

DESIGN NOTES FOR THE SCENARIOS IN “ODE TO PANZER LEADER II”

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In this article I will be explaining the design notes to the scenarios in “Ode to Panzer Leader II”. These are the second ten scenarios that came in the original game. These scenarios are for the most part, bigger and more complex, although there are a few simple ones as well. These design notes will describe the scenario set ups and possible variations to them. Other variations such as a change in the environmental conditions, scenario length, morale levels, etc., I leave to the judgment of the individual players.

One note to players, in the Panzer Leader unit composition tables, halftrack and truck units are listed as having five vehicles and the wagons as having four. This is inaccurate. These units actually contain a variable number of vehicles, enough to carry the unit in question, what ever it is. However when I have to trade them in to get another vehicle type, I usually use six as the number of vehicles in the unit.

Scenario #11

This scenario depicts an Allied reconnaissance in force against the weak German front lines. Although supposedly part of the Operation Market-Garden, in reality is a result of that failed operation as the Allies probe the German front lines in hopes of finding a weak spot since they heavily reinforced the area where Market-Garden took place. What makes this scenario more interesting is that it occurs at the operational boundary between the British Second and the American First Armies. The game board consists of Panzer Leader boards A, C, and D placed side by side. Both sides start the game with their entire respective forces set up on the board. The game is twelve turns long, with no reinforcements for either side.

The Allies have two independent forces in the game. Both of these set up on the west side of the main north-south river starting in between hexes 23/24,0 and ending in between hexes 8/9,30. The British force contains elements of the 1st Belgian Infantry Brigade. It is set up in between Hexlines xx,0 and xx,10. Fortunately, there was an order of battle for the 1st Belgian Infantry Brigade in West Front for this time period and I was able to use and modify it to fit the order of battle in the Panzer Leader scenario. The U.S. Cavalry Squadron was a different story altogether. In Panzer Leader the composition of a cavalry squadron is nothing like reality, as it uses existing units in the countersheet as substitutes for the real units. Not only that, they replaced half of the M-8 counters with M-20 AC counters, which did not happen historically (the M-20s were assigned to self-propelled tank destroyer battalions). The three M-4/75 units in the Panzer Leader scenario were really supposed to be M-8 HMCs. In the Panzer Leader, the Scout Jeep units are represented by Scout Platoons, with halftrack units as carriers. I chose to follow that guideline when converting these armored cavalry units to West Front standards. The actual Scout unit I treated as a three strength point rifle unit and of course the Rifle units

are treated as full six strength point rifle units. These are divided up between the three recon platoons within an armored cavalry troop. The attendant 60mm Mortar units and their Jeeps I assign on the basis of one Mortar strength point for each rifle strength point in the troop. In this particular scenario, the U.S. Cavalry Squadron had three Scout and six Rifle units, thus each cavalry troop had three three-point strength Scout units (along with their attendant halftracks), plus I made an mounted infantry company with the left over Rifle units (representing reinforcement from the higher level Cavalry Group). The M-4 tanks were replaced with M-8 HMCs as mentioned above and placed in the Headquarters platoon. I replaced the M-20 units with M-8 armored car unit and counted up the total number of armored cars these represented, which came to 36. This was more than sufficient to supply the armored cavalry troops with their armored car units (which consumed 27 ACs) and leaving nine ACs which become the invisible command vehicles in the troops. The U.S. forces are set up in-between Hexlines xx,11 and xx,20.

The Germans had a force divided up between three different commands. I placed the majority of the infantry and artillery in the 176th Reserve Infantry Division, with the remainder of the same going to Division Erdmann, which is an ad-hoc unit anyway. The tank units went into Kampfgruppe Walther. These are set up east of the above mentioned north-south river. While there is no proscribed set up area for each command, I set the 176th north of Hexline xx,21 and Division Erdmann south of Hexline xx,20, with the kampfgruppe set up anywhere to act as a reserve. Being the defenders, they are of course given Improved Positions. One will note that the Security unit in Panzer Leader I have made into a bicycle unit in West Front.

In the original scenario, the victory conditions were based on the number of German units on boards A and D at the end of the game. I merely changed this to unit destruction and based the victory levels on the amount of units the Allies would have to destroy in order to achieve them. Of course the Germans can alter this by their destruction of Allied units. There are no objective or exit hexes in this scenario.

There is a lot of variety in the German set up given their vast set up area. The Allies have little variety in their set ups as they have rather restricted set up areas. In the original scenario there is a special rule that prohibits the British and American units from moving into each other's set up board. This made sense as it was an operational boundary between two armies. However, this restriction was lifted when the Allies achieved a 3-1 advantage in units on the board over the Germans. I have done away with that special rule although the Allied player may what to follow it anyway.

Scenario #12

This scenario depicts one the German attacks by the Panzer Lehr Division against Patton's Third Army in the fall of 1944 in order to keep it from entering the Saarland and possibly disrupting the preparations of the upcoming Ardennes Offensive. Once again the Germans are on the offensive, as they will be for most of the rest of the scenarios in the original game. Again the mapboard is set up with the three Boards A, C, and D placed

side by side, although in a different configuration. Both sides start the game with their entire respective forces set up on the board. The game lasts ten turns and there are no reinforcements for either side.

As the Germans are the attackers in this scenario I shall start off with them first. The attack force consists of a mixed panzer battalion, a weak two battalion panzergrenadier regiment, a reduced anti-tank battalion, and part of the infamous German generic armored recon battalion that is well known from Panzerblitz. In the panzergrenadier regiment, each line company is missing one rifle platoon, this is deliberate as this unit was still rebuilding when it was ordered to attack. In the original scenario there was a Stug IIIg unit. I traded this for three small Sd Kfz 251/9 assault gun units as this is what it is supposed to represent. One will note that there is not enough transport for all the dismounted units and as a result, some of them will have to walk. This is because some the transport was traded in to self-propel the light anti-aircraft and some of the mortars. The recon battalion, of which only the armored car and support companies are present, deserves special mention. This battalion contains unit which historically were never assigned to the same recon battalion. In 1944, there were four different T.O. & E.s for the German armored recon battalion. The armored recon battalion in Panzerblitz and Panzer Leader is an amalgamation of these four T.O. & E.s. In the armored car company I have the regular Sd Kfz 234/1 armored cars backed up by a platoon of Sd Kfz 234/2 (Pumas). In the support company I have the Lynx platoon, a self-propelled mortar platoon, and an Sd Kfz 234/3 armored car platoon. In the original scenario the 234/3s were supposed to be 234/4s but since this unit has not yet entered service I traded it for the Sd Kfz 234/3s instead. All of the German force is set up in between Hexlines xx,0 and xx,10.

The American force consists of part of an infantry regiment and an armored cavalry squadron. The infantry regiment has parts of two battalions in it as this attack hit the operational boundary between the two infantry battalions. The 105mm Howitzer unit in the original scenario I converted to an M-3 105mm short howitzer unit in West Front. This is because it actually represents the infantry howitzer unit in the regiment. In the armored cavalry squadron, each troop has two point scout (Rifle) squads for each of their platoons, along with their same size attendant halftracks, mortars, and jeeps. As usual, the three M-4 tank units were converted to M-8 HMCs and the M-20 armored cars were converted to M-8 armored car units. However I traded in one M-20 for a halftrack, in order to give the 81mm Mortar assigned to the armored cavalry squadron some transport. I still had enough M-8's number wise to fill the slots in all of the armored cavalry troops though. The American force, being the defender, is set up in between Hexlines xx,11 and xx,20, in Improved Positions of course.

The victory conditions in the original scenario were based on the number of German units exited off of the western edge of the board, in a four hex wide corridor. I duplicated this by setting up exit hexes on Hexes 15,30; 16,30; 17,30; and 18,80. There are no objective hexes in this scenario. There was also a secondary victory condition for unit elimination. I adjusted the victory levels to account for both of these.

Both sides have about the same amount of variety in their set up, given that they both have the same size area to set up in. The Germans have a light edge as their area is more heavily wooded though.

Scenario #13

This scenario depicts one of the several attacks against St Vith during the early part of the Ardennes Offensive. Again the original scenario description shows the hurried development that Panzer Leader went through. In it is says that units of the U.S. 106th Infantry Regiment were attacked. This is wrong as the 106th Infantry Regiment was assigned to the 27th Infantry Division which fought in the Pacific during the war and obviously was not in the Battle of the Bulge. What it meant to say was units of the U.S. 106th Infantry Division. Anyway we have units of the U.S. 106th Infantry and 7th Armored Divisions bearing the brunt of an assault by the Fuhrer's Begleit Brigade and 18th Volksgrenadier Division. The mapboard consists of two boards, D and C, place side by side. Both sides start the game with their entire respective forces set up on the board, with the Germans on the offensive. The scenario is twelve turns long and there are no reinforcements for either side.

The Germans start the game set up east of Hexrow 29,xx. This really puts the squeeze on them as this is not a big area. To make matters worse, the units of Fuhrer's Begleit Brigade must set up north of Hexline xx,11 and the 18th Volksgrenadiers must set up south of Hexline xx,10. This puts the Begleit Brigade facing infantry in the thick woods while the 18th Volksgrenadiers facing an armored combat command. Not exactly the best situation for each force. The conversion of each force in Panzer Leader was pretty straight forward although I did turn in the 37mm Anti-Aircraft unit and one Truck unit to get the two truck-mounted 37mm units in the West Front. I paired the wagon units with the infantry guns and the heavy mortars. This is because the bigger artillery units can range through out the entire board, therefore not needing any transport, and the medium mortars can easily move up with the infantry, even though they have a rather short range. The infantry guns and heavy mortars have a fair range but must have means to move up once the German line moves forward beyond their maximum ranges. The biggest problem for the Germans is that their artillery is mostly deployed in the open and could easily be seen and shot at by the Americans, should they choose to either move up or be deployed on that big hill east of Nece.

The Americans set up anywhere west of Hexrow 30,xx. Being the defender, they get their Improved Positions to set up in. The set up I have made in this scenario is based on a set up described in the General Magazine back in the Eighties. It gives up a little ground for a more defensible position. The units of the 106th Infantry Division are set up in the northern half of the board and the units of the 7th Armored Division are set up on the southern half of the board. This properly matches each unit to the area of ground that they can best defend in. In the armored cavalry squadron, each scout platoon is only one strength point, along with the attendant mortar and vehicle units. Three M-4/75mm units were converted to M-8 HMC units and assigned to the cavalry squadron, however the one

light tank company went to the tank battalion. In compensation I gave the cavalry squadron an M-16 SPAA unit. As usual, the M-20 armored car units were converted to M-8 armored car units. I traded in one medium mortar and one halftrack unit for two M-4 Mortar Halftrack units, one for the tank battalion and one for the armored infantry battalion.

The original victory conditions were based on the number of town hexes the Germans controlled at the end of the game. A secondary victory condition was the number of enemy units destroyed during the game. Each town hex is an objective hex worth 30 victory points. I adjusted the victory levels to account for a combination of both victory conditions.

While the Americans have a lot of variety possible in their set up, given their huge set up area, the Germans are very restricted, not only in the total area, but also where each group has to set up. I would suggest eliminating the boundary between the two German groups and that the Germans may set up freely within their small area. This will allow them to set up mixes of units best suited to the terrain that they will be operating in and put just about all of their artillery under or behind cover so that they can not be so readily seen and destroyed by American fire early in the game.

Scenario #14

This scenario depicts Kampfgruppe Peiper's attempts to capture critical bridge crossings and to continue on off of the board. As in most of the "Bulge" scenarios, the Germans are on the offensive. In the original scenario there were two mapboards, C and D, set up side by side in the same fashion as in the previous scenario. However, Mapboard D only serves as a set up area for the Germans and all of their units must enter Board C by Turn 2 or be considered to be eliminated. Once on Board C, no unit from either side may enter or re-enter Board D. So for this West Front version I only used Board C and have the Germans entering it from off the map. The Americans start the game with all their units on the board and will not receive any reinforcements. The game is ten turns long.

The Germans enter the board on the southern side east of Hexrow 14,xx. According to the original rules, the Germans entered Board C from D east of Hexrow R, which corresponds to Hexrow 15,xx in West Front. But given the fact that they come in from off map, I lengthened the entry zone by one hexrow. The conversion of the German forces was pretty straight forward. All the infantry was mounted on the halftracks, with the engineers and 88mm ATGs being transported by trucks. The single 37mm AA unit and one halftrack were traded in for two Sd Kfz 6/10s. The thirty Pz IVh's and thirty Pz V's I put into a mixed panzer battalion with four companies total. The Tiger tanks went into a separate heavy panzer company. All of this is assigned under a kampfgroupe headquarters.

The American force is divided into two groups, one group being the Task Force Solis, which is located within two hexes or in the town of Wiln, and C Company/51st Engineer Battalion located in the town of St. Athan. Again the game misidentifies the force in Wiln as elements of the 774th Tank Destroyer Battalion and the 99th Infantry Division. In truth, elements of these units were in the area of the battle the day before and had pulled out during the night. The actual units identified in the American order of battle were VIII Corps assets which had been rushed to the area to stem the tide of the German advance. Being the defender, the Americans are of course set up in Improved Positions. Although set up in defensive positions, the Americans are free to move from Turn 1 and can re-deploy their units to prevent the Germans from bypassing Wiln by taking a shortcut through the woods. In the original scenario, the engineers in St. Athan were prohibited from performing bridge destruction on the bridges east of the town until the Germans were within five hexes of the bridges in question. Unfortunately this can not be duplicated in West Front. Even freezing the units in place will not stop them from attacking the bridges. But bridge destruction is an iffy thing in West Front and even though they may start from the very first turn, there is a chance that they may not complete the mission before the Germans arrive at the bridges.

The victory conditions in the original scenario are based on the number of units that the Germans can exit off the west edge of the board by the end of the game. I have duplicated this by establishing two exit hexes for the Germans on the roads leading off of the west edge of the board. As usual unit destruction is also included in this scenario. I have adjusted the victory levels to reflect the number units the Germans need to exit off in order to win.

There is not much variation possible for either side. The American player can rearrange their units within their set up areas and the Germans can rearrange which units enter on each hex in their entry zone, but that's about it.

Scenario #15

This scenario depicts the epic struggle on Elsenborn Ridge during the Ardennes Offensive. Here we have yet another example of the rushed development of the Panzer Leader game. In the scenario description we have one of the German forces identified as the 276th Volksgrenadier Division. This of course is incorrect as the 276th was actually in the German 7th Army during the Ardennes Offensive. In truth the unit in question is the 277th Volksgrenadier Division which was involved in the battle for Elsenborn Ridge. The scenario uses two Panzer Leader mapboard, those being C and D, placed side by side. Both sides have the entire forces set up on the board at the beginning of the game. The scenario is ten turns long and there are no reinforcements for either side.

The Germans, who are on the offensive, have two groups on the board. The first is previously mentioned 277th Volksgrenadiers Division which is set up east of Hexline xx,10 and north of Hexrow 17,xx. The second group is the 12th SS Panzer Division, which is set up east of Hexline xx,10 and south of Hexrow 17,xx. The conversion of the

forces was again pretty straight forward, although I used the spare trucks that I had to trade in along with the 20mm and 37mm AA units to get truck-borne AA units for each group.

The Americans, which are set up west of Hexline xx,10, are represented by various elements of the U.S. 2nd Infantry Division. Being on the defensive, they have their Improved Positions to set up in. The 9th Infantry Regiment, which is the backbone of the defense, I organized into a standard three battalion regiment. Each infantry company in the regiment is missing a line platoon, to reflect its reduced strength. One will notice that there are two cavalry reconnaissance troops in the American set up, one with the tank destroyer unit, and the other one being the divisional reconnaissance troop. I had no infantry units left over for scout troops, but I did have two spare halftrack units which I converted to M-3 Scout Cars and placed them in each recon troop in place of the scout troops. The Americans have one Block to place in the scenario. I placed it southwest of Wiln on the road in the wood, just on the far side of the bridge. This will slow the Germans down along the fastest way off of the board.

The original victory conditions were based on the Germans controlling off of the town hexes on Board C and in exiting off at least ten units off of the west edge of the board between hexes C-J-10 and C- X-10. I placed objective hexes in each town hex in the western half of the board, each worth 30 points. I also placed three exit hexes on the western edge of the board between hexes 9,20 and 23,20, equal distance apart, to give the Germans a chance to exit in three different part of the exit zone. The victory levels reflect these two conditions. As usual unit destruction is also a standard part of the victory conditions in West Front and may well be the way for the Germans to reach their minimal victory point level in order to get a victory, given the short time to reach their objectives.

There is a lot variation possible in the set up for both sides. In fact, by eliminating the setup boundary between the two German groups and allowing them to freely set up east of Hexline xx,10, wherever they want to, they may be able to create a set up that will give a good chance for victory, given the normal conditions.

Scenario #16

This scenario depicts a meeting engagement between units of the U.S. 101st Airborne Division moving east from Bastogne as they expand the perimeter around it and units of the German Panzer Lehr Division. This scenario only used one mapboard in Panzer Leader, that being D. However, all of the action happens on the eastern half of board. As both sides are on the offensive, neither has any Improved Positions with their starting forces. Both sides have their entire respective forces set up on the board at the beginning of the game. The scenario is ten turns long and there are no reinforcements for either side.

The Americans move first and therefore are considered to be the “aggressors” in this scenario. They are set up along the road running west from Artain. They consist of two airborne infantry battalions, under a regimental headquarters, with some artillery and

armor support from part of the U.S. 9th Armored Division elements that are trapped in Bastogne along with the 101st. The conversion of these units was very straight forward, with no substitutions required. The only requirement from the original scenario is that the 81mm Mortars be loaded on Trucks, which I did in this version as well.

The Germans, who move second, are also set up on roads, in this case on the roads leading away from Artain towards the east edge of the board. The German force is broken down into a panzergrenadier battalion and an armored recon battalion. The weird thing about them is that they are totally dismounted, not a truck or halftrack can be found among them. They are supported by the armored cars and light tanks of the recon battalion and by some Stug IIIs from the anti-tank battalion. I had to make one substitution on the German side, I had switch the Sd Kfz 234/4s in the original scenario for Sd Kfz 234/3s in the West Front version, as the former were not yet available.

The victory conditions are based on control of the town of Artain. In the original scenario the Americans had to control at least two hexes of the town to win. I gave each town hex an objective hex worth 200 points. However I made them American controlled at the start because the Germans had not yet taken historically them yet, at the time of the scenario. Also unit destruction is the norm in West Front. The victory levels in the scenario were adjusted to take both of these points into account.

There is really little variation possible in this scenario, given that both sides must set up on the roads (and in Nece for the Americans as the road runs through that town). About the only thing that both sides can do is to rearrange the placement order of their respective units on the roads.

Scenario #17

This scenario depicts the combined U.S./British attack on the tip of the “Bulge” near Celles. The U.S. 2nd Armored Division and British 29th Armoured Brigade surround and destroy the 2nd Armored Reconnaissance Battalion of the German 2nd Panzer Division while holding off a kampgruppe from it and in turn destroy that kampgruppe. The scenario used three Panzer Leader boards, those being A, C, and D, placed side by side. Both sides set up their entire respective forces on the board, each in two groups. The game is twelve turns long and there are no reinforcements for either side.

The Allies are the aggressors in this scenario. They are divided into an American and a British group. The American group is set up north of Hexline xx,10 and west of the north-south river that goes across that third of the board. The force is divided up into Combat Command B, which contains the tank, armored infantry, and armored artillery battalions, an attached 155mm artillery battalion, and the divisional reconnaissance battalion. The tank battalion is short a medium tank company because I converted three M-4/75 units into three M-8 HMC units for the reconnaissance battalion, although it did retain the light tank company. The three rifle platoons in the original set up provided enough infantry to make up a two-point scout squad, complete with halftrack transport, in

each recon platoon in the reconnaissance battalion. Of course I had to convert the M-20 armored car units into M-8 armored car units. Of the 81mm Mortar units, one I traded in, along with a halftrack unit, to create two M-4 mortar halftrack units, one for the armored infantry battalion and the other one for the tank battalion. The other 81mm Mortar unit I kept intact and assigned it, along with halftrack unit to carry it, to the reconnaissance battalion.

The British group is set up south of Hexline xx,20 and west of the north-south river that goes through that third of the board. This is a small portion of the 29th Armoured Brigade contains a weak armoured regiment, a reduced reconnaissance regiment, and a battery from a field artillery regiment. The armoured regiment contains two squadrons of four troops each, with each troop containing one Firefly and three regular Sherman tanks. The reconnaissance regiment contains a HQ squadron and three regular squadrons. The regular squadrons contain five troops of Daimler armored cars (one HQ and four regular troops), a scout troop (for which I used a carrier rifle section), and halftracks for the scout troop. As the total of Daimler armored cars came to thirty in the three regular squadrons, this equaled the number of armored cars that the five Daimler counters in Panzer Leader would contain. The HQ squadron's make up was based on the composition of the Recon HQ Troop unit in Panzer Leader. In the original order of battle, the 25 Pdr's had Bren carriers for their transport units, I replaced these with standard field artillery tractors.

The Germans are divided into two groups. One group, which is the 2nd Armored Recon Battalion, plus some units from other battalions, is located in or adjacent to St.Athan. The other group, which contains the kampfguppe containing elements of the 3rd Panzer Regiment and 304th Panzergrenadier Regiments, plus various elements from other support battalions, is located within two hexes of Wiln. The compositions of the two groups in this scenario more or less matches what they are in Panzer Leader. There are a few exceptions though. For instance, there are supposed to be two complete 81mm Mortar units in St.Athan. I changed this to be one complete unit, in its SP version, and one two-strength point unit with the infantry company. The rest of the little mortar units I assigned to the group in Wiln. I also moved two of the halftrack units from St.Athan to Wiln, where I traded them in, along with the two Quad 20mm units, to create those two Sd Kfz 6/1 units. I also traded in one Truck and two 20mm Anti-Aircraft units to create two truck-borne 20mm AA units. I moved one of the Trucks from Wiln to St.Athan in order to give the 120mm Mortar unit there some transport. Due to being on the defense, the Germans of course get Improved Positions for all of their units.

In the original scenario the victory conditions were based on control at the end of the game of the town hexes of St.Athan and Wiln, plus unit destruction as well. I made each town hex in each town an objective hex worth 50 victory points and adjusted the victory levels to account for both victory conditions.

There is a lot a set up variations possible for both Allied groups, given their big set up areas. The Germans on the other hand are very limited in their set up possibilities given their small set up area.

Scenario #18

This scenario depicts a German attack on the defensive perimeter around Bastogne during the Ardennes Offensive. Here the German 326th Volksgrenadier Division, supported by the boys from the ever lovable Panzer Lehr Division, take on the U.S. 101st Airborne Division, with assorted attachments from the 10th Armored Division and others. The scenario again uses three mapboards from Panzer Leader, those being A, C, and D, placed side by side, although in a different configuration than in the previous scenario. Both sides set up on the board with their entire respective forces. The game lasts for twelve turns and there are no reinforcements for either side.

The Germans, who are the aggressors in this scenario, are set up west of Hexline xx,20. They have an infantry/artillery force from the 326th and a vehicular force from the Lehr. In the infantry/artillery force, I have all of the wagons, which were assigned to the artillery and the 81mm Mortars. I took a truck and a 20mm Anti-Aircraft unit and traded them in for two truck-borne 20mm AA units which I assigned to the 326th. I also assigned two trucks to carry the 120mm Mortars. The rest of the trucks I assigned to Panzer Lehr to carry the 20mm AA units, four of which of the dismounted type and the other two were of the truck-borne variety. In Panzer Lehr we again see that infamous generic armored recon battalion, at least two companies of it. Again I switched the Sd Kfz 234/4 armored cars in Panzer Leader for the Sd Kfz 234/3 armored cars in West Front. The panzer battalion only had two tank companies in it, along with the mighty Wirbelwind. Everything else is pretty conventional in their conversion.

The Americans, who are the defenders in this scenario, are set up east of Hexline xx,21. Being on the defense, they receive their usual Improved Positions. They too have an infantry force backed up by various artillery and mobile units. The American infantry regiment has two battalions. However as one will notice, it is rather weak in machine guns as in the original scenario they were not given any MG units. The main supporting unit for the infantry is an armored cavalry squadron. In the squadron each recon platoon has a one strength point scout (rifle) unit, along with the equivalent one strength point mortar and transport units. For assault guns the squadron has two M-4/105mm assault gun units instead of the usual M-8 HMC units. Of course the M-20 armored cars in the original scenario have been exchanged for more M-8 armored car units. In the original scenario the Americans have seven Truck units, in this scenario I assigned one to the 155mm artillery battalion (split in half in order to transport both batteries), one truck to each 81mm Mortar unit, and the remaining four I converted to Jeeps and spread them out among the line companies of the infantry regiment. The Americans are given ten P-47 fighter bombers in the original scenario. They received them here too. In the original scenario they also received an L-5 observation plane, unfortunately those planes do not exist in West Front so the Americans will have to do without.

In the original scenario the victory conditions were based on the number of friendly units that the Germans had on Board A at the end of the game. I can not duplicate this in West Front so I established nine objective hexes for the Germans to capture east of

Hexline xx,11, each worth 100 points. This gives them incentive to move into that area. The victory levels are based on the percentage of German force required for the various victory levels in the original scenario. Of course unit destruction, which is a natural part of West Front, can swing the final victory level in either direction, depending on the course of the game.

There is a lot of variation possible for both sides, given their large set up areas. But the Americans have a set up area twice as large as the Germans, so their possibilities are much more enhanced.

Scenario #19

This scenario depicts the American attack on German positions surrounding the town of Bastogne. It is really the same as the previous scenario only the roles are reversed. Here the German Panzer Lehr and the 326th Volksgrenadier Divisions are being assaulted by the U.S. 11th Armored and 35th Infantry Divisions. The scenario uses the same Panzer Leader boards, in the same configuration, as in the previous scenario except the game board is completely turned around 180 degrees. As usual, both sides have their entire respective forces set up on the board at the beginning of the game. The game is fifteen turns long and there are no reinforcements for either side.

The American force, which is the aggressor in this scenario, is set up west of Hexline xx,20. The units are divided up among the divisions as follows; the infantry regiment (of two battalions), the dismounted artillery, and a light automatic weapons (AA) battalion are assigned to the 35th Infantry Division, and the combat command (consisting of two tank, one armored infantry, and one armored field artillery battalions), the armored cavalry squadron, and the heavy anti-aircraft artillery battalion are assigned to the 11th Armored Division. The two tank battalions are unusual as they both are missing their light tank companies. This was due to the fact that there was only one light tank company in the original scenario and so I assigned it to the armored cavalry squadron. However the armored cavalry squadron does not have any assault guns in return. Due to the lack of scout infantry in the original order of battle, I assigned two strength point M-3 scout car units in their place in each recon platoon in the armored cavalry squadron, using two halftrack and one truck unit to supply the necessary vehicles in trade. Of course, I traded in the M-20 armored cars in to insure that I have enough M-8 armored cars for all of my recon platoons. Since I only had three 81mm Mortar units in Panzer Leader I had to divided them up into six three-strength-point units for the six battalions; two tank, one armored infantry, two infantry, and one cavalry squadron. For four of them I traded in two halftrack unit to either make them into M-4 self-propelled mortar unit or to provide transport for one of them in the cavalry squadron. Note that the Americans have five P-47 fighter-bombers at their disposal in this scenario.

The Germans are set up east of Hexline xx,17. In the original scenario they were only set up on Panzer Leader Board C in a narrow six hex wide band. I found this to be too narrow for West Front so I extended it to east edge of the board to provide for a more

realistic set up. Being on the defensive gives them their Improve Positions. The infantry is divided up evenly between the two German division, with the 326th getting about 2/3's of the artillery and Panzer Lehr getting the remainder. The tanks of course go to Panzer Lehr's organization. I assigned the wagon units to the main artillery battalions of each division. The trucks were divided up among various anti-tank artillery units.

The original victory conditions were based on the ratio of American to German units on Board D and C at the end of the game. This could not be directly duplicated in West Front. So I established six objective hexes north of Hexline xx,17 for the Americans to capture, each worth 100 points. In addition, using the ratios given in the original victory conditions, I figured the amount of unit points the Americans would have to destroy for each victory level and added that to the total value of the objective hexes to get each respective victory level in West Front.

There is a lot of possible variation in the set up for both sides. But remember have only a 60% bigger set up area than the American, not the usual 100% that one would expect like in the last scenario.

Scenario #20

This scenario depicts the famous crossing of the Ludendorff Bridge at Remagen. A task force from the U.S. 9th Armored Division assaults the German garrison defending the bridge. The mapboard only uses one Panzer Leader board, that being D. I made one change on the board from what it normally is. I made the north-south river a full hex wide to give more historical flavor the scenario, plus to make the bridge look like a full bridge. Both sides have their entire forces, small as they are, set up on the board at the beginning of the game. The scenario is a short one, being only eight turns long, and there are no reinforcements for either side.

The Americans, who are the aggressors, set up south of the north-south river at least three hexes away from Artain. The American task force contains an armored infantry company, a weak tank destroyer company, a weak armored engineer company, a light tank (M-24) platoon, and a heavy tank (M-26) platoon. In the original order of battle there was an M-36 tank destroyer in place of the M-26. However I chose to stay with history and use the M-26 instead of the M-36.

The Germans, who are the defenders, set up in Artain and anywhere north of the north-south river. Being the defenders grants them the use of Improved Positions. In the original order of battle there was a security unit. I made this into a Volkssturm unit in West Front. There is a block that is set up directly on the bridge hex, it can not be placed anywhere else.

In the original victory conditions, victory is determined by who controls the bridge across the north-south river at the end of the game. To duplicate this I created an objective hex on the bridge and on the exit hex on the north side of the river. (It would

not make sense to have just the bridge if you did not have a small bridgehead on the other side.) Each is worth 100 points. The victory levels were adjusted to account for the objective hexes plus unit destruction. However, given the low unit numbers on the board, this is a very low scoring game.

Given the small set up area for the Americans, there is not much variation possible. The Germans on the other hand have greater variation north of the river but are very restricted in Artain.

Conclusion

This ends the second part of “Ode to Panzer Leader”, which also concludes the coverage of all the scenarios in the original game. Future parts will deal with scenarios which were presented in the General Magazine. Until then, enjoy the scenarios.