

## Panzers Last Stand:

# Axis Player Book

©2021. Multi-Man Publishing, LLC. All Rights Reserved.

### Axis Air Points

Die	Weather		
	Poor	Normal	Good
1	0	1	2
2	0	2	3
3	0	2	3
4	0	2	4
5	1	2	4
6	1	3	5

### Axis Replacement Table

Do not roll or add these on the first turn of any scenario.

Die	AV	Non-AV
1	2	2
2	2	3
3	3	3
4	3	4
5	4	5
6	4	6

# = Steps Available

Nationality does not affect the use of a side's Repls.

Heavy Tank units **cannot** make use of regular AV Repls (1.9).

### Activation Types

Tier?	Type	How Awarded?	Pre-Designated?	Can be Ignored or Replaced?	Special Rules & Modifications to standard BCS Activations
1	Primary	Requires expending a Primary Allotment.	Yes, in the Orders Phase.		Second Activation allowed.
	Surge	Requires expending a Surge Allotment.	Yes, in the Orders Phase.		Second Activation allowed. These may have geographical restrictions.
	Tier 1 Spoiled	Required if suffers a Spoiling Attack while in another Tier 1 Box.			Second Activation allowed. Formation <b>cannot</b> conduct a Recovery Activation or Failure Flip (unless Fat-4).
2	Response	Requires expending a Response Allotment.			Second Activation allowed. These may have geographical restrictions.
	Secondary	Requires expending a Secondary Allotment.			No Second Activation allowed.
	Budapest	<b>Soviets Only.</b> Free, if requirements met.		Yes	Second Activation allowed. HQ must start initial Activation w/i 6 of any Budapest Urban hex.
	Reinforcements	Free, if requirements met.		Yes	Second Activation allowed. Can only be done on the turn the HQ arrives on the OOA.
	Tier 2 Spoiled	Required if suffers a Spoiling Attack while in the Available Formations Box.			No Second Activation allowed. Formation <b>cannot</b> conduct a Recovery Activation or Failure Flip (unless Fat-4).

## Axis Activations Chart

Date	Primary Allotment	Secondary Allotment
2 Jan	1*	3
3 Jan	4	1
4-6 Jan	4	2
7-19 Jan	4	3
20-27 Jan	2	3

See Scenario for values in February and March.

\* For 2 Jan game starts, the one Primary **must** be used for the 96 Inf Div and on no other Formation. See 2.1a.

## Axis Surge Chart

January scenarios only.

	Axis Allotments	
	Surge	Response
<b>Konrad III (2.2)</b>		
<i>Entry Turn</i>	<b>6</b>	<b>0</b>
<i>Each Turn Thereafter</i>	<b>4</b>	<b>0</b>

**Duration:** 10 Turns

**Location:** Axis player selects either North or South of the Danube Surge Line.

All Activations from Konrad III (both Surge and Response) must be performed on the chosen side.

	Surge	Response
	<b>6 Gds Tank Army (3.4)</b>	
<i>Entry Turn</i>	<b>0</b>	<b>0</b>
<i>Each Turn Thereafter</i>	<b>0</b>	<b>2</b>

**Duration:** 10 Turns

**Location:** North of the Danube Surge Line ONLY. All Activations from 6 Gds Tank Army (both Surge and Response) must be done North of the Danube Surge Line.

Add Allotment number(s) shown, if applicable, to those on the *Activation Chart*.

## Dates to Remember

Earliest use of Konrad III: 12 Jan

Formation Return time in Konrad III: 2 turns (earliest would be 14 Jan)

Earliest use of 6 Gds Tank Army: 6 Jan

Both offensives could be run simultaneously (add their effects together), but they only apply to January scenarios.

# KONRAD III SURGE (2.2)

Earliest Use: 12 Jan 45

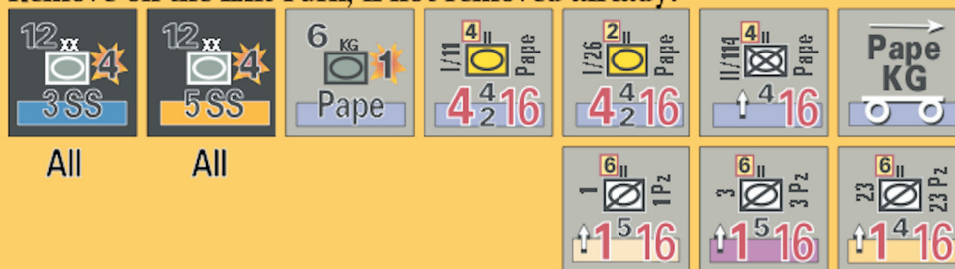
Entry Turn is 2 turns at least after Exit Turn

Lasts: 10 turns from Entry Turn.

## Important:

Designate **either** NORTH **or** SOUTH of the Danube Surge Line for Konrad III. The returning units below, and all Activations allotted by it (for both players) must arrive or be used on the chosen side.

Remove on the Exit Turn, if not removed already:



Return on the Entry Turn:





## Axis Order of Arrival

*Units are German unless otherwise noted*

Turn	Entry Area	Units
3 Jan 45	w/i 1 96 Inf HQ	<b>96 Inf Div</b> (196 PJ Mdr Bn, 96 Fus Bicycle Bn, I/284, II/284 Inf Bn, 196 Pio Bn)
	w/i 2 A22.05	<b>3 SS Pz Div</b> (I/5, III/5 SS Inf, 3 SS Pz Pio Bn) <b>6 Pz Div</b> (HQ (Fat-0), II/11 Pz Bn [1], 41 JgPz Bn [2], I/4, II/4, I/114 Inf Bn, 57 Pz Pio Bn)
	C	<b>5 SS Pz Div</b> (I/10, II/10, III/10, I/24 SS Inf Bn) <b>6 Pz Div</b> (Combat Trains) <b>711 Inf Div</b> (HQ (Fresh), 1711 Fus Bicycle Bn, I/744, II/744, III/744 Inf Bn, Combat Trains)
4 Jan 45	At 3 SS Pz HQ	I/Ney Inf Bn (Assigned 3 SS)
	At 5 SS Pz HQ	II/Ney Inf Bn (Assigned 5 SS)
	Add	6 Arty Points
	At HQ assigned	219 Brm Bn
	w/i 1 711 Inf HQ	<b>711 Inf Div</b> (711 PJ Hetz Bn, I/731, II/731, III/731 Inf Bn)
5 Jan 45	w/i 1 3 Pz HQ	<b>3 Pz Div</b> (3 Pz Recon Bn, 543 JgPz Bn [2], II/3, I/394, II/394 Inf Bn, 39 Pz Pio Bn)
	At 711 Inf HQ	<b>711 Inf Div</b> (711 Pio Bn)
	D	<b>23 Hungarian Inf Div (-)</b> (HQ (Fat-0), 13 Hun Bicycle Bn, I/54, II/54, III/54 Hun Inf Bn, Combat Trains)
6 Jan 45	See Right	96 Inf Division's Rubber Boats Rule (2.1b) ends
	Remove	<b>Pape Pz KG</b> (I/10, I/130 Pz Bn, I/98 PG Bn) <i>Retain losses to these units. I/10 Pz and I/98 PG Bn return 7 Jan with losses intact less Repls applied.</i>
	Add	3 Arty Points
	A	<b>8 Pz Div</b> (HQ (Fat-0), 8 Pz Recon Bn, II/10 Pz Bn [1], 43 JgPz Bn [2], I/28, II/28, II/98 Inf Bn, 59 Pz Pio Bn, Combat Trains)

Turn	Entry Area	Units
7 Jan 45	See right	Reduce 3 SS Pz Div and 5 SS Pz Div Fatigue Level <b>by 2</b> (to no better than Fat-0)
	At HQ assigned	Philipp Pz KG
	w/i 1 8 Pz Div HQ	<b>8 Pz Div</b> (I/10 Pz Bn, I/98 PG Bn) <i>See note on 6 Jan 45 regarding losses.</i>
	D	<b>1 Hungarian Hus Div</b> (HQ (Fat-0), 15 Hun Bicycle Bn, I, I/2, II/2, I/4 Hun Cav Bn, 3 Hun Cav Rgt, 42 Hun Inf Rgt, Combat Trains)  <b>2 Hungarian Arm Div (-)</b> (HQ (Fat-0), 2 Hun Arm Cav Bn, I/3 [1], II/3 [1] Hun Arm Bn, 4/3, 5/3, 6/3 Hun Inf Bn, 52 Hun Flak Bn, 2 Hun Arm Pio Bn, Combat Trains)
9 Jan 45	At 211 VG HQ	<b>211 VG Div</b> (6 Pz Recon Bn) 286 StG Bde [1]
10 Jan 45	w/i 1 5 SS HQ	<b>5 SS Pz Div</b> (I/1 Stj, II/1 Stj Assault Bn)
	At HQ assigned	239 StG Bde [2]
	B	Roll one die: 20 Pz Div, Group A, arrives if the <b>roll is 4 or more</b> . Otherwise, try for Group A again on 11 Jan 45.
11 Jan 45	At HQ assigned	III/Ney SS Inf Bn
	B	<b>153 FA Div</b> (HQ (Fat-0), 153 Fus, I/716, II/716, I/717, II/717 Inf Bn, 885 LS Sec Bn, 7/XVIII, 16/XVII Alarm Bn, 153 Pio Bn, Combat Trains)
	C, D, or E	<b>3 Kav Bde</b> (HQ (Fat-0), 3 s Pz Recon Bn, 69 PJ StG Bn, 69 Kos, I/31, II/31, I/32, II/32 Cav Bn, Combat Trains)
	B	Roll one die: If Group A entered last turn. Roll for Group B, instead. If Group A has not entered yet, roll one die. Group A arrives if the <b>roll is 4 or more</b> . Otherwise, try for Group A again on the 12 Jan 45.
12 Jan 45	B	Roll one die: If Group A entered on 10 Jan, there is nothing more to do. If Group A entered last turn. Roll for Group B, instead. If Group A has not entered yet, roll one die. Group A arrives if the <b>roll is 4 or more</b> . Otherwise, Group A and Group B never arrive.

<i>Turn</i>	<i>Entry Area</i>	<i>Units</i>
13 Jan 45	B	Roll one die: Roll for Group B, if Group A entered last turn. On a 4-6, Group B arrives. Otherwise, Group B never arrives.
14 Jan 45	Add	2 Arty Points
15 Jan 45	Remove At HQ assigned	<b>Pape Pz KG or 6 Pz Div</b> (I/26 Pz Bn)—Formation depending if Konrad III has begun. 14/XVII Alarm Bn
16 Jan 45	Remove At 23 Pz HQ	<b>23 Pz Div</b> (Rebntsh Pz KG) <b>23 Pz Div</b> (Kujcnski Pz KG)
17 Jan 45	At 1 Pz HQ	<b>1 Pz Div</b> (I/24 Pz Bn)
19 Jan 45	At HQ assigned At 211 VG HQ F	6/XVIII Alarm Bn <b>211 VG Div</b> (211 PJ Hetz Bn) <b>25 Hungarian Inf Div (-)</b> (I/26, II/26, III/26 Hun Inf Bn)
20 Jan 45	Remove C or E	<b>20 Pz Div</b> (all), <i>if in play</i> . <b>44 HuD Inf Div</b> (HQ (Fat-0), 46 PJ Hetz Bn, 44 Aufk Bicycle Bn, I/131, II/131, I/132, II/132, I/HuD, II/HuD Inf Bn, 80 Pio Bn, Combat Trains)
25 Jan 45	E	<b>356 Inf Div (-)</b> (HQ, Fresh marker, I/871, II/871 Inf Bn, Combat Trains)
26 Jan 45	E	<b>356 Inf Div (-)</b> (356 PJ Bn, I/870, II/870 Inf Bn, 356 Pio Bn)
<h2>20 Pz Division Entry</h2> <p>Roll for Group A as listed for 10 Jan, 11 Jan, and 12 Jan. If any of these rolls succeed, Group A arrives that turn at Entry Area B. If the roll fails, Group A will try again until the 12<sup>th</sup>. If it fails all three attempts, Group A will never arrive (and no roll will ever be made for Group B).</p> <p>The turn after Group A enters play, roll for Group B. Only one roll is ever made for Group B. If that roll is 4 or more on one die, Group B arrives at Entry Area B that turn; otherwise, it never does.</p> <p><b>Group A:</b> 20 Pz Div (HQ (Fresh), 20 Pz Recon Bn, I/21 Pz Bn, 92 JgPz Bn, I/59 PG Bn, Combat Trains)  <b>Group B:</b> 20 Pz Div (II/21 Pz Bn, II/59, I/112, II/112 Inf Bn, 92 Pz Pio Bn)</p>		

## Terrain Effects

Terrain	Movement Type			Terrain for Combat/Barrage?	Blocking Terrain?	Key Terrain?
	Leg	Tac	Truck			
Open	1	1	2	-	-	-
Primary Road	1/2	1/2	1/4	-	-	-
Secondary Road	1/2	1/2	1/2	-	-	-
Track	1/2	1	1	-	-	-
RR	1	2	2	-	-	-
Woods	1	STOP	STOP	Yes	Yes	-
Forest	2	STOP	STOP	Yes	Yes	-
Marsh	All	P	P	Yes	-	-
Rolling	1	3	4	Yes	Yes	-
Slope	+1	P	P	Yes	Yes	-
Massive River	P	P	P	Yes (1)	-	Yes
River	+2	P	P	Yes (1)	-	Yes
Stream	+1	+1	+4	Yes (1)	-	-
Point of Interest	ot	ot	ot	-	-	-
Village	ot	ot	ot	Yes	Yes	-
City	ot	ot	ot	Yes	Yes	Yes
Urban	ot	ot	ot	Yes	Yes	Yes
Water Barrier	P	P	P	-	-	-

*Unlisted features have no movement or combat effects.*

ot = use other terrain in the hex for this purpose.

STOP = See 4.1e

**Poor Trafficability:** All Truck MAs are HALVED. This effect is NOT cumulative with being halved for a Partial SNAFU result.

Notes:

(1) Apply the Hexside Terrain DRM on the Combat Table for these Terrain Features if the Attack unit is attacking across it. These never apply to Engagements or Attack by Fire.

## Dead Heavy Tanks (1.9a)

If a Heavy Tank unit is destroyed in any way, roll one die. The unit **returns** to play that many turns later as a Reinforcement with one step remaining.