DESIGN NOTES FOR THE SCENARIOS IN "ODE TO PANZERBLITZ"
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In this article I will explain the design notes for each scenario in "Ode to Panzerblitz". These design notes will deal with the scenario set ups and possible variations to them. Other variations such as changes to environmental conditions, scenario length, morale levels, etc., I leave to the judgment of the players of these scenarios.

Scenario #1

This scenario has already been done twice before by other authors. In both cases these authors reduced the size of the Russian force to balance out the scenario. I chose to keep the Russian force at its original size which is considerable when compared to the German force. For the Germans which have three fortification counters in the Panzerblitz game, I gave them three bunkers because this scenario was set in a rural setting. In compliance with the Panzerblitz scenario, two bunkers must be set up in specific hexes, one on hex 6,13 and one on hex 15,16. The third bunker may be set up anywhere within three hexes of one of the other two. The CP counters in Panzerblitz are represented by the three HQ units in East Front II which must be set up in the bunkers. The Panzerblitz victory conditions are based totally on the number of German units destroyed. In this scenario I added the three bunker hexes as objective hexes to reflect the increased victory point value that the CPs have in the Panzerblitz game.

Variations: For the Germans the set up can be altered but keep in mind the set up restrictions for the bunkers and that the Germans only have four blocks and four level two minefields. Remember to move the objective hex for the third bunker with it when it is repositioned. The HQ units do not have to be located one per bunker, the German player may stack them in two or even one bunker, however the objective hexes stay with the bunkers in their locations. For the Russians, their force may enter on any side of the board. I just chose to enter then on the east side in my set up. However they must all enter on the same side and the whole force must enter on Turn 1.

Scenario #2

This scenario has already been done once by another author. While his order of battle was pretty decent, the map had a lot left to be desired. Because both sides move onto the board on Turn 1, there is no need to discuss set up. The battle is a mobile delaying action against infantry. The victory conditions in the Panzerblitz scenario are simple, enemy unit destruction for the Germans and furthest distance from the north edge a friendly unit has gone for the Russians. The enemy unit destruction is part of East Front II but I had to find a substitute for the Russian victory condition. The answer was setting up a series of objective hexes for the Russians, where as you get further away from the north edge of the board, the greater the point value of the objective hexes become. These objective

hexes start off under German control. Because this is a mechanized force I exchanged the dismounted mortars for Sd Kfz 251/2 vehicles.

There really isn't much variation to this scenario. The German force can enter anywhere along the southern edge of the board. The Russians are rather restricted on their options. Units of the 266th Rifle Division may only enter along hexes 0,0 to 0,9, units of the 33rd Rifle Division may only enter along hexes 0,10 to 0,19, and those of the 203rd Rifle Division may only enter along hexes 0,20 to 0,31. Of course the Russian player may alter the order of appearance of Russian units for each division.

Scenario #3

This scenario was done once by another author. Again the order of battle was fairly accurate though it was expanded a bit. But the map had major variations from the norm. In this scenario the Russians set up on the mapboard and the Germans enter from the south edge of the board. The Russians in the Panzerblitz scenario have no defensive works of any sort so in the East Front II version I only give them Improved Positions. The Russian set up has little depth, befitting a very battered rifle division. The AI initiative level for the Russians was set at 30 instead of the usual 40. (A rating of 40 would of given the AI Russians a too active defense for a shattered division.) The Germans enter along the two roads in the middle of the board, with all units entering on Turn 1. The victory conditions in the Panzerblitz scenario depend on two criteria. For the Germans it depends on establishing a three hex wide corridor, free of Russian units and/or lines of fire from them, from the south to north edge of the board at the end of the game. For the Russians it depends of establishing an unbroken line of hexes consisting of either units and/or lines of fire from them, from the east to the west edge of the board at the end of the game. Neither victory condition is directly convertible to East Front II so I settled for the destruction of the enemy units and the establishment of objective hexes on the boards. Again, the further away from the south edge of the board that an objective hex is, the more victory points is it worth. All objective hexes start the game in Russian control. Again for the Germans I exchanged the dismounted mortar unit in Panzerblitz for Sd Kfz 251/2 vehicles.

The only variations possible for the Russians are changes in the starting set up. The only restriction is that they must set up at least five hexes away from the south edge of the board. The only variations possible for the Germans of where they enter the south edge of the board and the order of entry on to the board. All German units must enter on the first turn.

Scenario #4

Scenario 4 was done by one other author who instead of converting the Panzerblitz scenario to East Front II, actually recreated the battle on which the scenario is based. The scenario depicts a mobile delaying action against an armored force. In this scenario both

sides begin the scenario off the board. The Russians move first entering anywhere on the east side of the board. I have them entering on and adjacent to the two roads that enter the board from that direction. All Russian forces must enter by the end of Turn 2. The Germans may enter anywhere along the north edge between hexes 0,64 and 0,96. I have them entering between hexes 0,64 and 0,70. They all enter on Turn 1. The original victory conditions in the Panzerblitz scenario are two fold. The German victory conditins depend on the number of Russian units on the middle board of the mapboard set up at the end of the game. (This was later modified in a variant to number of Russian units on the western most board of the mapboard set up at the end of the game.) The Russian victory conditions depend on the number of German units destroyed by the end of the game. The Russian victory condition translates easily into East Front II since unit destruction is a natural victory point source for both sides. The German victory condition was not translatable so I had to replace it with something similar. I establish objective hexes using all the towns on the board. Of course I increase the point value of the objective hexes the further away you get from the east side of the board. All objective hexes are German controlled at the beginning of the game. In addition, I added two exit hexes for the Russians on the west edge of the board to give them incentive to keep moving across the board.

Since both sides enter the board at the beginning of the game there is little variation possible, namely in the order of appearance of units when they arrive on the board. The Russians are restricted to entering on the east side of the board but the Germans have a wide choice of hexes to enter on the eastern third of the board. However, given that they are performing a delaying, they do not want to enter too close to the Russians as they do not want to become decisively engaged too soon in the game.

Scenario #5

This scenario depicts a recon raid. In the Panzerblitz scenario, the Germans are trying to break through the Russian defensive line, get at least seven units off the east edge of the board, bring them back on three turns later, and then exit them off of the west edge of the board before the end of the game. The Russians must prevent this from happening. Unfortunately, this task can not be duplicated in East Front, given the current scenario structure. So I must provide an alternate victory condition. I have given the Germans a series of objectives to capture, supposedly to provide a way back for the units which would have exited off the east edge and then come back on three turns later in the Panzerblitz version. In addition, I provided exit hexes for the Germans so that they can at least start their recon raid in the course of the scenario. I have the Germans set up around the town of Opustoschenia but this is not meant to be their starting set up. Instead the German player is encouraged to set up his units anywhere on the southern third of the board (from hexline --,20 on south) before the beginning of the game. While such a small kampfgruppe would only require one headquarters unit, the requirement for three CPs in the Panzerblitz version requires that I have three headquarter units. Again the german dismounted mortars were exchanged for the self-propelled variety.

The Russians are set up between hexlines --,10 and --,19. With four minefields and six blocks they have adequate means to block all of the major routes to the north side of the board. However, they have no fortifications so they have to make do with Improved Positions. Their transport vehicles are dedicated to the artillery so the only mobile force that they have is the SU-76 regiment. However they are not lock into position and thus can slowly shift units to block the German attempts to break through.

The only variation in this scenario is the Russian set up, given the constraints in its location on the board. The Germans already have variation in their free set up prior to the beginning of the game.

Scenario #6

In Scenario #6 we have a German mobile defense in position. Although the Russians are the nominal attackers, it is the Germans who move first in this scenario. This is because they start in the middle section of the board and must move to their first delaying positions and set up before the Russians get to them. Although the Germans may set up anywhere between Hexrows 32 and 64, I have them set up near Hexrow 64 to give them the minimal amount of distance to go to their first delaying positions. I had to make some substitutions in the German order of battle. In the Panzerblitz scenario the Germans have a JgdPz IV/L70 unit. Since this vehicle was not available in November of 1943 I replace it with Nashorn tank destroyers in East Front II. As this is a mobile force, I replaced the 20mm (4) AA unit is the Panzerblitz scenario with an Sd Kfz 7/1 unit in East Front II. Although the scenario requires only one CP unit for the Germans, which is what the regimental HQ represents, I have a second one for the artillery as the two SPA units are in the same battalion.

The Russian must set up within ten hexes of the east side of the board. I have them set up so they will move along two axis of advance, one along the road and one along the southern edge through some hills and woods until it meets the road along the southern edge. In the Panzerblitz scenario, the victory conditions are based on units destroyed on both sides and how many units the Russians get on Board 3 at the end of the game. Again the unit destruction is built right into the East Front II system but I had to change the Russian victory conditions to capturing objective hexes across the board and exiting off of the west edge of the board through the exit hexes.

About the only variations possible are changing the set ups for each side, providing both sides stay with in their set up areas.

Scenario #7

In this scenario we have a meeting engagement from a road march from both sides. In the Panzerblitz scenario both sides enter along the central road from opposite sides in a march formation, that is one counter per hex moving along at a speed of 12 hexes per

turn. It takes a few turns for both sides to bring their entire forces on the map in this fashion. The two forces meet in the middle, usually on top of Hill 132, and the battle begins on Turn 3. In East Front II this can only be partially duplicated. I have each sides force entering on the central road, the Russians on Hex 16,0 and the Germans on Hex 16,30. The units keep entering on those two single hexes until their starting Action Points are 0, at which point I stop and then start the process all over again on the next turn. It takes the Germans two turns to bring their entire force on board but it takes the Russains five turns for theirs. However this can not keep them on the road until both sides meet in the middle. This is the best that can be done using the East Front II system.

I had to make some unit substitutions for both sides in this scenario. On the German side there is an Sd Kfz 234/4 armored car unit in the Panzerblitz scenario. Since this armored car was not available at this time I substituted PSW 233 armored cars them. On the Russian side there are six T-34/85 units in the Panzerblitz scenario. Since this tank was not available at this time I traded that tank brigade for three tank regiments, one equipped with the KV-1c tank, one equipped with the KV-1s tank, and one equipped with the KV-85 tank.

In the Panzerblitz scenario the victory conditions are based on the ratio of the number of opposing units on Board 2 at the end of the game. This can not be exactly duplicated in East Front II so I established a number of objective hexes in the middle of the board. As the Germans move first, thus becoming the aggressor in this meeting engagement, the objective hexes start the game in Russian control. These, along with the victory points for unit destruction, will make a nice analog for the victory conditions in the Panzerblitz scenario.

About the only variation in this scenario is the changing of the order of appearance of units as they enter the map. Both sides are still restricted to their single entrance hexes.

Scenario #8

Scenario 8 is listed as a Russian organized defense in Panzerblitz, but in East Front II it is classified as a pocket breakout. Both terms are equally applicable. The Russians are set up on the middle third of the board, between hexlines --,10 and --,20, with a couple overflows to hexline --,21. The Russians in the Panzerblitz scenario have six blocks, ten 2-1 minefields, and eight fortification counters. The blocks and minefields translate easy enough, but the fortifications are subject to interpretation. In my version I used six trenches and two bunkers. Every thing else is set up in improved positions as befitting a defense line. Although the Panzerblitz version calls for two CPs, there are plenty of HQ units in the East Front II version for fulfill their function. For unit substitution, I replaced the six 76.2mm ATG units in Panzerblitz with six 76.2mm Field Gun units to beef up the artillery.

The German set up as seen on the board is not meant to be their starting positions in the game, but as in Scenario 5, it is meant to be a convenient holding position for them.

Before the game begins the German player may set them anywhere in the upper third of the board, between hexlines --,0 and --,9. The Panzerblitz version calls for three CPs but there are more than enough HQ units in the German O.B. to fulfill their function. On the unit substitution matter I replaced the two 81mm mortar units in Panzerblitz with three Sd Kfz 251/2 units and a dismounted 81mm section.

   The victory conditions in the Panzerblitz version calls for enemy unit destruction for the Russians versus units exited off of the west edge of the board for the Germans. Both of these were easily duplicated in the East Front II scenario. I even gave the Germans three objective hexes to capture on the bottom third of the board to compensate for the difficulty they will have in getting enough units off the board to win.

   The German variations are already built in with their free set up at the beginning of the game. The Russians may vary their starting set up as long as they stay within their set up area. The Russians could convert the six 76,2mm Field Gun units to 76.2mm AT Gun units as a variation.

Scenario #9

   This scenario was previously done by two authors. One was a recreation of the scenario and the other was the recreation of the actual battle that the scenario is based on. The recreation of the actual battle is pretty good, but the recreation of the scenario is only fair. The scenario is a German infantry blocking action against a Russian mobile force. The Germans are set up in the middle third of the board in the Panzerblitz version. I extended their set up area to include the bottom two thirds of the board. This is to compensate for their difficulty in defending the middle third of the board with what they have (I gave them more depth). The Germans only have six blocks and three level 2 minefields, just like they have in the game. The Russians enter on the east side of the board, just like they do in Panzerblitz. I have them coming in on the middle of the east edge.

   The victory conditions in Panzerblitz are based on unit destruction on both sides. However, there is a clause that says that any Russian unit on the board at the end of the game is considered to be destroyed for German victory conditions. This can not be duplicated in East Front II. Thus I gave the Russian an exit hex that they must exit units off of for victory points. Because it is easy for the Russians to avoid the Germans if they want to I gave them high victory point requirements for minor and major victories as they will get the majority of their points exiting units off of the board.

   For variety the Germans could alter their set up, even trying to defend the Russian exit hex on the west side of the board which they could quite easily do. The Russians can only alter the locations that their units enter on the east side of the board.

Scenario #10

Ah, the great battle of Prokhorovka. There have been at least four versions done on this battle for East Front II. One was the one that came with the game. Another was the more realistic one that I did for East Front II. Both of these are recreations of the historical battle. Another scenario is based on the old historical assumptions of the battle that were believed by historians for decades after the war, which were rather fanciful as it turns out. The fourth is the recreation of the Panzerblitz scenario, which was not bad, although it had some errors. Now here is my recreation of the Panzerblitz scenario.

The Russians are set up on the board, with the 818th Anti-Tank Regiment set up south of Hexrow 64 and the 18th Tank Corps set up north of Hexrow 32. The 818th is set up with 76,2mm anti-tank gun units set up in improved positions. This is to give them a slightly better chance of survival. The trucks are set up on the road, mostly as blocking units but their effect is minimal. The whole 18th Tank Corps is fixed in place until the beginning of the Turn 6 when it becomes unfixed. This is to duplicate the clause in the Panzerblitz scenario that they can not enter the middle board until after the Germans first enter it. There have been some unit substitutions for the Russians. The SU-85's in Panzerblitz were replaced by SU-122's. The T-34/85's which were used in Panzerblitz to fill out the T-34c's are now all T-34/M43's like the rest of the T-34's. The Recon units represent a motorcycle battalion so I mounted two of the companies on motorcycles, while the last is mounted on trucks.

The Germans enter on the south edge of the board. The only unit substitutions I did more them was trade the dismounted 81mm mortars for Sd Kfz 251/2 units.

The victory conditions in the Panzerblitz version are based enemy unit destruction for the Germans and on the number of friendly units on the middle board for the Russians. Unit destruction is a natural part of East Front II but for the other condition I had to substitute objective hexes in the middle part of the board. They start the game under Russian control, given the Russians a reason to come on the board and defend them and Germans a reason to go after them.

Not much variation in this one except for changing the set up arrangement for the Russians (remember that the 18th Tank Corps is fixed in place until Turn 6) and the entrance arrangement for the Germans.

Scenario #11

This scenario depicts a German attack on an unorganized Russian defense. Unorganized in this case means that they do not have any fortifications, blocks, or minefields. But they still have their improved positions. They set up in the middle third of the board, between hexlines --,10 and --,20, will a little overflow into hexline --,9. It is still a strong defense though.

The Germans enter on the west side of the board. I made substitutions of the dismounted 81mm mortars with Sd Kfz 251/2's, as this force is a mechanized one.

The victory conditions in the Panzerblitz version require that the Germans clear a three hex wide corridor from the east side to the west side by the end of the game. This is not directly duplicable in East Front II, so I set up a series of objectives for the Germans to take in the middle and eastern two thirds of the board.

The only variations are in the set up of the Russian force and in the order of appearance of the German force.

Scenario #12

This scenario depicts a Russian infantry assault against a German infantry-artillery position. The Germans set up in the middle and western two thirds of the board, west of hexline --,10. In the Panzerblitz scenario the Germans are given eight blocks, eleven minefields, and eight fortification counters. In East Front this translated to eight blocks, eleven level 2 minefields, and eight bunkers, with the rest of the German units getting improved positions. The Panzerblitz version gives the Germans three CP's, but there are more than enough HQ units in the East Front II version to fulfill that function. The Panzerblitz version gives the Germans three Wespe and two Hummel units which can not move during the whole game. These were supposed to represent the infantry division's remaining divisional artillery. I replaced them with three battalions of 105mm howitzers and one battalion of 150mm howitzers, for a total of 30 howitzers.

The Russian force comprises of elements of two rifle divisions, one regular and one Guards. The force is set up on the eastern third of the mapboard, east of hexline --,10. The regular rifle divisions sets up in the southern half of their set up area and the Guards division sets up in northern half. I made only one set of unit substitutions for the Russians. The six 76.2mm ATG counters that they get in Panzerblitz I traded for six 76.2mm Field Guns. The ATGs were of little value in an assault against infantry so I made them into artillery.

The victory conditions in the Panzerblitz version require that the Russians get units on Board 1 and that the Germans destroy enemy units. For the Germans this was easily duplicated as unit destruction is natural part of the East Front II victory point system. For the Russian victory condition I gave them a series of objective hexes to capture on the middle and western thirds of the board.

The most obvious variations are in the set up of both sides. The Germans may want to trade some of the bunkers for some trenches which are allowable substitutes for fortifications.

Conclusion

We have gone over the twelve scenarios which I have created in honor of the twelve original situations in Panzerblitz. Although I have made several suggestions for variations, players should feel free to experiment with their own variations. The scenarios are not locked so go ahead at your leasure. Enjoy the scenarios.