

UP THE VALLEY DESIGN NOTES

By
Alan R. Arvold

Up the Valley was originally a Panzerblitz scenario created by Barrie McTaggart. It is found on the Imaginative Strategist website. I placed his name instead of mine in the Designer's Box as a tribute to his brilliant design and do to the fact that I only converted it to East Front. Although the scenario was originally designated as a hypothetical scenario, in truth it is more of a pseudo-historical one, based on a minor engagement which Barrie expanded into a full fledged one. Although the scenario description is more or less correct, on the 22nd of December 1942, the German 6th Panzer Division actually sent elements of their reconnaissance battalion back up the valley, which upon finding that the Russian defense had been reinforced during the night, cancelled the planned attack. Because it is a Panzerblitz scenario, it has been converted to the same standards as the other Panzerblitz scenarios posted on Games Depot.

For those who want to play the scenario with realistic environmental and visibility conditions, I recommend Snow for Ground, Normal for Water, Barren for Trees, None for Fields, and 12 Hexes for maximum visibility.