

## PowerPoint Panzers

This is a Battle Report on a WW2 skirmish fought using the "NUTS!" rules and the PowerPoint software program. "NUTS!" will be released next month and I will explain how PowerPoint was used at the end of the Bat Rep.

Scenario: A depleted German tank platoon of three vehicles is attempting to push over a bridge in Poland to engage elements of a Russian force. The German forces consisted of:

A = PzIII L  
B = PzIII L  
C = PzIV H

The Russian forces were unknown at the start of the battle. All that was known was that the German High Command had information that a large Russian force was moving into the vicinity and that heavy resistance was expected.

*This was a solo game where the German force was decided prior to the game. NUTS! assigns "activity levels" to each side. This ranges from 1 (low level of activity in the area) to 6 (heavy enemy presence.) Unfortunately the Russians were a "6" so the Germans could expect a rough ride.*

### TURN ONE

The German column moved over the bridge with one of the PzIIIs in the lead and the PzIV bringing up the rear. As they reached the end of the bridge and a major intersection the lead Panzer came into LOS (Line of Sight) of a large building. Adjacent to it was a Russian T-34/76 waiting for just such a chance.

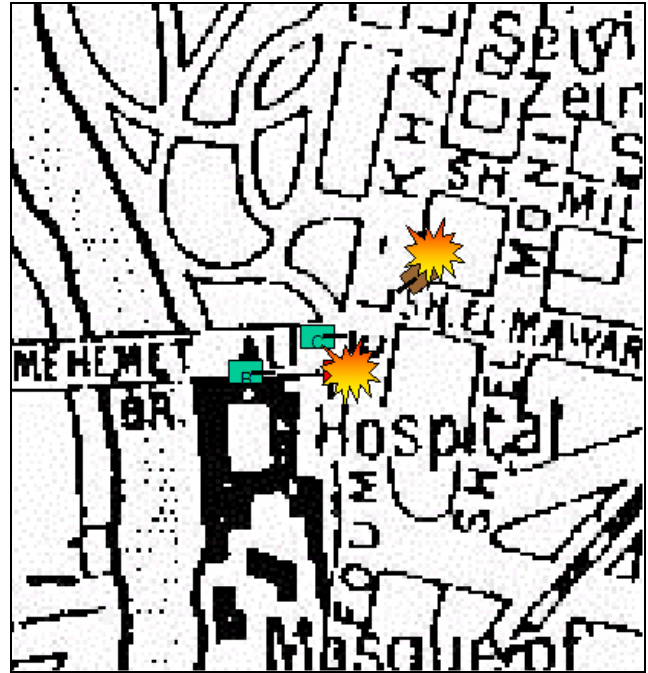
The German Tank Commander (TC) ordered an immediate halt and directed fire towards the slow to respond T-34. Boom! The round sped from the Panzer but the gunner fired high and struck the turret. As the German loader feverish worked another round into the gun the T-34 responded as the German round clanked harmlessly off.

Boom! The gunner placed the round dead on and the Panzer exploded killing the driver and RTO. The remaining crew bailed out and headed for the safety of a nearby building.

The Russian reloaded and waited for the next tank.

### TURN TWO

Yelling over the radio the end tank, the PzIV, ordered the PzIII out of the way. As the lesser tank made its way to the side of the road the PzIV passed the wreckage of his compatriot and came into view of the T-34. The Russian immediately fired but clanked the round. Boom! The German returned fire and reduced the T-34 into rubble. Disabled but not destroyed the Russian crew nevertheless bailed and headed east to cover.

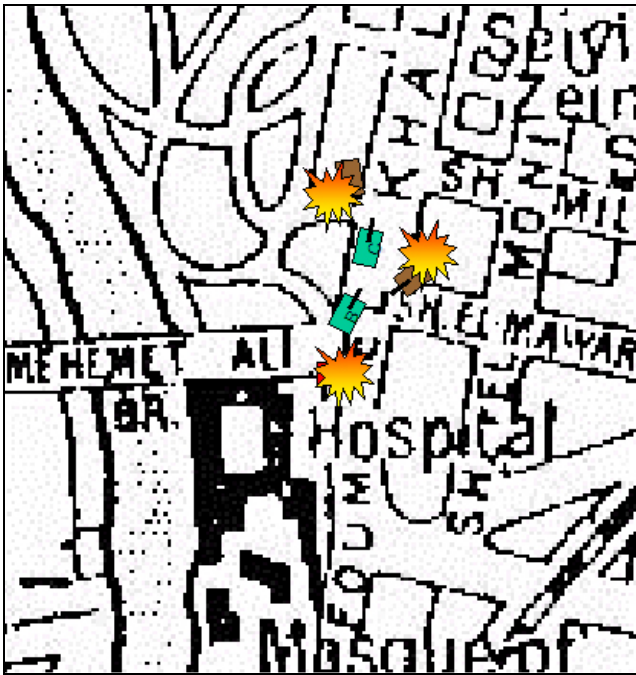


End of Turn Two. Germans in green and the Russians in brown.

### TURN THREE

The German column now turned north up the major street and came into LOS of two buildings, one on either side of the street. To the left side is another T-34 while the right side holds a "very quiet as he can't do anything against the buttoned up tank", sniper. Again the well-drilled German gets the first shot off and the T-34 gets, well, drilled. The T-Commander and Gunner are immediately killed while the Driver and Loader bail. As they make a dash for cover the German RTO sprays them with machine gun fire from the tank. Down goes the loader as the driver makes it to safety.

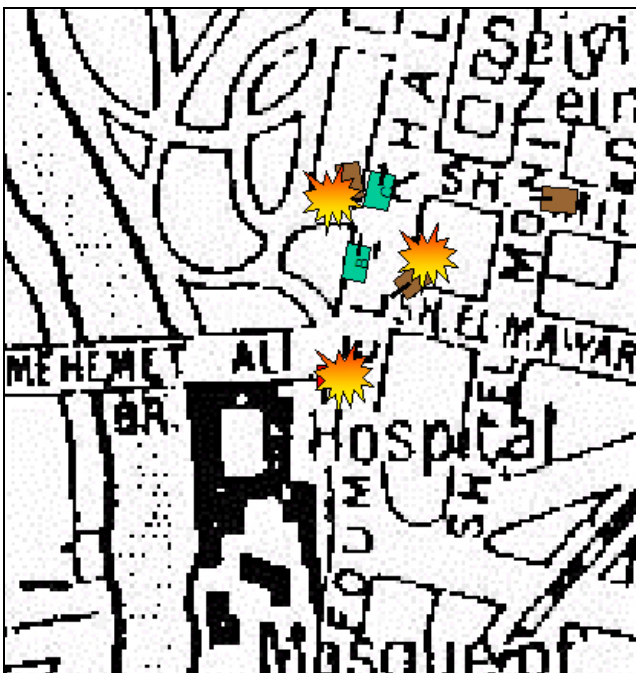
But the sight of his fellow soldier in agony is too much and the Driver makes a heroic dash for his friend. Dodging bullets from the machine gun he retrieves his friend and makes it back to cover!



End of turn three with 2 Russian and 1 German tanks disabled or destroyed.

#### TURN FOUR

Cocky, the two German tanks make their way further up the street. As the lead PzIV reaches the first cross street the T-Commander spies another T-34 moving towards them on the side street. The German again fires first. Boom! But this time the Gunner fires high and watches in horror as the round clanks harmlessly off the T-34 turret. Worse still the loader fumbles the next round. This becomes important as the T-34 fires back and also bounces the round off the German.



#### TURN FIVE

The Russians fire again and the gunner places the round on the turret with enough to punch a hole and destroy the tank. Luckily the crew bail out safely only to provide the quiet sniper a target more to his choosing. Pop! The gunner falls dead and the rest scramble back towards the following tank.

The remaining Panzer decides to leave but watching his fellow tankers heading back towards the bridge he decides to stand rear guard.

#### TURN FIVE

More Russians start to arrive as a squad of infantry moves up behind the T-34 as it starts to head west towards the disabled Panzer.

Things are now going from bad to worse and the dismantled German crew head back towards the bridge at full run. Slowly the surviving tank makes it's way towards the bridge.

The battle is over.

Because the Germans ran into heavy resistance the next battle will be a large scale action with a platoon of infantry and a platoon of tanks making up the German force who will go on to the attack.

PowerPoint- For those of you not familiar with PowerPoint, it is a presentation program where you can make slides. As I had little space and few minis I decided to give this a try. I took an old map of a city and used it as the background for the "slide". I next made small rectangle "tanks" and placed them on the map. As each turn progressed I moved them. As the solo system in NUTS! is terrain driven it was easy to determine that when a unit came into LOS of a building there was a chance for it to have an enemy. All the results were mechanics driven and all I had to do was roll the dice as the situation dictated. It was a very enjoyable and tense game as I did not know the exact Russian force composition nor where they were.