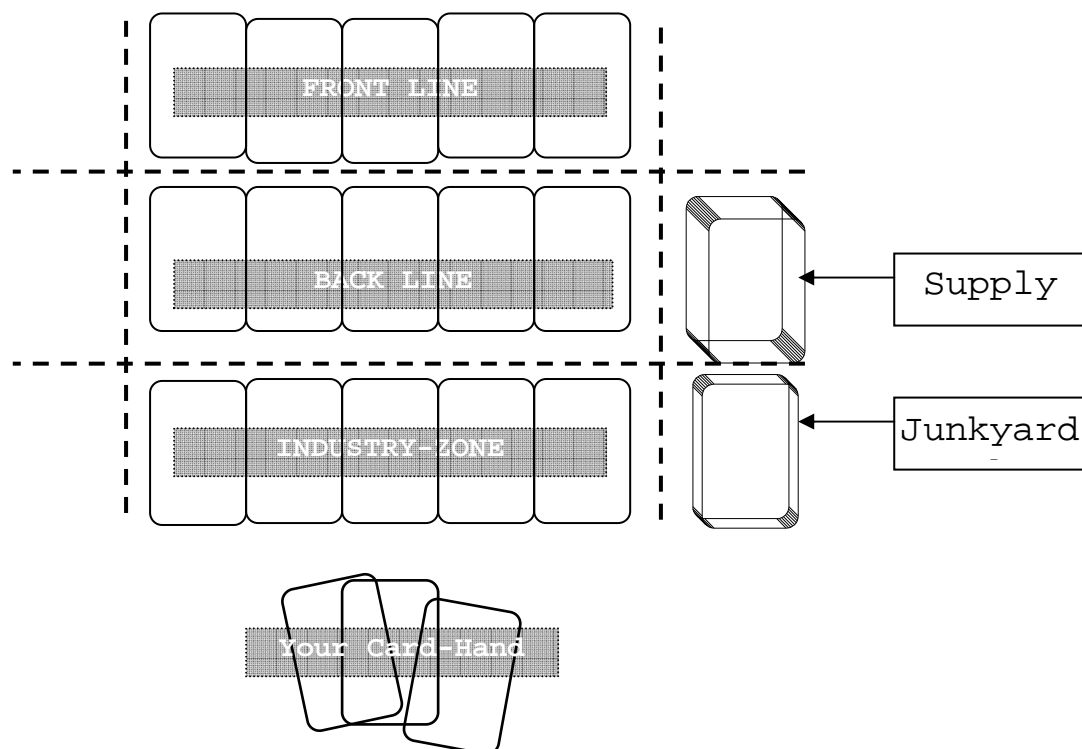
**Getting the Game Started:** Each player draws a hand of 7 cards. Then decide which Player will go first. The beginning Player cannot draw a card in the first draw step. A Player is allowed to reshuffle and draw a new hand of 7 cards, but if the new hand is still bad, any additional reshuffles reduce the Player's hand size by one.

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<sup>2</sup> If both Players wish to, they can agree on having more or less than 60 cards in their Supply. That will influence the game length. It is just important that both Supplies contain the same number of cards.

### Areas in the Game:

Here a schematic depiction of one Player's side of the playing field. There are 5 spaces each in the Industry-Zone, the Back Line and the Front Line.



### Turn Structure:

1. Standby-Phase: Events on Factories are put onto your Junkyard.
2. Draw-Phase: Take the topmost card from your Supply into your hand.
3. Main-Phase: You may play a Factory and as many Units, Events and Terrain Modifiers as you can afford and move and attack with your Units. Your Units may move a number of spaces according to their Movement Rates. Units attack one after the other. You decide the order of things you do in your Main Phase.
4. End-Phase: First, Effects that last "until end of turn" terminate, and "end of turn" effects trigger<sup>3</sup>. Then, if the Player has more than 7 cards in hand, he or she must discard down to 7. He or she chooses which cards are discarded.

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<sup>3</sup> If multiple Effects occur at the same time, the active Player decides the order in which they take place. This rule always applies, not only during End-Phase.

**Card-Types:** Cards include Factories, Units, Events, Terrain cards and Terrain Modifiers. Units and Events usually belong to one Faction (in the Basic-Set the factions are German, Japanese, American and Soviet). Factories, Terrain Cards and Terrain Modifiers belong to neither faction. Their type is "Neutral".

- **Factories:** Are needed to build Units and Terrain Modifiers as well as to power Events. Factories are placed in your Industry Zone. You may play one Factory during your turn. You may either place a Factory on another one to form a Factory-Stack or place it on an unoccupied space to start a new Stack.

**Units:** Units are played to appropriate Factory-Stacks and have costs (usually I - III) which determine how much power is required to play them.

Each Unit has its own Type and Subtype.

Effects of cards in the game may affect Units of certain types. Each Unit also has an Attack- (red) and a Defense- (blue) value. Besides each Unit has also Movement Points ("Movement: X" whereby X is the number of spaces a Unit may travel during its controller's Main-Phase). Units are played to appropriate Factory-Stacks. For example a Unit with cost 3 can only be placed on a Factory-Stack consisting of 3 or more factory cards. Units on Factory-Stacks can neither attack, use "Ranged Attack: X", nor be attacked nor be the target of Events or Abilities. If at any point no Factories remain under a Unit, that Unit is destroyed. Most Units belong to a faction. During the next Main-Phase, the Units move a number of spaces according to their Movement-Points. Units may not move diagonally. Units may move and attack in any order. They can also move, attack and then move again if they have Movement Points left. Units may move through friendly Units. Only one unit at a time may occupy any one space / Terrain.

A Unit may attack another Unit when they are next to each other (A space can be occupied by one Unit only). Units can not attack diagonally. When a Unit attacks another a battle occurs between the two Units. Each Unit deals an amount of damage equal to its Attack score to the opposing Unit. Each point of damage a Unit takes reduces its Defense by 1. A Unit which has its Defense-value reduced to zero or below is destroyed, that means it is put onto your Junkyard. Damage applied to a Unit outside combat, such as through an Event, is handled the same way. Units in the enemy's Back Line may attack the opponent's Supply directly. For each point of damage a Unit deals to the enemy Supply, your opponent has to discard one card from his or her Supply.

### **Unit Special Abilities:**

- **Ranged Attack: X:** Once during your turn, instead of attacking, Unit may deal X damage to target Unit on the playing field or any Player.
  - **Junkyard-Trigger:** When this Unit is placed in the Junkyard directly from your Supply, you can put it onto any space in your Industry-Zone or onto a discovered Terrain in your Back Line. Events with Junkyard-Trigger can be played for free. They are put onto the Junkyard immediately.
  - **Play-Effect:** When this Unit is placed onto the playing field, the effect after the ":" takes place.
  - **Destroy-Effect:** When this Unit is put from the playing field onto your Junkyard, the effect after the ":" takes place.
- **Events:** Like Units, Events have Costs I to III and usually belong to one or more factions. After they are placed on suitable Factory-Stacks the effects described on the Event-Card take place. At the beginning of your Standby-Phase all non-Permanent-Events are put onto your Junkyard.

### **There are several subtypes of Events:**

**Events:** "Normal" Events can be played during their owner's Main-Phases and their effects normally last until the end of the turn, unless stated otherwise on the card. Generally, they are put into their controller's Junkyard at the beginning of that Player's next Standby-Phase.

**Flash-Events:** Flash-Events can be played at any time, also during the opponent's turn, provided there is a suitable Factory-Stack available. Apart from that they are like "normal" Events.

**Permanent-Events:** "Permanent"-Events can only be played to a suitable Factory-Stack during their controller's Main-Phases. Permanent-Events remain on the playing field on the Factory-Stack they were played to (effectively blocking it) until they are destroyed through certain effects. Their effects last as long as they remain in play. If Factories are removed from underneath a Permanent-Event, that Permanent-Event remains where it is. The Factories are only needed to power the Event initially!

- **Terrain Cards:** Are used to build the playing field at the beginning of the game. Different Terrains can give Units benefits or weaken them. When a Unit wants to move

onto a face down Terrain, its controller announces this, spends his or her movement, turns that Terrain face up and then moves his or her Unit there. The revealed Terrain remains face up for the rest of the game.

- **Terrain Modifiers:** Terrain modifiers have Costs I - III and are played to suitable Factory Piles. At the beginning of the next Standby-Phase, they are placed under one of your Units or on any one unoccupied Terrain in your back line or on any one unoccupied Terrain adjacent to a Unit you control (not diagonally), revealed or unrevealed. Terrain Modifiers usually have certain effects on Units placed on them. Normally Terrain Modifiers cannot be moved or removed. If a Terrain modifier is on a Factory stack and all factories are removed from underneath it, the Terrain Modifier is not destroyed but remains there until it is placed during your next Standby-Phase.