DESIGN NOTES FOR SCENARIOS OF ODE TO PANZERBLITZ II
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Due to success of "Ode to Panzerblitz" it only seemed natural that I continue this work on converting the old Panzerblitz scenarios. Thus I worked on the next set of scenarios, #14-25, which were originally published in the General Vol. 11, #4, and then later republished in the Wargamer's Guide to Panzerblitz. These were so popular back when they came out that they were considered to be the second "official" scenarios for the game. Yet for all of their popularity, only one of these scenarios has been converted into an East Front II scenario. Now this is about to change.

The scenarios presented here are converted to the same standard as those of the original "Ode to Panzerblitz". Thus I shall not repeat the design notes for the system as the original article about them is equally applicable. As before these design notes will deal with the set up and construct of the scenarios. Variables such as environmental conditions, morale, changing the order of battle for one or both sides, I leave to the judgment of the individual players.

Scenario #14

This scenario is a rear area raid. Although this sounds like Scenario #5, in Scenario #5 the action simulates breaking through enemy lines and getting off the board in order to go conduct the raid (which is off the board). Scenario #14 actually depicts the rear area raid itself. The Russian set up is more or less written in stone with two groups on the board, one on top of Hill 132 set up in and around Bednost, and the other force set in and around the town of Golod to the north. The majority of the Russian force is off the board, coming on as reinforcements on the east side of the board on Turn 1. The German set up, on the other hand is not written stone. The Germans set up on hex lines --,20 and --,21. I had to change a few units. In the Panzerblitz scenario the Russians had SU-100's. However these were not yet available at the time of the scenario so I substituted JSU-122's for them. On the German side the Sd Kfz 234/4 armored car was not available yet so I substituted Sd Kfz 234/3 armored cars for them.

The victory conditions in the Panzerblitz scenario are based on pure unit destruction, with the Russians getting double points for each unit destroyed. This was easy to duplicate in East Front. One will notice that there are no objective or exit hexes in this scenario, this is intentional. The Russian Army HQ unit and the General are fixed in place. This is as they are in Panzerblitz. A smart German player will not fire at the hex that they are in until he is assured of their destruction in one shot.

The only variations in the set up are of where the German set up in their set up area and the altering the entrance hexes of the Russian reinforcements. The on-board Russian units may be switched around within their individual set up areas, save for the Army HQ and the General.

Scenario #15

   Scenario #15 is another rear area raid, only this time by the Russians. This scenario was done once before for East Front II by William Velovich. However, it contained some errors in the map and OB. The German set up in the Panzerblitz scenario is pretty much set, the units are stuck in the towns where they are set up in. The rest of the German force comes in as reinforcements on the south and east side of the board on Turns 1, 2, and 3. The Russians have minimal on board forces at the start, with one partisan and one wagon each set up near five of the seven towns on the board, with the rest of the force coming in from the north side of the board on Turn 1. That is pretty much how I got it in the East Front II version. I had to make a lot of unit substitutions. On the Russian side I traded the KV-85s (which did not exist yet) for KV-1s, Recon companies for Partisan platoons (which are what the Recon units represent in this case) and Rifle units for Parachute Rifle units. On the German side I traded the Sd Kfz 234/1 armored cars for Sd Kfz 231/8 armored cars, the Marders TDs for PzJg 47 TDs, the SG IIIg's for SG IIIb's, the Pz IVh's for Pz IIIh's and Pz IVe's, the 20mm(4) AA unit and truck (with the tanks) for an Sd Kfz 7/1 SPAA, the security units and trucks for motorcycle units, and the Wespe unit for 105mm Howitzer units with Prime Movers.

   The victory conditions in the Panzerblitz game call for the capture of the CP unit in Opustoschenia by the Russians, plus unit destruction for both sides. In addition, the Russian must exit units off the south side of the board by the end of the game. Any Russian units left on the board are considered to be destroyed for victory point purposes. These victory conditions were relatively easy to duplicate for the most part in East Front II. Unit destruction is a natural part of the computer game and I set up a series of exit hexes for the Russians on the south edge of the board. However the supply base, in this case being the division headquarters, can not be captured in the game, so I fixed it in place, along with the division commander in the same hex, to insure a large amount of victory points for their destruction. Since Russian units left of the board do not give the Germans any victory points in the computer game, I instead put a German controlled objective hex in each of the seven towns on the board, giving both sides something to fight for to the end of the game.

   About the only variations possible are in the set up of both sides' units on the board. In the Panzerblitz version, the German force at Grabyosh can also be set up in either Adski or Golod. The same can be applied in East Front II. The Russian partisans units may switch around which towns they want to set up next to, but no more than one partisan ans one wagon next to a town. The Russian player can alter the entry hexes of his Russian reinforcements that come in on Turn 1, but all must come in on the north side.

Scenario #16

Scenario #16 is the hypothetical depiction of a massive armored attack. The Germans are the attackers and being off the board, enter on the west side of the board on Turn 1. The Russian set up anywhere east of hex line --.21. The majority of the defensive set up is on the middle third of the board. Because the defense is assumed to be hasty, there are no defensive minefields, trenches, bunkers, or pillboxes. All the Russians have are improved positions. I made one unit substitution for the Russians. The six 76.2mm ATG units that they have in the Panzerblitz scenario I exchanged for six 76.2mm Field Gun units in East Front II. (At this period of the war, the Russian tank corps had a light artillery battalion which could be used either as an artillery or anti-tank unit. Given the Russian lack of artillery in the Panzerblitz scenario I decided to give them some in the East Front version.) The German force is a massive SS Panzer Division at nearly full strength. I had to make a few some unit substitutions for the Germans. I exchanged the two 20mm(4) AA units and two halftracks for two Sd Kfz 7/1 SPAA units, the Sd Kfz 234/4 armored cars for Sd Kfz 234/3 armored cars, and the JdgPz VI (which was not available yet) for some Stuh Pz IV's.

The victory conditions in the Panzerblitz version are point based. The Germans get victory points for units exited off of the east side of the board and the Russians get victory points of every unit they have on the main road traversing the board from the east to the west side. I gave the Germans an exit hex on the east edge of the board. However I gave the Russian five objective hexes in the five towns that they control to replace the road control requirement. In addition, both sides will get victory points for enemy unit destruction as is norm for East Front II.

The only variations possible are in the set up for the Russians and in the entry hexes for the Germans.

Scenario #17

Scenario #17 depicts a pocketing action. In the scenario, a German reconnaissance battalion is trying to avoid from being encircled by various Russian forces. In addition, part of the German force must hold open a corridor so that other part can escape. The scenario beings with no one set up on the board. The German enter first on the east edge of the board with their whole force on Turn 1. The Russians have two forces entering on Turn 1, one from the north edge, and one from the south edge. These forces have to cut off the Germans from their exit hexes, of which there are five. On the Turn 2 the rest of the Russian forces enter from three different directions. I only had to make two unit substitutions in this scenario. Two of the Russian Recon units which enter on the south edge of the board on Turn 1 in the Panzerblitz version I converted into motorcycle units for East Front II.

The victory conditions in the Panzerblitz version are based solely on the number of units that the Germans exit off the western third of the board. I duplicated this by establishing five exit hexes, on roads, on the western third of the board. There are no objective hexes as the German player ultimate goal is getting away, not defending a piece

of ground. Of course, unit elimination will also play a part in the East Front II version of this scenario.

There really is not much variation on this one. The entry hexes were established to give each force the best chance of getting the most distance on the board, regardless of whether it is running away or in pursuit. About the only changes I see is the order of unit entry for each force, depending on the individual player's preferences.

Scenario #18

This is a hypothetical scenario depicting a combined Russian offensive during the summer of 1944. The Germans are set up west of Bolshaya Dorora 61 (the north-south road running down the middle of the board). The Russians have four forces, the main Guards infantry force set up east of Bolshaya Dorora 61, and three off board armored forces, each of which enter on one of the three east-west roads on the board on Turn 1. In the Panzerblitz version of this scenario, the Russians are restricted in the movement of their units. Units that set up or entered on one board section are restricted to that board section, at least as far as movement is concerned. They can however freely fire at targets on other board sections. The scenario was an interesting study in unit maneuver boundaries. The Germans on the other hand could freely move or fire on any board section that they wanted. In the East Front II version the Russians have no movement restrictions (unless the Russian player voluntarily enforced them), thus they can mass in a few turns and overwhelm the Germans in one sector of the board. I only had to make one unit substitution. The Jgd Pz VI unit in the Panzerblitz version was replaced by Stu Pz IVs in East Front II. (The Jgd Pz VI unit gets used as an assault gun a lot in Panzerblitz.)

The victory conditions were based on unit elimination and on Russian unit exited off the west edge of the board. These were easily duplicated in the East Front II version. The Russians have six exit hexes on the west side of the board. There are no objective hexes on the board as holding terrain was not a prerequisite for victory.

The possible variations come with how each side is set up on the board. While the specific area where each side may set up is set, players are free to alter their respective set ups to their desires. The off the board Russian forces' entry hexes are unchangeable but once on the board the Russian player can move them where they want.

Scenario #19: The Mini-Scenarios

Scenario #19 is actually three small scenarios, each independent of the other two. Each will be described separately.

Scenario #19a: This scenario depicts an escorted convoy traveling through partisan controlled territory. The Russians are set up on the board along the main east-west road. The Germans enter on the east side of the board. There were some unit substitutions in

this scenario. On the Russian side, the Recon units in Panzerblitz were replaced by partisans in East Front II. On the German side, the Lynz unit was replaced by a Pz IIf platoon and the Security units were replaced by regular panzergrenadier units. In the Panzerblitz version, the victory conditions depend on the Germans getting all five truck units off of the west side of the board. In the East Front II version, these were replaced by unit elimination and by exiting any unit off of the west side of the board through one or both exit hexes on the west edge. The Germans have two choices, either use the road all the way across the board or use it halfway and go the rest of the way cross-country. With eight turns in the scenario the Germans have enough time to get their force to the west edge by either method. However, the Russians can use their wagons to transport the partisans to block the German from exiting enough units from the board in time. The only variation possible is where the Russian player chooses to set up his forces on the board.

Scenario #19b: This scenario depicts a fight for a village crossroads. The Germans are set up on the board in improved positions in the village of Bednost. The Russians enter from the north side of the board. There were few unit substitutions. The Germans have one Rifle and two SMG platoons in the Panzerblitz version, but in the East Front II version I gave them three rifle and two machine gun platoons. The German mortar unit in the East Front II version may seem small compared to the unit in Panzerblitz, but this is a company size unit defending the town and thus only had a mortar section, not a whole platoon as the Panzerblitz version would suggest. The victory conditions in the Panzerblitz version require the Russians to control at least two hexes of Bednost at the end of the game. In the East Front II version I put objective hexes in each hex of Bednost thus giving the Russians a reason to capture them. These, plus unit elimination, round out the victory points in the scenario. For variations the Germans can change the arrangement within their village of Bednost and the Russians can change which side of the board that they come in on. However, with six turns in the game, the Russians had best come in on the north, west, or south side of the board in order to maximize their limited time available.

Scenario #19c: This scenario depicts the escape of a Russian motorcycle battalion from encircling mechanized German forces. The Russian recon unit, in this case a motorcycle battalion, is set up in the village of Grabyosh. The German force, in this case a motorized infantry company, supported by light tank and anti-tank elements, enters on the east side of the board. For unit substitutions I traded the German mortar unit in Panzerblitz for a Sd Kfz 251/2 section and the Lynz unit for a Pz IIf platoon. As I said before, I made the Russian recon force into a motorcycle battalion. One will notice that I am using M-3A1 Scout Cars instead of halftracks for the Russians. East Front II does not have halftrack units for the Russians in any year, so I am force to use scout cars in their place and players will see this more in later scenarios. The victory conditions in the Panzerblitz version require the Russians to exit their units off of the west side of the board and the Germans to destroy Russian units for victory points. In the East Front II version I put two exit hexes on the west side of the board for the Russians and of course both sides have unit elimination. There is not much room for variation, just rearranging the Russian set up in Grabyosh and changing the entry hexes on the east side of the board for the Germans.

Scenario #20

Scenario #20 depicts a hypothetical screening action by a German reconnaissance battalion against lead elements of an advancing Russian tank corps. The Germans must delay the Russians and prevent them from exiting off of the west side of the board with out becoming decisively engaged. Although the Panzerblitz version is set sometime in 1944, I set the month at July, in the middle of Operation Bagration. The Germans are set up west of hexrow 88,-- and the Russians are set up east of it. There are no reinforcements for either side (in other words, a come-as-you-are type battle). I had to do some unit substitutions for the Germans. I traded the Sd Kfz 234/4 armored car unit in Panzerblitz for two Sd Kfz 234/3 armored car platoons which were available at the time. I also traded in the mortar unit for three Sd Kfz 251/2 SPM sections in East Front II.

In the Panzerblitz version, the victory conditions give victory points for Russian units exited off of the west side of the board and for eliminated enemy units for both sides. This was easily duplicated in the East Front II version. There are no objective hexes to capture or hold and only two Russian exit hexes on the west side of the board. With twelve turns, the Germans will have a tough time keeping the Russians from getting to the west side of the board while keeping their own casualties below those of the Russians.

The only possible variations are the set up of both sides in their respective areas. The Germans have far more space to set up a defense in depth than what I have for them, but the Russians are pretty limited as they are primarily offensive in set up.

Scenario #21

This scenario depicts a panzer division in defense. A reduce strength panzer division must stop an advancing tank corps from capturing key towns on the map. The Germans are set up on the board west of hex line --,10, with most of there units in the middle section on the board. Because this defense was historically set up in a hurry, there are no defensive works for the Germans except the improved positions. The Russians enter on the east side of the board on Turn 1. The only unit substitutions on the German side are the 81mm Mortar unit in Panzerblitz being traded for three Sd Kfz 251/2 sections and the two 20mm AA units being traded for two Sd Kfz 10/4 platoons in the East Front II version. For the Russians, the halftracks were traded for scout cars.

The victory conditions in the Panzerblitz version requires that the Russians capture and hold the towns of Bednost and Opustoschenia for victory points by the end of the game, plus the usual unit elimination for both sides. I placed objective hexes in each of the town hexes of the two towns. This plus the automatic unit elimination victory points neatly duplicates the victory conditions in the East Front II version. The Russians have a big force but have only ten turns to accomplish their objectives. The German force is also of sufficient size to contest the Russians for the towns and could probably keep them to a draw in victory points.

The only variations are in the German set up and in the Russian order of entry of their units on Turn 1. The Russians may also want to change their entry hexes to maximize getting the most units forward the fastest.

Scenario #22

Scenario #22 depicts the defense of an installation. The Germans may set up anywhere on the board but I have most of them concentrated in the middle section. The Russians enter on the east side of the board. Again because historically this was a hasty defense, the Germans get no defensive works except improved positions. I only made a few sets of unit substitutions, I converted a couple of Russian recon and truck units into motorcycle units and for the Germans I traded in the SMG platoons for more rifle and MG platoons.

The victory conditions in the Panzerblitz version require the Russians to either take the whole town of Bednost or have units on the two roads going from Bednost of the west edge of the middle section of the board. The Germans win by preventing the Russian victory conditions. I was able to duplicate the first part of the Russian victory conditions by placing objective hexes in each town hex of Bednost. The second part I substituted two exit hexes for the Russians on the roads in question. While the Germans can not necessarily prevent the Russian victory conditions, they can make up for it by unit elimination which both sides also have in the East Front version.

Because the Germans can set up anywhere on the board, a myriad of set up variations are possible, not just the one I chose. The Russians for their part can alter the entry hexes and the order of entry for their forces. The Russians must keep in mind though that they have a ten turn limit to achieve their objectives.

Scenario #23

Scenario #23 is listed as a meeting engagement in the Panzerblitz version of the scenario, but in reality it is a pocket breakout. The Germans are set on the board while not being subject to limitations as to which part they may set up on. Being the defender, the Germans of course get their improved positions. The Russians have two forces, one which enters on the east side of the board (the relieving force) and one which enters on the west side of the board (the encircled force). Both forces enter on Turn 1. There were a number of unit substitutions in this scenario. On the German side I traded the three 81mm mortar units from Panzerblitz for three Sd Kfz 251/2 sections and six 81mm mortar sections. I also traded the three SMG platoons for some more panzergrenadier and MG platoons. On the Russian side I traded the SU-100 unit for JSU-122 units as the SU-100 was not available yet. The seven halftrack units were traded for scout cars. Players will notice that the Russian mechanized infantry battalions of the eastern force are riding in scout cars instead of trucks. This reflects the fact that towards the latter part of the war, the Russians were seeing the value of having halftrack equipped units and were using

captured German halftracks to equip them. Since East Front II does not have captured equipment for any side, except in a few rare cases such as with the Finns, I have to use the scout cars as make shift halftracks for the Russians.

The victory conditions in the Panzerblitz version require that the Russians have a three hex wide corridor from the east to the west side of the board at the end of the game. The Germans must have the same width corridor, only from the north to the south side of the board at the end of the game. Since the corridor requirement can not be duplicated in East Front II, I replaced them with seven objective hexes, one in each town on the board. In addition, unit elimination will give both sides a lot of victory points as this scenario tends to get as wild as its historical counterpart.

Because the Germans can set up anywhere on the board, there are a variety of set ups that they can use. The Russians on their part can vary the entry hexes and unit order of entry for each force on their respective sides of the board. This is one of the better scenarios, not only in the Panzerblitz game, but in East Front II as well.

Scenario #24

This scenario depicts a Soviet assault upon fortifications. Both sides start the game set up on the board, there are no reinforcements for either side. The Russians, who are the aggressor in this scenario, are set up east of the road starting in hex 0,7 and ending in hex 33,2. The Germans may set up anywhere else on the board with the exception of a small force which must set up in Bednost. The Germans receive eight minefields and eight fortification counters in the Panzerblitz version of the game. In the East Front II version they receive eight level two minefields, five pillboxes, and three bunkers. (Because the scenario is happening around the outer defenses of Sevastopol, pill boxes would be normal for such a heavily defended city.) All of the other German units not set up in these defensive positions must rely on the tried and true improved position. For unit substitutions, I replaced the German Jagd Tiger unit from Panzerblitz with three Stu Pz IV sections in East Front II. These plus the usual rifle and the extra MG platoons replacing the SMG units and 81mm Mortar sections replacing the mortar platoons at a 3 to 1 ratio from Panzerblitz. For the Russians, I exchanged the six 76.2mm ATG units for six 76.2mm Field Gun batteries. (Since the Russians already have a preponderance of anti-tank weapons, I thought that some artillery would be in order. Also the scout cars replaced the halftracks.

The victory conditions in the Panzerblitz version require that the Russians have units on the hilltop hexes of hills 132 and 129 at the end of the game. These give the Russians their only victory points. The Germans receive victory points for having units in the hilltop hexes of those hills, but at five times the rate that the Russians do. In the East Front II version I put objective hexes in the western most hilltop hexes of both of these hills as these hexes are supposed to be ideal positions for direct fire on the city of Sevastopol. Of course, both sides also receive victory points for unit elimination as is normal in East Front II.

Obviously the variations come in the each sides set up before the beginning of the game. Of course the Germans have far more leeway as they have a far bigger area to set up in. The Russians are very restricted in set up space and have to make sue with what they have. The twelve game turns gives the Russians ample time to capture most of the objective hexes unless the Germans have a very superior set up.

Scenario #25

This scenario is a blocking action with a twist. The defending Germans must enter the board and set up a defense while the Russians are moving up themselves. Because of this, the resulting battle more takes on the aspect of a meeting engagement than a blocking action. As I implied before, both sides enter the board, the Germans on the west side, and the Russians on the east side, on Turn 1. For unit substitutions I did the usual switches for the Germans in that they got panzergrenadier and some extra machine gun units for their SMG platoons in Panzerblitz. For the Russians I traded in the halftracks for four companies of scout cars and a set of tractors (which takes two halftrack units) for the heavy artillery.

The victory conditions for the Panzerblitz version of this scenario require the Russians to exit off of the west side of the board, plus unit elimination for both sides. I placed an exit hex for the Russians on the west side of the board and unit elimination is, as we know, a natural part of East Front II. In truth, the Russians will probably not exit very many units as this game will be decided purely by the victory points scored for eliminated units.

The only variations possible are the entry hexes for both sides and the order of entry for the unit involved.

Conclusion

I have converted the next twelve scenarios in the Avalon Hill's collection of the Panzerblitz scenarios from the General Magazine into the East Front II format, Future conversions of more scenarios will depend on the popularity of these and the previous twelve scenarios which I did. Until then, enjoy the scenarios.