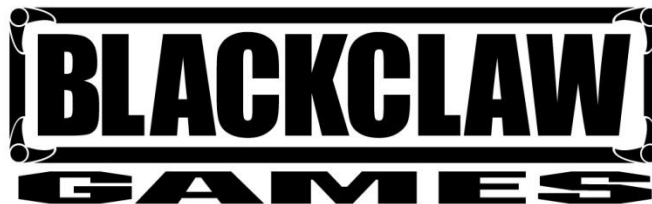


# Baptism of Fire: World War Two Role Play

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## Free Vehicle Expansion: Panzer II Ausf C



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Michael Burnside

## Panzerkampfwagen II Ausf C

The Panzer II was developed as a replacement for the Panzer I when it became obvious that the heavier tanks that Germany was designing (which would later become the Panzer III and Panzer IV ) were going to be delayed.

The Panzer I tanks, armed only with a pair of machineguns, were adequate for training purposes, but not well suited for actual combat operations.

The Panzer II was armed with a rapid firing 20mm cannon and a machinegun paired in a small turret in a layout that was almost identical to the Panzer I. The 20mm cannon lacked the ability to penetrate most enemy armor and was more effective against soft skin vehicles and infantry.

Like the Panzer I, the Panzer II was tiny for a tank. It was only six feet, seven inches tall and seven feet, three inches wide. This made for extremely cramped quarters for its three man crew.

The commander of the crew was over-tasked. He was responsible for commanding the tank, spotting targets, and firing the weapons. As it is difficult to spot anything while inside a tank, this required the commander to look around with his head outside of the turret and upon spotting target, duck down into the tank and then try to re-acquire the target within the narrow view of the tank's gun sights. A second crew member was responsible for operating the tank's radio and loading new clips of 20mm ammunition into the cannon. A well trained loader could keep the cannon loaded without the gun having to pause in firing.



The Panzer II was designed as quick production tank that had somewhat better capabilities than the Panzer I and would boost the low numbers of German tanks caused by the difficulties in developing what would become Germany's medium tanks. However, not enough Panzer II tanks were produced by the time Germany invaded Poland and then France and as a result Panzer I tanks were also thrown into the battle.

Panzer I and II tanks avoided being slaughtered in France only due to the confusion of the French high command. French tanks were superior to both designs and had French armor been properly deployed and supplied, the German victory in France would have been much more costly if not outright prevented.

While the Panzer I tanks may have provided the Panzer II crews with some measure of relief in not having the worst tank on the battlefield, they did not provide much else. In North Africa, Panzer I's were outgunned by British armored cars, which is a worrisome sign for a vehicle that is supposed to be a tank. Panzer I's were outmatched by even the worst British tank designs.

The German military replaced the Panzer I as quickly as possible and then moved to do largely the same to the Panzer II. The Panzer II was replaced as a mainstay of the German armored force by the increasing number of Panzer IIIs and IVs. Many Panzer II chassis were

converted into tank destroyers, such as the Marder. Fitting a cannon onto the Panzer II that was actually capable of harming an enemy tank required the removal of the turret and upper hull of the tank.

Those Panzer II's that remained in service were used in the reconnaissance role where its small size often made it difficult to spot and hit.

### Panzer II Template

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### Template Special Rules

When a vehicle with the Panzer II template is hit, roll a 1D4 to determine if the hit was on the hull or the turret of the tank and then refer to the appropriate grid.

1-2 Hull

3-4 Turret

Turret side hits of 1 or 6 should be re-rolled.

### PzKpfw II Ausf C Characteristics

Nationality:	Germany	Availability:	1940-1942 Uncommon
Acceleration:	90	Range:	120
Top Speed:	225 (25 mph)	Range Off Road:	80
Failure:	3/100	Fuel Type:	Petrol
Defensive Value:	15	Weight:	9.5 tons
Crew:	3 (1 driver, 1 radio operator/loader, 1 gunner/commander)		

### Armor

Hull		Turret	
Front	1	Front	1
Sides	1	Sides	1
Rear	1	Rear	1
Top	1	Top	1
Bottom	1		

This weapon uses a 10 round clip. A crew member acting as a loader can keep the weapon fed so that it may fire without pause. If the loader is incapacitated, the commander will have to

load the weapon.

This will take 1 round, after

which he will be able to fire 10 shots before having to reload the weapon again.



### Weapons

#### 20 mm KwK30 Cannon

<b>Ammo:</b> 20mm, 180 rounds
<b>Critical:</b> N/A
<b>Reload Rate:</b> 1/6*
<b>Failure:</b> 1
<b>Accuracy:</b> 0
<b>Range:</b> 0-50/51-200/201-300/301-500
<b>Damage:</b> AP: 1d4-1/1D4-2/1/-- APCR: 1d4/1d4-1/1d4-2/-- HE: 2d10 Pri 5 Sec 10
<b>Recoil:</b> 2**

\*This weapon can fire 6 times in a single round.

\*\*This recoil takes into account that the gun is mounted. The gun cannot be fired un-mounted.

#### Coax- Mounted MG 34

<b>Ammo:</b> 8mm, 1800 rounds
<b>Critical:</b> 20
<b>Rate of Fire:</b> 1+/2d20/80
<b>Failure:</b> 1
<b>Accuracy:</b> 0
<b>Range:</b> 0-50/51-100/101-299/301-440
<b>Damage:</b> 3d10
<b>Recoil:</b> 1