

MEIN PANZER JUNIOR

Version 1.1



A MINIATURES WWII TANK GAME FOR KIDS!

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OLD DOMINION GAMEWORKS

INTRODUCTION

Welcome to Mein Panzer Junior, a game specifically designed for young wargamers! Incorporating three levels of play, Mein Panzer Junior can be played by children as young as 5 years old, or upwards of 12 years old or more. Parents simply choose the level most appropriate for their child, and with a little supervision, they'll be playing a game of "tanks" before you know it.

Level One introduces youngsters to the basic fundamentals of wargaming, using only a single d6 per player and a common 6" or 12" ruler. Resolution of movement and shooting is simple and easily accomplished by the youngest players on a tank by tank basis.

Level Two expands upon the previous level slightly by adding Tank Units and the concept of "hits" and "kills". Play is still extremely simple with only a few additional rules.

Level Three is almost a full featured game including game turns and distinction between the different types of tanks. At this level, players must be able to perform simple subtraction relatively quickly to maintain a smooth, and interesting, game.

Once junior players have mastered Level Three, they are ready to graduate to the full featured Mein Panzer rule system.

SETTING UP YOUR GAMES

Mein Panzer Junior games should be set up just like "real" wargames. Use a table cloth, terrain, and buildings to make a lasting experience. Both players should be allowed to set up their tanks, from the table edge, a distance equal to the ruler they are using (or 12" for Level Three games).

JUNIOR LEVEL ONE

GAME REQUIREMENTS

Level One games require the use of a 6" or 12" ruler. If using miniature scales of up to 15mm, a 6" ruler is recommended. For 20mm tanks or larger, use a 12" ruler instead. Each player should have a six-sided die (d6), and obviously miniatures are required.

NOTE TO PARENTS

Most parents are already aware that some metal wargame miniatures are cast from lead. Care should be taken when permitting young children to play with them to protect them from the hazards associated with lead.

SEQUENCE OF PLAY

Before the game, players will need to determine who goes first. Each player should, at the same time, roll their d6. Both players then continue to roll until only one of them rolls a "1". The first player to roll a "1" gets to go first.

ACTIVATING TANKS

When it is a player's turn to go, he "activates" one of his tanks. Any tank can be chosen, even one which was used last time. The rule is only *one* tank can be played with at a time. Once a tank has been picked, it may move once ... and shoot once. When finished, the other player gets to play with one of his tanks. This back-n-forth process continues until one player has no tanks left remaining, or until one player "gives up" and surrenders.

MOVING TANKS

To move a tank, simply lay the ruler down in front of the tank. Pick up the miniature and place it at the other end of the ruler. The actual "length" of the ruler doesn't matter, so long as both player's are the same. Tanks can not move through houses, but can move through trees just fine. To keep the rules simple for our little gamers, tanks can drive over other tanks in Level One games - they just can't stop on top of one.

SHOOTING TANKS

When a player wants to shoot with his tank, he simply picks an enemy tank to shoot at. He may not, however, shoot at a tank hiding behind a house or a hill. In Level One and Level Two games, range doesn't matter. Basically, if one tank can see the other, it can be hit. To see what happens when shooting at a tank, the player must roll his d6. If he rolls a "1", "2", or "3", the enemy tank is dead. Turn the dead tank over, or take it off the table as they do not present an obstacle in Level One games.

JUNIOR LEVEL TWO

GAME REQUIREMENTS

Level Two games have the same requirements as Level One games, except each player must have a minimum of five tanks ... but more would be even better!

TANK UNITS

At this level of play, players are introduced to the concept of “units”, where the entire unit is activated as a group. The type of tank is still unimportant, but each Tank Unit should contain exactly five tanks – at least at the beginning of the game. Remember, tanks do not need to be of the same type, nor do the young players need to distinguish between them. The important thing in Level Two is to learn to activate “units” of tanks.

SEQUENCE OF PLAY

Before the game, players will need to determine who goes first. Each player should, at the same time, roll their d6. Both players then continue to roll until only one of them rolls a “1”. The first player to roll a “1” gets to go first.

ACTIVATING TANK UNITS

When it is a player’s turn to go, he “activates” one of his Tank Units. He may not choose the same Tank Unit twice in a row, unless he only has one Tank Unit to play with. Once a Tank Unit has been chosen, each tank still alive in that unit may move once ... and shoot once. When finished, the other player gets to play with one of his Tank Units. This back-n-forth process continues until one player has no tanks left.

MOVING TANKS

Moving tanks at this level is the same as Level One. Tanks may still not drive through houses, nor can they drive over dead tanks as in Level One. They may continue to drive through trees without any problem.

SHOOTING TANKS

To see what happens when shooting at a tank, the player must roll his d6. If he rolls a “1”, “2”, or “3”, the enemy tank has been hit, but not killed as in Level One games. If the tank is hit, the player must roll again to see if it has been killed. Another roll of “1”, “2”, or “3” will kill the tank. When a tank has been killed, turn it over or place cotton beneath it to show it is dead. In Level Two, dead tanks may not be driven or shot over.

When a player wants to shoot with his tank, he simply picks an enemy tank to shoot at. He may not, however, shoot at a tank hiding behind a house, hill, or another tank (dead or alive). In Level One and Level Two games, range doesn’t matter, so let them have fun!

JUNIOR LEVEL THREE**GAME REQUIREMENTS**

Level Three games require the use of a tape measure, ten-sided dice (d10), pennies (or another marker of some kind), and a length of string exactly 48" long. This level is for older kids who are not quite ready for the complexities of a full miniatures game, but are too old for the d6 and ruler methods.

TANK UNITS

At this level of play, players will need to be able to identify the types of tanks being used. On the next page, there is a Tank Chart, which lists the more common tanks of World War II. Each player will need to build Tank Units, each consisting of exactly five tanks of the same type.

SEQUENCE OF PLAY

In Level Three, players will need to follow a set sequence of play, broken down into game turns. At the beginning of each turn, both players must roll their d10 to determine who has the initiative. The player with the lower roll wins and may go first. If they roll the same number, roll again.

ACTIVATING TANK UNITS

When it is a player’s turn to go, he “activates” one of his Tank Units which has not yet been activated this turn. Once a Tank Unit has been chosen, each tank still alive in that unit may move once ... and shoot once. When finished, the unit should be marked with a penny, or some other marker to show it can not be activated again this turn. Play continues back-n-forth until one player no longer has any Tank Units that can be activated. At this point, the other player activates any Tank Units he has left. Once all Tank Units on the table have been activated, all the pennies should be removed and a new turn begun, starting with initiative being rolled once more.

MOVING TANKS

To move a tank, look it up on the Tank Chart and find its “Speed”. This is the number of inches the tank can move.

SHOOTING TANKS

When a player chooses to shoot at an enemy tank, two things must be determined. Can the enemy tank be seen? And is it within range? In Mein Panzer Junior, this is handled by simply using a length of string 48" long. Hold the string to the top center of the tank shooting and stretch it out toward the enemy tank. If the string isn't long enough to reach the enemy, it is out of range and can not be shot at. Otherwise, hold the string to the top center of both tanks and draw it tight. If the string touches anything at all in between the two tanks, they can not see one another, and no shot can be taken.

Once it has been determined a shot can be taken, the player must roll his d10 to see if he hits. The number needed depends upon the tank shooting. Look the tank up on the Tank Chart and find its "To-Hit" number. If this number, or less, is rolled on the d10, then the enemy tank has been hit (but not necessarily killed).

If the enemy tank is hit, the player will need to determine the "Kill" number needed to destroy the enemy tank. Look on the Tank Chart and find the "Punch" number for the tank shooting. You will also need to find the "Armor" number for the enemy tank. Subtract the "Armor" from the "Punch" to get the "Kill" number ("Punch" - "Armor" = "Kill"). Now roll the d10 again, and if the roll is less than or equal to the "Kill" number, the enemy tank is dead. Note, if the "Kill" number is greater than "10", or less than "1", you will still need to roll. A roll of "10" *always* bounces off the enemy tank's armor while a roll of "1" *always* kills the enemy.

CONVERTING FROM MEIN PANZER

The numbers used in the Tank Charts were derived from the full Mein Panzer game system. Should parents wish to expand upon these charts using stats from the full game, the formulas below should be used to come up with the numbers.

SPEED

Add the number of Cross Country Move Pips to the number of Road Pips and divide by two, round down.

To-Hit

Add the nationality's regular Troop Quality to the vehicle's Offensive Modifier (OM), and divide by two. Round to the nearest number, but never less than "4".

PUNCH

This is exactly the same as the vehicle's AP Offensive Value (OV). Do not, however, use the OV for special ammunition if any are listed on the Table.

ARMOR

Add up the Front, Side, and Rear Defensive Values and divide by 3. Round to the nearest whole number.

GERMAN TANK CHART

TANK TYPE	SPEED	TO-HIT	PUNCH	ARMOR
King Tiger	4	8	19	12
Panther	6	7	16	8
Panzer IV H	5	6	12	6
Puma A/C	10	4	6	3
Tiger	4	7	15	10

SOVIET TANK CHART

TANK TYPE	SPEED	TO-HIT	PUNCH	ARMOR
BA-10 A/C	11	4	6	1
KV-1 Tank	4	5	10	9
KV-2 Heavy Tank	4	4	17	10
T-34/76	6	5	10	6
T-34/85	6	6	11	8

BRITISH TANK CHART

TANK TYPE	SPEED	TO-HIT	PUNCH	ARMOR
Churchill	3	6	7	10
Cromwell	6	6	7	7
Matilda	3	5	6	8
Sherman Firefly	5	8	15	7
Staghound A/C	13	5	8	3

AMERICAN TANK CHART

TANK TYPE	SPEED	TO-HIT	PUNCH	ARMOR
Chaffee Light Tank	6	5	10	3
Greyhound A/C	8	4	6	2
Hellcat	7	6	13	2
Sherman 75	4	5	10	7
Sherman 76	5	6	13	7

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