PzGPoints – A points system for Panzer Grenadier

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Panzer Grenadier is a game system created by Avalanche Press, which simulates Platoon level combat during the WWII – representing battles on the Western and Eastern Front so far. The newest game module in the series is called "Iron Curtain" – which intends to make hypothetical battles during the so called "Cold War" possible. The hypothetical nature of the game is clear, because only the armed forces existed, but in real, never saw battle against each other.

My intention to the PzGPoints system is, to create a points system, which lets you calculate a cost for each individual unit, to let you use that cost, to "buy" units. The cost of a unit is unique and will always be the same, no matter how often you calculate. The points systems primary use is to have a price for each unit available. With such a cost it's easy to create hypothetical scenarios, multi-scenario campaigns and even tournament games. The points system is usable on every unit from any Panzer Grenadier module box.

Cost of Units - Examples

Infantry

The most simple unit type in the Panzer Grenadier game series is represented by infantry units, which show up in almost every scenario provided by Avalanche Press in their neat game boxes.

 This counter shows a german Grenadier unit, with abstracted firepower of "7" and an effective range of "3" (hexes) – which would be in terms of game definition a real range of ca. 600m. This is unit is great at attacking soft targets (i.e. enemy infantry, light armoured transports, etc. but lacks the ability to harm enemy armour. The Movement rate is "3". Calculating the cost of such an infantry unit would total to a cost of "**13**".

 This counter shows a soviet Infantry unit, carrying AT rifles. They have an abstracted firepower of "2" against soft targets with a range of "2",plus the ability to attack enemy armour. The abstracted firepower for that is "1" and the effective range is "2" (hexes). The Movement rate is "2". Calculating the cost of this unit would total a cost of "**12**".

Armour

Armour includes tanks and armored fighting vehicles. Almost every army of WWII is equipped with armoured vehicles.

 This counter shows a german Panzer IV Type E. The abstracted firepower against soft targets is "11" – the effective range for that "6" (hexes). The abstracted firepower against enemy armour is "4" at a range of "4". Armour also has an Armor Value – in this case, the Panzer IV Type – is set at "4". The Movement rate of this tank is at "7". Calculating the cost of this unit would total a cost of "**80**".

 This counter shows a german Panzer IV Type H. The abstracted firepower against soft targets is "11", with an effective range of "6" (hexes). The abstracted firepower against enemy armour is "6", while the range is "8" (hexes). The Armor Value is at "5". The Movement rate is at "5". Calculating the total cost of such a unit: "**100**".

Guns, AT-Guns, Flak

This category is about field guns, AT-guns and Flak. It's also the home of the (in)famous '88'.

 This counter represents a '88mm' gun. The gun, other than all units above, fires in bombardment mode. The abstracted firepower is set to "12" – the range at "15". This gun also has AT capabilities: firepower "8" – effective range "9". The gun itself is has no special armor and is immobile (unless it is towed from and to action). Calculating the cost of such an unit would total "**61**".

Leaders

Leaders are very important in the Panzer Grenadier game system. They provide a value of additional firepower (Fire modifier) and could help your units with their morale checks. Leaders are available from all ranks – from NCOs to Officers. You can't activate multiple units without a leader. Subordinate leaders can be activated from the higher ranks, which can be very useful for activating several columns (stacks) at the same time.

 This counter represents a Colonel. His Morale is at "10". His Fire modifier (lower right corner) is at "2" – while his Morale modifier (lower right corner) is also at "2". Leaders movement is always a 6 unless stated otherwise. Calculating the cost of this leader would total a "**14**".

Off-board Artillery

Off-board artillery is abstract artillery fire, which can be used by a spotting leader. There is no counter piece on the map for that. Off-board artillery is available at any column strength on the "Bombardment" table. Several OBA actions could be combined into one bombardment attack or splitted up into several, smaller strikes.

Example:
Off-board artillery fire can be done once a turn per OBA unit. Let's say, you want an OBA value of 3 x 20. This would be a total of 1x "**60**" or 2x "**30**" or 3x "**20**".

To fire OBA, you must make a die-roll, to check availability. You do so, by rolling one six-sided die. Standard availability is "1", which means, you can use that OBA fire only if you roll a "1". Any other roll will make the OBA unavailable for this turn. It is possible to increase
the availability from "1" (lowest) to "6" (highest). Increasing the availability also increases the cost. Calculating the cost of a value of "60" OBA, with an availability of "3" would total a cost of "**180**", while a value of "20" OBA, with an availability of "3" would total a "**60**".

Bunkers, Strongpoints

Some scenarios (i.e. Panzer Grenadier: Airborne) bring up Strongpoints, which are used to represent fortifications. Some of them are real, some of them are dummy bunkers, to fool the enemy. If you decide to buy more bunkers, which you actually want to use, please do so. But remember: bunkers / strongpoints are immobile – they do not move around on the map(s). Stronpoints have an unique cost of "**25**".

Victory Locations

Victory Locations are markers, which represents a location on the map – usually a tactically important location. The player holding that location through the game or for the duration of a specific amount of turns will take home victory.

Calculating costs

Calculating the cost of infantry , tanks and guns

Calculating is quite simple to do. Just add up the unit's values as shown below.

(Direct Fire Value + Direct Fire Range + Movement rate) x1   = Value One
(AT-Fire Value + AT-Fire Range) x 2   = Value Two
(Armor Value) x 10   = Value Three
Value One + Value Two + Value Three   **= Total Value (Total Cost)**

Calculating the cost of leaders

Calculating the cost of leaders is even more simple.

Morale + Fire Modifier + Morale Modifier   **= Total Value (Total Cost)**

Calculating the cost of Off-board artillery (OBA)

Calculating the cost of OBA depends on two factors: OBA value and Availability, which is checked before requesting OBA fire **once** per turn. The Availability ranges from "1" to "6", where "1" is a small chance to have OBA ready for fire, and "6", which means OBA is always ready for a bombardment mission.

OBA Value * OBA Availability   **= Total Value (Total Cost)**

Cost of Bunkers / Strongpoints

Bunkers / Strongpoints have a total value (total cost)of "**25**". When buying bunkers / strongpoints, the player secretly decides which bunkers / strongpoints he wants to pick. He pays "**25**" for each bunker / strongpoint – independent from the fact if it is a real or dummy bunker / strongpoint.

Total Value (Total Cost) per bunker / strongpoint   **= 25 points**

Anything else ?

This project is for fun and intents to bring forward the wargaming hobby (and my Microsoft Word skill ☺). I don't put any financial interest into this. If you have some ideas, comments and maybe improvements on this points system, feel free to tell me: g.zabos@mnet-online.de

Im also looking for some help to build a list of ALL units available in the Panzer Grenadier game boxes incl. their cost – calculated with my points system. Contact me, if you want to help me with that.

All counter pictures are property of Avalanche Press (http://www.avalanchepress.com).