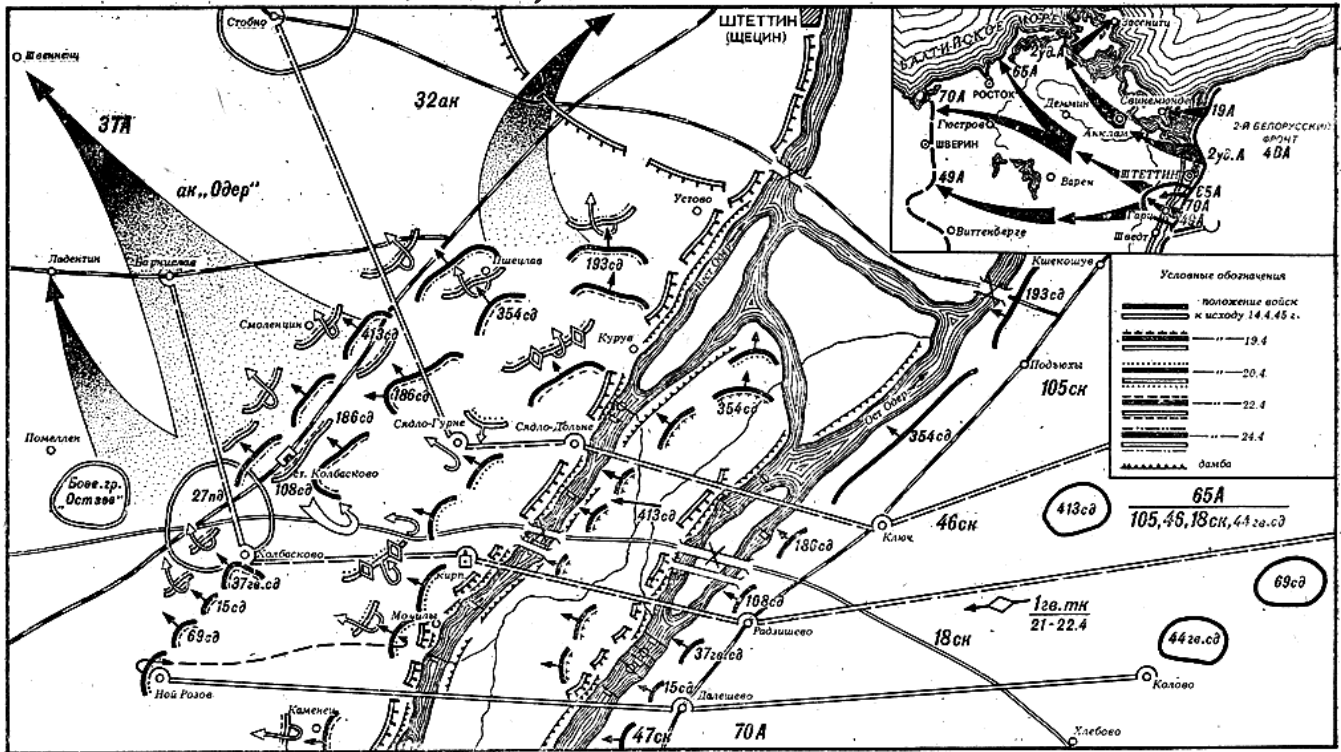


by Laurent Clozier



PANOV'S BEST

Battles Magazine gives you the opportunity to head east and take command of a Soviet tank of the 1st Guards Tank Corps, from the first hours of Operation Bagration to the fall of the Reich and the capture of Rostock at the end of April 1945. You'll find six new tank files (T-34 model from 1943, T-34/85, JS-2, SU-100, JSU-122, and JSU-152), three new counters, and charts (new or updated) for this front. You'll immediately notice that every tank needs a crew of four men and boasts a gun that is usually of a higher quality than its American counterpart, though the absence of smoke shells might be troublesome in some cases. It's up to you to get the first shot in, comrades! (If you have any information that could improve this new module, please visit us on Consimworld. Thanks in advance.)

HISTORICAL NOTE

Why the 1st Guards Tank Corps? Firstly, armored divisions did not exist in the Red Army. There were only armored brigades and armored corps. Naively, I thought that with such a prestigious name it would be easy to find information on this unit. I was wrong! It was a real challenge to compile the information needed to create the combat calendar and tank replacement table. General Mikhael Feodorovitch Panov (see photo) commanded the 1st Guards Tank Corps from the start of Operation Bagration. Starting in 1945, the 1st Guards Tank Corps was tied to the 65th Army of General Pavel Batov. In addition, it was principally equipped with self-propelled guns due to the lack of availability of tanks at the beginning of 1945. This created an original unit. General Panov wrote a history of the 1st Guards Tank Corps, and this served as a source for the creation of the combat calendar for this extension (and a big thank you to Kamen Nevenkin for providing me with this document and to Ray Woloszyn for translating the source at my request). Also, the book *T-34 in Action* (Stackpole Books) contained many interviews with veterans that commanded tanks and described how the T-34s were handled in combat.

GENERAL NOTE

In all charts and game rules, replace the term "Sherman" with "Russian tank". Similarly, the player should use "Russian Control" markers like "US Control" markers. Lastly, loader hatches are assumed to be Oval Loader Hatches for all Russian tanks.

TECHNICAL NOTES

1 - The T-34 does not have a gunner. Instead, it is the commander that takes on the responsibilities of the gunner. In consequence, during the Orders Segment (4.73.3) of the Battle Board Sequence, the player chooses a Crew Action marker from those authorized for the commander (8.1) and the gunner (8.2). Exception: the Direct Fire Action (8.12) cannot be chosen. If the player chooses an action classified as G, he uses the line "C (as G)" on the Spotting Restrictions Table printed on the tank file. If the player chooses an Action classified as C, he uses line "C" on this chart, as normally. Generally, the commander's rating is used in place of the gunner's rating for the different actions (ex: gun malfunction repair attempt).

2 - Use the 76L To Hit Target Table when firing the Russian 76L gun. Use the

AP To Kill (75 yes!) Table to resolve all AP hits. Use the HE To Kill Vehicles (75) Table to resolve all HE hits versus vehicles. Use the 75mm section of the To Kill Infantry Targets Table to resolve HE fire versus infantry targets.

3 - If necessary, the player applies the following die roll modifier, replacing the original DRM:

Rotate turret/fire +15 per Sector +15 per Sector

4 - Use the 76L To Hit Target Table when firing the 85L gun. Use the AP To Kill (76L) Table to resolve all AP hits. Use the HE To Kill Vehicles (75) Table to resolve all HE hits versus vehicles. Use the 75mm section of the To Kill Infantry Targets Table to resolve HE fire versus infantry targets.

5 - Use the 76L To Hit Target Table when firing the 122L gun. Use the AP To Kill (76LL - APDS Hits) Table to resolve all AP hits. Use the specially included 122mm Tables (see below) to resolve all HE hits.

6 - Use the 75 To Hit Target Table when firing the 152 gun. Use the AP To Kill (76L - HVAP Hits) Table to resolve all AP hits. Use the specially included 152mm Tables (see below) to resolve all HE hits.

7 - Use the 76L To Hit Target Table when firing the 100L gun. Use the specially included 100L/100mm Tables (see below) to resolve all AP/HE hits.

8 - In addition to the normal Co-axial MG, there is a Rear Co-axial MG in the turret. The Rear Co-axial MG may only fire at a target in the sector to the turret's rear and is fired by the Commander only using the "Fire Coaxial MG" Crew Action marker (8.22). While firing, the Commander subtracts its rating from To Kill roll but he may not spot. Both Co-axial MG may be fired at the same time (by the Gunner and the Commander).

9 - The Bow MG was fired via a remote control firing cable from the driver's position. To reflect this, the Driver (only) can select the Fire Bow MG Action for free in addition to any other normal Driver's Action but you must use the "Sub" column on the "SHERMAN MACHINE GUNS vs. INFANTRY TARGETS" when firing this Bow MG. Others Assistant Driver's Actions are NA.

10 - As these tanks have no turret, the "turret" facing always matches with the tank facing.

11 - ISU-122 and ISU-152 had two crewmen acting as Loaders. To keep special rules as simple as possible, both crewmen are represented as one in PANOVS BEST. (Designer note: with only one crewman as Loader, there would be NO Rate Of Fire - instead of 0 - for these tanks.)

12 - When rolling on the Bail Out Table (only), assume the tank has a loader hatch. (Designer note: The loader hatch on these tanks was used to bring ammo inside during replenishment time, not for spotting during firefight.)



RATE OF FIRE (Modified table)

Add the following rows in the table:

GUN	RATE OF FIRE BASE #
76mm (Russian)	10
85mm	10
100mm	0
122mm	0
152mm	0

TO KILL INFANTRY TARGET (Modified table)

Add the following columns in the table:

	100mm GUN HIT		122mm GUN HIT		152mm GUN HIT	
	Normal	Critical	Normal	Critical	Normal	Critical
Direct Fire To KO Base #	70	95	80	95	95	KO
Area Fire To KO Base #	50	70	55	80	80	KO

Applicable DRMs are unchanged.

AP TO KILL (100L) (New table)

All Critical Hits are automatic kills. For Normal Hits roll the number shown or less To Kill.

Target	Front	Side	Rear
Pz IV	95	95	95
Pz V	T 95 H 72/58/42	95	95
Pz VIe	95	95	95
Pz VIb	T 72/58/42 H 03/nc/nc	95	95
StuG IIIg	95	95	95
MARDER II	95	95	95
MARDER III	95	95	95
JgdPz IV	95	95	95
JgdPz 38t	95	95	95
SPW, PSW	95	95	95
TRUCK	75	75	75

NOTES: 1) T = Turret; H = Hull; nc = No chance To Kill. 2) 92/83/72 = Number needed to Kill at close range/medium range/long range.

HE TO KILL VEHICLES (100MM) (New table)

Roll the number shown or less To Kill.

Target	NORMAL HIT			CRITICAL HIT		
	Front	Side	Rear	Front	Side	Rear
Pz IV	T 17 H 03	T 42 H 58	T 58 H 68	100	100	100
Pz V	nc	17	28	T 42 H 03	100	100
Pz VIe	nc	03	08	T 42 H 77	100	100
Pz VIb	nc	T nc H 03	T 03 H 08	T 03 H nc	T 77 H 100	T 83 H 100
StuG IIIg	03	58	77	100	100	100
MARDER II	T 77 H 68	T 83 H 77	T 95 H 83	100	100	100
MARDER III	T 68 H 58	T 83 H 77	T 95	100	100	100
JgdPz IV	nc	T 42 H 58	T 58 H 68	42	100	100
JgdPz 38t	nc	58	77	42	100	100
SPW, PSW	68	77	83	100	100	100
TRUCK	95	95	95	100	100	100

NOTES: 1) T = Turret; H = Hull; nc = No chance To Kill.

HE TO KILL VEHICLES (122MM) (New table)

Roll the number shown or less To Kill.

Target	NORMAL HIT			CRITICAL HIT		
	Front	Side	Rear	Front	Side	Rear
Pz IV	T 42 H 17	T 68 H 77	T 77 H 83	100	100	100
Pz V	nc	42	58	T 83 H 42	100	100
Pz Vle	nc	17	28	T 83 H 42	100	100
Pz Vlb	nc	T nc H 17	T 03 H 28	T 42 H nc	100	100
STuG IIIg	17	77	95	100	100	100
MARDER II	T 95 H 83	T 100 H 95	100	100	100	100
MARDER III	T 83 H 77	T 100 H 85	100	100	100	100
JgdPz IV	nc	T 68 H 77	T 77 H 83	83	100	100
JgdPz 38t	nc	77	83	83	100	100
SPW, PSW	83	95	100	100	100	100
TRUCK	95	95	95	100	100	100

NOTES: 1) T = Turret; H = Hull; nc = No chance To Kill.

HE TO KILL VEHICLES (152MM) (New table)

For Critical Hits see note 2) below. For Normal Hits roll the number shown or less To Kill.

Target	NORMAL HIT		
	Front	Side	Rear
Pz IV	T 83 H 68	100	100
Pz V	T 03 H nc	83	95
Pz Vle	T 03 H 28	68	77
Pz Vlb	nc	T 28 H 68	T 42 H 77
STuG IIIg	68	100	100
MARDER II	100	100	100
MARDER III	100	100	100
JgdPz IV	03	100	100
JgdPz 38t	03	100	100
SPW, PSW	100	100	100
TRUCK	95	95	95

NOTES: 1) T = Turret; H = Hull; nc = No chance To Kill. 2) All Critical Hits are automatic kill except for the 152 HE hits against the Front Hull of the Pz Vlb where the number needed To Kill is 42.

ENEMY AP TO HIT TABLE (Modified table)

Add the following DRM:

Dice Roll Modifier	Close	Medium	Long
T-34 as target	+10	+10	+10
SU-100 as target	+10	+10	+10

(The T-34s and SU-100s had a lower silhouette than M4s).

ENEMY AP % TO KILL TABLE (Modified table)

Add the following row and note in the table:

Armor Class	50L GUN			75L GUN		
	Front	Side	Rear	Front	Side	Rear
IV	nc	03	08	T 03	28/17/08	42/28/17
Armor Class	75LL GUN			88L GUN		
	Front	Side	Rear	Front	Side	Rear
IV	T 17/08/03	95/92/83	95/95/92	T 03	72/58/42	83/72/58
	H nc			H nc		
Armor Class	88LL GUN					
	Front	Side	Rear			
IV	T 72/58/42	95	95			
	H 03					

NOTES: 3) nc = No chance To Kill.

WEATHER TABLE (Modified table)

Add the following die roll modifiers:

+10 in October/March +20 in November.

HIT LOCATION RUSSIAN CREW WOUND EFFECTS TABLE (New table)

Location	Effect		
	T-34 mod.43 and T-34/85	JS-2	JSU-122, JSU-152 and SU-100
T F	D and A (-20)	D (-20)	D (-20)
T R	D and A (-20); L (+10); C (-10)	D (-20); G (-10)	D (-20); C (+10); G (-10)
T L	D and A (-20); L (-10); C (+10)	D (-20); G (+10)	D (-20); C (-10); G (+10)
T B	D and A (-20)	D (-20); C (+10)	D (-20); L (+10)
H F	D and A (+10)	D (+10); C (-10)	D (+10); L (-10)
H FR	D and C (-10); A and L (+10)	D (+10); G (-10)	D and G (-10); C (+10)
H BR	D and A (-40); others (-30)	D (-40); others (-30)	D (-40); others (-30)
H FL	D and C (+10); A and L (-10)	D and G (+10)	D (+10); C (-10)
H BL	D and A (-40); others (-30)	D (-40); others (-30)	D (-40); others (-30)
H B	D and A (-40); others (-30)	D (-40); others (-30)	D (-40); others (-30)

BAIL OUT TABLE (Modified table)

Add the following die roll modifier in the table:

3) Driver in tank with no driver hatch: +1.

BREW UP TABLE (Modified table)

Add the following note in the table:

All Russian tanks use the M4A1 column when rolling on this table.

TANK REPLACEMENT TABLE (New table)

Model	MONTH										
	6/44	7/44	8/44	9/44	10/44	11/44	12/44	1/45	2/45	3/45	4/45
T-34											
Mod.43	01-30	01-30	01-25	01-20	01-15	01-10	-	-	-	-	-
T-34/85	31-60	31-60	26-55	21-50	16-45	11-45	01-10	01-10	-	-	-
JS-2	61-70	61-70	56-70	51-70	46-70	46-70	11-40	11-40	01-30	01-30	01-30
JSU-122	71-80	71-80	71-85	71-90	71-95	71-95	41-70	41-70	31-65	31-65	31-65
SU-100	-	-	-	-	-	-	71-80	71-95	66-95	66-95	66-95
JSU-152	81-00	81-00	86-00	91-00	96-00	96-00	96-00	96-00	96-00	96-00	96-00

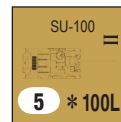
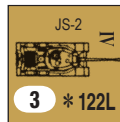
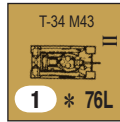
Add any missing crew member or remove any extra crew member (respecting each specialty) according to the tank model at the player's disposal.

COMBAT CALENDAR - 1ST GUARDS TANK CORPS

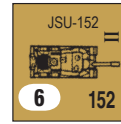
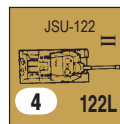
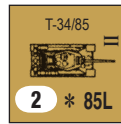
Month/day/year	Situation	Historical Notes
6/24/44	A/8/M	Operation Bagration
6/25/44	A/8/M	
6/26/44	A/7/L	
6/27/44	A/6/L	
6/28/44	B/6/L	Bobruisk
6/29/44	B/4/L	
6/30/44	B/4/L	
7/1/44	B/2/L	
7/2/44	A/6/M	
7/3/44	A/6/M	Minsk
7/4/44	A/6/M	
7/5/44	A/4/M	
7/6/44	A/4/L	
7/7/44	A/2/L	
7/8/44	A/4/M	Baranovichi
7/9/44	A/2/M	
		Refit (moved into reserve of the 1st Belorussian Front)
9/7/44	B/6/H	Narew river bridge-head
9/8/44	A/6/H	Serock
		Refit
10/4/44	C/4/M	Serock
10/5/44	C/6/M	
10/6/44	C/6/M	
10/7/44	C/2/L	
10/8/44	C/4/M	
10/9/44	C/6/M	
10/10/44	C/6/M	
10/11/44	C/4/M	
		Refit
10/19/44	A/4/M	Serock
10/20/44	A/4/L	
10/21/44	A/4/L	
10/22/44	A/4/M	
10/23/44	A/4/M	
10/24/44	A/4/L	
10/25/44	A/4/L	
10/26/44	A/4/M	Pokshivnitsa

Month/day/year	Situation	Historical Notes
		Refit (moved into reserve of the 2nd Belorussian Front)
1/15/45	A/6/H	East Prussia Offensive
1/16/45	C/4/M	Swiercze
1/17/45	B/4/H	Idzikowitze
1/18/45	C/4/M	Striubin
1/19/45	A/4/M	Drobin
1/20/45	A/4/L	Sierpc
1/21/45	A/4/L	Rypin
1/22/45	B/8/H	Brodnitsa
		Refit (assigned to 70th Army under General Popov)
2/1/45	A/4/M	Vistula Offensive
2/2/45	C/4/M	Liano
2/3/45	C/6/M	
2/4/45	C/6/M	
2/5/45	C/4/M	
2/6/45	C/4/L	
		Refit
2/9/45	A/4/L	
2/10/45	A/6/M	Prust
2/11/45	A/6/H	Libenau
2/12/45	B/6/H	
2/13/45	B/6/H	
2/14/45	A/6/H	
2/15/45	A/4/M	Tuchola
		Refit (moved into reserve of the 2nd Belorussian Front)
4/25/45	A/2/L	Stettin
4/26/45	A/4/L	Grambow
4/27/45	A/4/L	Pasewalk
4/28/45	A/2/L	Galenbeck
4/29/45	A/2/L	Alltentreptow
4/30/45	A/2/L	Demmin
5/1/45	A/2/L	Marlow
5/2/45	A/2/L	Fuhlendorf

RECTO



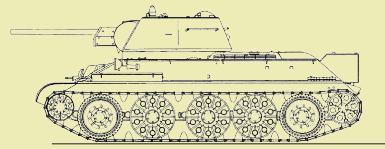
VERSO



1



T-34 Model 43



T-34 Model 43

Characteristics

Chassis: T-34

Turret: T-34/76E

Gun: F-34 (76L; see Note 2)

Armor Class: II

Main Gun Rounds: 100

Rate of Fire #: 10

Special:

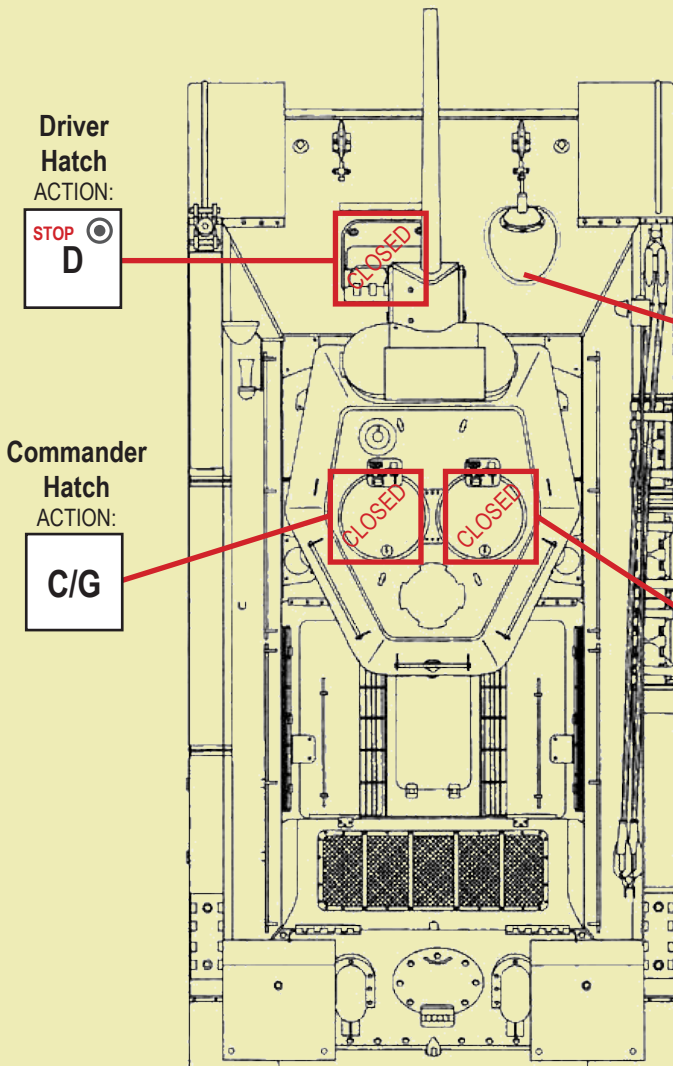
No Gunner (see Note 1)

Vision Cupola

Slow traverse turret (see Note 3)

Restricted Bow MG (see Note 9)

No AA MG



	HE	AP
Gun Load	<input type="text"/>	<input type="text"/>

Ready Rack Load: 9

HE	0	1	2	3	4	5	6	7	8	9
AP	0	1	2	3	4	5	6	7	8	9

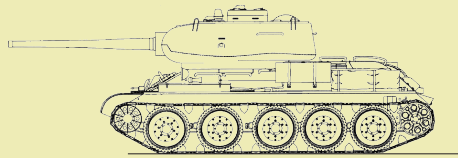
Spotting Restrictions

Crew Member	Buttoned Up	Open Hatch
D	Tank Front only	All Sectors except Rear
C (as G)	Turret Front only	-----
L	Turret Front only	All Sectors
C	Any one Sector	All Sectors
A	Tank Front only	-----

2



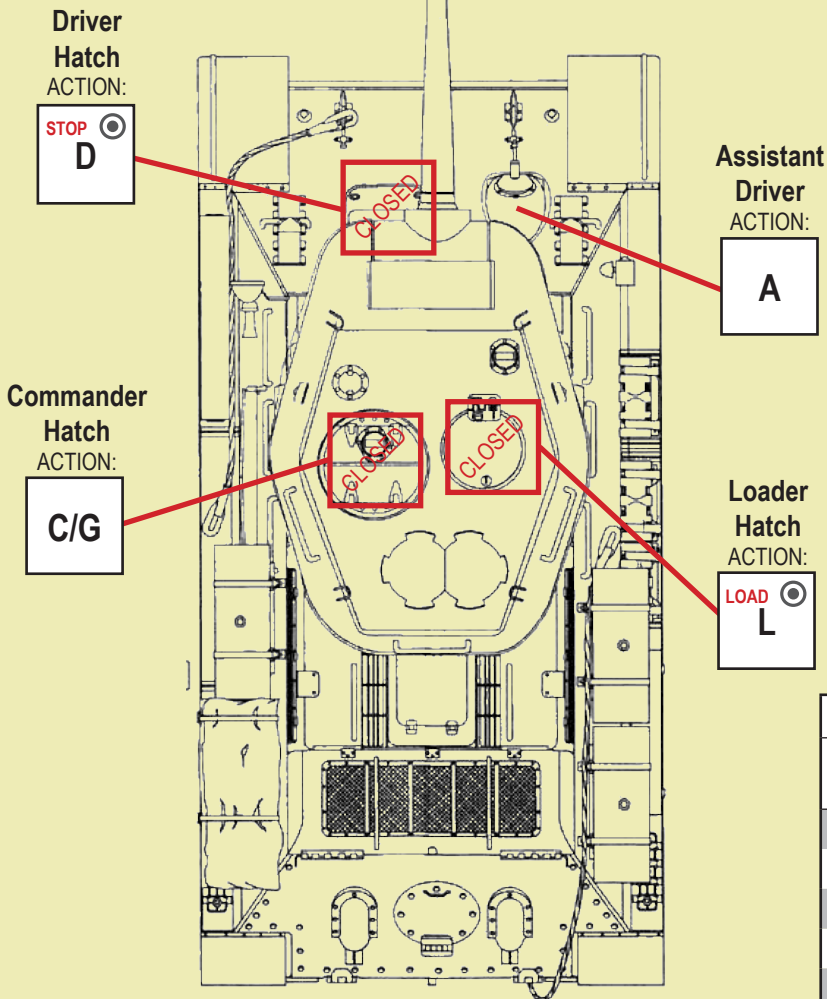
T-34/85



T-34/85

Characteristics

Chassis: T-34
 Turret: Roof Type B
 Gun: ZIS-S-53 (85L; see Note 4)
 Armor Class: II
 Main Gun Rounds: 60
 Rate of Fire #: 10
 Special:
 No Gunner (see Note 1)
 Vision Cupola
 Restricted Bow MG (see Note 9)
 No AA MG



	HE	AP	HVAP
Gun Load			

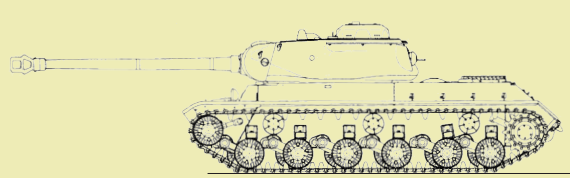
Ready Rack Load: 10

HE	0	1	2	3	4	5	6	7	8	9	10
AP	0	1	2	3	4	5	6	7	8	9	10
HVAP	0	1	2	3							

Spotting Restrictions

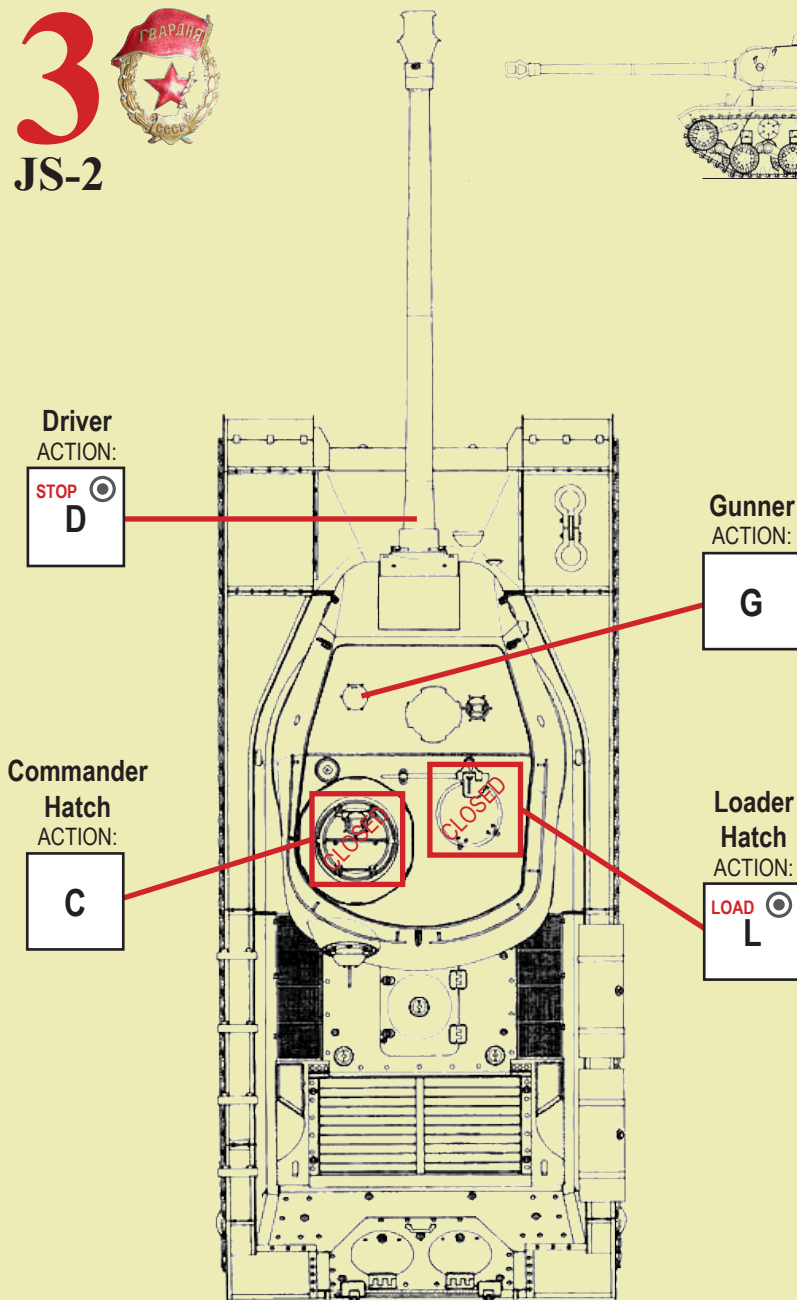
Crew Member	Buttoned Up	Open Hatch
D	Tank Front only	All Sectors except Rear
C (as G)	Turret Front only	-----
L	Turret Front only	All Sectors
C	Any one Sector	All Sectors
A	Tank Front only	-----

3 JS-2

JS-2 Characteristics

- Chassis: JS-2
- Turret: No référence.
- Gun: D-25T (122L; see Note 5)
- Armor Class: IV
- Main Gun Rounds: 28
- Rate of Fire #: 0
- Special:
 - No Assistant Driver
 - Slow traverse turret (see Note 3)
 - Rear Co-axial MG (see Note 8)
 - Restricted Bow MG (see Note 9)
 - Vision Cupola



	HE	AP
Gun Load	<input type="text"/>	<input type="text"/>

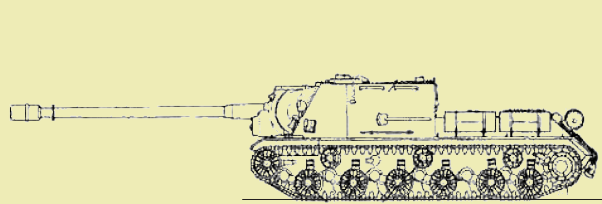
Ready Rack Load: 4

H	0	1	2	3	4
E					
A	0	1	2	3	4
P					

Spotting Restrictions

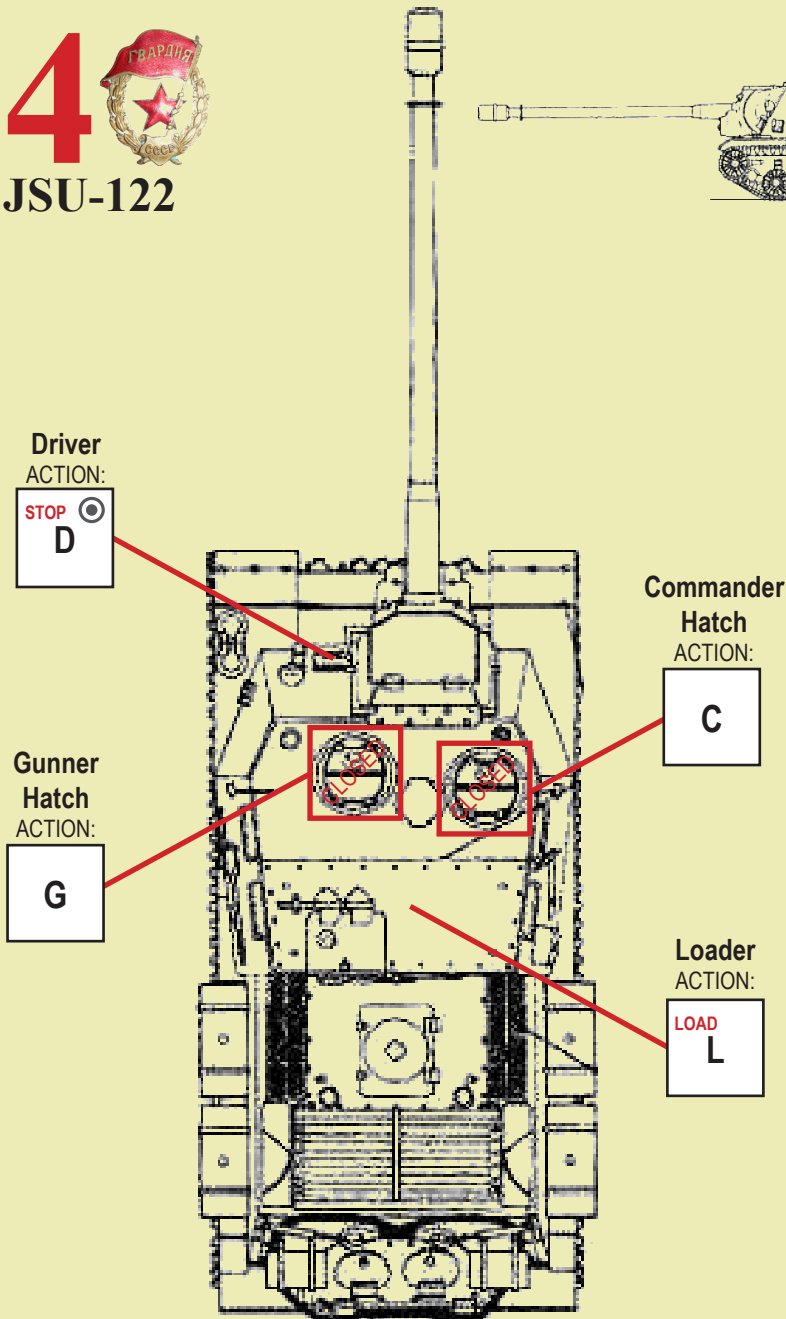
Crew Member	Buttoned Up	Open Hatch
D	Tank Front only	-----
G	Turret Front only	-----
L	Turret Front only	All Sectors
C	All Sectors	All Sectors

4 JSU-122

JSU-122 Characteristics

Chassis: JS-2
 Turret: No Turret (see Note 10)
 Gun: D-25S (122L; see Note 5)
 Armor Class: II
 Main Gun Rounds: 30
 Rate of Fire #: 0 (see Note 11)
 Special:
 No Assistant Driver
 No Bow/Co-axial MG
 Restricted Loader Hatch (see Note 12)

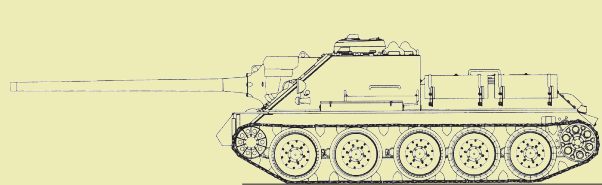


	HE	AP
Gun Load		

Ready Rack Load: 0

Spotting Restrictions		
Crew Member	Buttoned Up	Open Hatch
D	Tank Front only	-----
G	Tank Front only	All Sectors
L	-----	-----
C	Any one Sector	All Sectors

5 SU-100

SU-100 Characteristics

Chassis: T-34
 Turret: No Turret (see Note 10)
 Gun: D-10S (100L; see Note 7)
 Armor Class: II
 Main Gun Rounds: 33
 Rate of Fire #: 0
 Special:
 No Assistant Driver
 No Bow/Co-axial/AA MG
 Vision Cupola
 Restricted Loader Hatch (see Note 12)

Driver Hatch
ACTION:

STOP 
D

Gunner Hatch
ACTION:

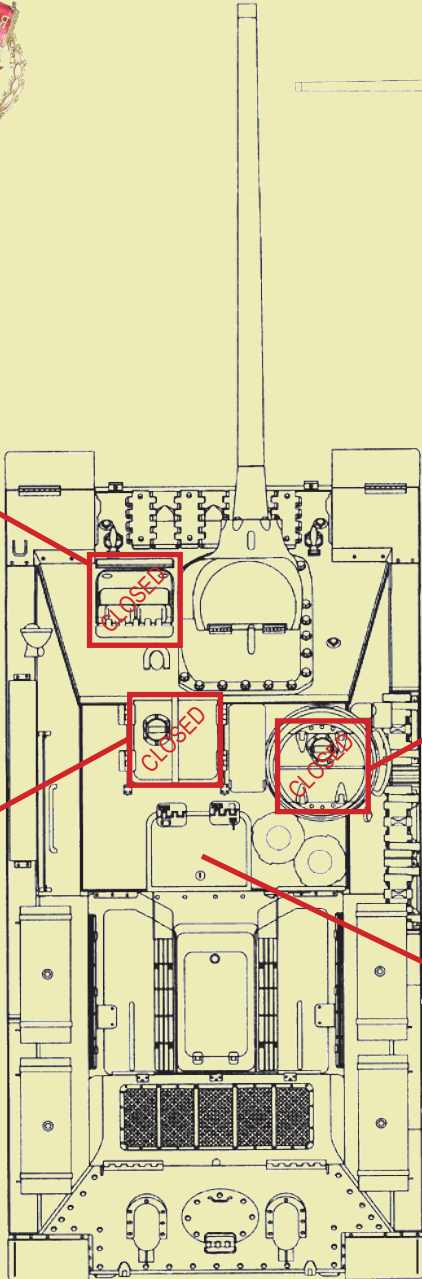
G

Commander Hatch
ACTION:

C

Loader
ACTION:

LOAD
L

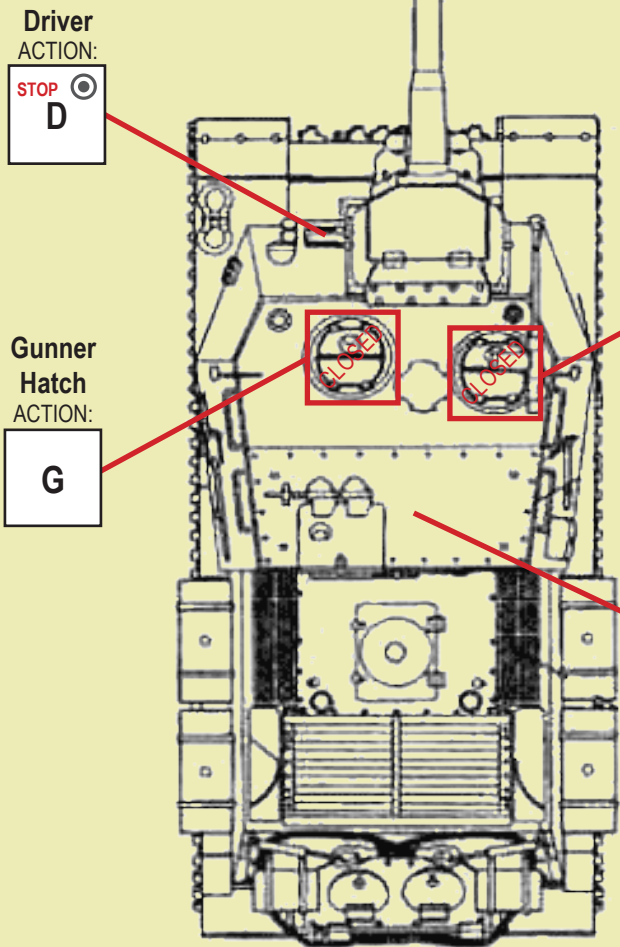
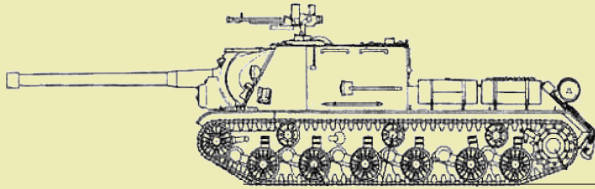


Gun Load	HE	AP
	<input type="checkbox"/>	<input type="checkbox"/>

Ready Rack Load: 0

Spotting Restrictions		
Crew Member	Buttoned Up	Open Hatch
D	Tank Front only	All Sectors except Rear
G	Tank Front only	All Sectors
L	-----	-----
C	Any one Sector	All Sectors

6 JSU-152



Commander Hatch
ACTION:

C

Loader Hatch
ACTION:

LOAD
L

JSU-152 Characteristics

- Chassis: JS-2
- Turret: No Turret (see Note 10)
- Gun: ML-20S (152; see Note 6)
- Armor Class: II
- Main Gun Rounds: 20
- Rate of Fire #: 0 (see Note 11)
- Special:
 - No Assistant Driver
 - No Bow/Co-axial MG
 - Restricted Loader Hatch (see Note 12)

	HE	AP
Gun Load		

Ready Rack Load: 0

Spotting Restrictions		
Crew Member	Buttoned Up	Open Hatch
D	Tank Front only	-----
G	Tank Front only	All Sectors
L	-----	-----
C	Any one Sector	All Sectors