

Retroblitz Tank Leader Scenarios

Release 0.0.5

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General comments

This file describes how to play Panzerblitz scenarios with West End Games' East Front Tank Leader.

Note that the number of German armor units in each scenario has hardly changed, while the number of Russian armor units often increases. This is a natural result of switching from the *Panzerblitz* way of modeling (giving the Russians bigger, low-rated units because of lack of command control rules) to the *Tank Leader* way of modeling (that uses similar sized units but makes C2 differences explicit). Note though that infantry/SMG units in TL companies for the Russians and Italians but platoons for everyone else.

Maps: These scenarios can either be played on the new, dedicated Tank Leader (TL) scale panzerblitz equivalent maps, or on the actual Panzerblitz maps using the Retroblitz Tank Leader (RTL) modifications contained on the RTL charts.

Distance information: All range numbers refer to TL scale. All range numbers in parenthesis refer to RTL scale (i.e., Panzerblitz scale maps).

Game length: Sometimes there is a difference in scenario length. Again, the RTL length is given in parentheses. The difference is due to the fact that in Panzerblitz (and on the Retroblitz maps) infantry moves 60% faster than on the Tank Leader maps. Also, some vehicles move faster in PB than they do in TL given the supposed time scales. As a result, the lengths are generally based on judgment.

Morale and setup: Unless explicitly stated, any units left out of the set up do **not** modify morale. (They are absences due to maintenance or earlier losses, not immediate battle losses.) If scenario instructions specify the addition of units to a formation, and such a unit is subsequently lost, its loss *does* modify morale.

Components: In general matching the *Panzerblitz* setups with EFTL cards has taken priority over using the exact same units (in particular because the Tank Leader cards already attempt to provide a reasonable OOB cross section). If a *Panzerblitz* scenario suggested the use of units that are in WFTL or *Desert Steel*, but not in EFTL, then I have attempted to provide both variants: diverge slightly more from the *Panzerblitz* OOB to stay within the EFTL mix, or vary the OOB to stay within the limits. If units are on the variant countersheet available on my webpage (referred to as RTL counters), this is mentioned.

I have not limited markers to the set of EFTL markers. For example, EFTL contains no bunker or wire markers, but WFTL and *Desert Steel* do, and I have used them where fortifications or blocks occur in the PB scenario. Scrounge any markers from other games. (All you need to know is that bunkers provide a -6 modifier to incoming fire for a single non-vehicle, non-artillery unit. Wire markers double the movement cost of a hex. Neither can be built during the game.)

Double fire: In some scenarios, units are listed as being able to fire twice. This means the counter represents two units due to counterset limitations. After having fired once, the counter gets the Fired modifier for spotting, but for all other purposes counts as not having been activated.

Suggested house rule: When playing with *Desert Steel* rules, Assault guns (e.g., StGIII, Hetzers, JpzV's, SU-76s, SU-152, Archers etc.etc.) should not be able to fire on the move *except* if they only change facing before firing (which then counts as a move for all purposes including opportunity fire). They fire out of their flank with a -4 modifier. Assault guns are marked with an underlined fire value on the RTL countersheet. US tanks should only suffer -1 when firing out of their flank.

TL Scale New Terrain Types

Read this section only if you are playing on the new Tank Leader scale maps I made. If playing on the Panzerblitz maps (original or from the Imaginative Strategist site), all terrain information is included on the reverse side of the Retroblitz Tank Leader chart.

Swamps: Soft cover, no LOS block. 1 MP for non-vehicles, prohibited for vehicles except on roads. No bunkers or entrenchments can be built in swamps.

Streambeds/Gullies: Other terrain in hex to enter or move along the gully. 3 MP for vehicles, 5 MP for trucks to leave gully for normal terrain. No bunkers or entrenchments. LOS into or out of a gully is blocked for units at ground level. For units on slope/hilltop hexes, units in gullies are assumed to be at ground level. No bunkers/entrenchments in streambeds/gullies.

Stream fords: Are clear terrain for all purposes.

PB Scale Map Adjusted Doctrine rules

The rules below convert the Tank Leader doctrine rules to Panzerblitz map scale.

German company doctrine: No units may be more than 3 hexes from any other unit.

Russian company doctrine: All units of the company must be in the same hex or they are separated. Any unit of the company in the hex that is not marked separated

provides a +1 modifier when a unit of the company is fired upon.

Russian battalion doctrine: No company from the battalion may be more than 3 hexes from any other company.

American company doctrine: All units in the same hex.

American Parent formation doctrine: All companies must be w/in 6 hexes of a chosen Battalion central hex.

British Squadron/Battery Doctrine: No units of a Squadron or Battery may be more than 3 hexes away from each other.

All units enter any board from any outer edge. All units must enter through two road hexes on that edge.

Cavalry Special rule: Cavalry moves like non-vehicle units. When firing at cavalry, one should use the anti-vehicle modifiers, but the anti-infantry strength. (This is because cavalry is quite mobile and conversely hard to hide and entrench, but also consists of a large number of individually vulnerable "entities" - you're not going to target them with AP ammo.) All cavalry can spot for mortars of its own formation.

Cavalry dismounting for purists: Cavalry can dismount in which case 2 cavalry units are replaced by an EFTL SMG and rifle unit (roughly corresponding to the cavalry's weapons mix). This counts as the units' move for the turn. (This means, e.g., that if someone gets to fire at the infantry units on that turn they get the +2 modifier for the units having moved.) A wagon counter is placed in the hex to represent the horses being held. It is possible for the cavalry to mount again. (I don't think any scenario lasts long enough to make this worthwhile though.)

Victory conditions: Marginal – 8 or more German units destroyed. Tactical – 12 or more. Decisive – 16 or more. FO units count as 5 units if destroyed.

Note: Here and in the other situations, lost transports (trucks, wagons etc.) *do* count for victory purposes.

Panzerblitz Situation #1

Date: 1944. Game length: 10 turns

German Forces

Card	Comment
121	33rd Bn. Leave out 2 HMG. Use blank counters to mark 3 infantry platoons as Green. (<i>These represent rear area security forces.</i>)
119	9th AT Company. Use <i>all four</i> gun counters (regardless of date), but leave out the infantry.

The Germans also get 4 wagons, 3 bunkers, 8 minefields, 6 wire markers, and can set up entrenched.

All units set up on board 2. One FO unit each must set up in a bunker on hilltops 129 and 132. The third sets up in a bunker on a hilltop at least 3 (5) hexes away from the others. All units can set up entrenched.

Victory conditions: Marginal – 6 or 7 German units destroyed. Tactical – 4 or 5. Decisive – 2 or less.

Russian Forces

Card	Comment
219, 220-223	73 Cav Reg. Replace all infantry/SMG platoons with Cavalry (10 units). Omit all HQ/MG/Obs units.
231	52nd SMG Bn
201, 204/5/8	6th Tank Bn.
226	C/42 SPA company.

The Russians also get 7 wagons.

Panzerblitz Situation #2

Date: 1944. Length: 12 turns. Move: Snow.

German Forces

All German units enter on the south edge of any ONE mapboard on turn 1.

Card	Comment
123	KG Waldheim. Subordinates include 112, 119 and 121 instead of 118, i.e., all German formations are subordinate.
101	A/2 Comp.
122	3/203.
121	33Bn.
119	9th AT Company. Omit 7-1-1 infantry.
5 Trucks, 4 Halftracks (ignore affiliation)	

WFTL owners: Substitute 3 Hetzers for the StG III's.

Victory conditions: Marginal – destroy 10 Russian units. Tactical –20 units. Decisive –30 units.

Russian Forces

The Russians arrive in three groups. Each force moves onto the northern map edge of the board with its number on turn 1. Note that the boards are not arranged in numerical order

Card	Comment
Force 1	
219-222	73 Rifle Regiment. Omit 57mm AT. 1 wagon, 1 truck.
Force 3	
238	62 nd Rifle Brigade.
231	52 th SMG Battalion.
226	C/42 SPA company.
Force 2	
238, 239	62 nd Rifle Brigade. Omit 2x82mm Mrt.
1 Truck.	

Victory conditions: Marginal – have an unsuppressed, unshaken unit (trucks don't count) 20 hexes from the northern mapedge. Tactical – 30 hexes. Decisive – exit unit from south edge. (PB map: on or south of row M; on or south of row S; exit from map).

Balance option 1: Omit 119, 121. Replace KG Waldheim with KG Sturm (102-105, 107, 108). Add a sixth truck.

Balance option 2: Replace 52 with 112 SMG Bn.

Panzerblitz Situation #3

Date: 1941. Game Length: 10 turns.

German Forces

All German units enter on the south edge anywhere on the mapboard on turn 1.

Card	Comment
100	KG Hintze. Subordinates include 110 instead of 111.
110	B/2 Company.
112	C/3 Company. Use the 5-4-3 PzIIIs.
113	HQ/Hintze.
107	C/33 Company.
3 Trucks, 4 Halftracks (ignore affiliation)	

WFTL/RTL owners: Substitute a Halftrack for a truck. Desert Steel owners: replace the 5-4-4 PzIVd of B/2 by 5-4-3 PzIII.

Victory conditions: Clear a path 5(3) hexes wide by the end of turn 10 from the southern to the northern map edge that does not contain a Russian unit or can be fired on by a Russian unit. (Note: Firing also requires being able to spot, i.e., it is insufficient to have a hex in range of an indirect fire capable unit without spotter).

Russian Forces

The Russians set up anywhere on the map.

Card	Comment
220-222	73 Rifle Regiment. Omit 120mm mortars.
228	112 SMG Battalion.
234	AT Company.
3 wagons, 6 trucks.	

Victory conditions: Establish an unbroken line covered by either units or fields of fire from west to east edge of board by end of Turn 10.

Balance option: If this is found to be too hard for the German player, try it with not counting suppressed Russian units for victory.

Panzerblitz Situation #4

Date: 1944. **Game Length:** 10 turns.

German Forces

Enter the north edge of map 2 on turn 1.

Card	Comment
104	KG Sturm (controls 110 instead of 116)
102	HQ/Sturm
110	B/1 Company, omit 2 PzV.
106	B/33 Company.
119	9th AT Company. Omit 7-1-1 infantry
4 Trucks, 1 Halftrack (ignore affiliation)	

WFTL owners: replace the StGIII with 1 JgdPzIV. RTL counter owners: as above, plus add 1xNashorn to HQ/Sturm, omit another Pz V.

Victory conditions: Marginal: Less than 30 Russian units on map 3 at end of game. Tactical: 20 or less. Decisive: 10 or less. *Note: One of the best examples of the true size of a Russian attack in Panzerblitz. Units move more slowly in TL, and there are fewer truck units in the Russian OOB than in PB but more tanks.*

Balance options: (1) use 110 at full strength, (2) use 116 instead of 110.

Russian Forces

Enter from the eastern edge of board 2 on turns 1 or 2.

Card	Comment
200	6 th Tank Brigade
201, 204-5	1 st Battalion, 6 th Tank Brigade
202, 206-7	2 nd Battalion, 6 th Tank Brigade
214	7 th Guards Tank Brigade
235, 232-3	1 st Battalion, 7 th Guards Tank Brigade
236, 229-30	2 nd Battalion, 7 th Guards Tank Brigade
224	A/42 Company
231	52 nd SMG Battalion
237-9	62 nd Rifle Brigade (2 battalions)
234	119 th AT Company
9 trucks.	

Desert Steel/WFTL/RTL owners: Replace 3 trucks with halftracks. RTL counter owners: add 225 (B/42), with 1 SU-152.

Victory conditions: Marginal: Destroy 5 or more German units. Tactical: Destroy 10 or more. Decisive: Destroy 15 or more.

Panzerblitz Situation #5

Date: 10.10.1943. **Game Length:** 30 turns.

German Forces

The Germans set up on map 3, after the Russians.

Card	Comment
104	KG Sturm. Commands all German units.
115	A/1 Pz Company.
118	1 Recon Bn.
102	HQ/Sturm. Add 1x81mm mortar and 3xFO from HQ/33. The Hummel counter uses the Wespe ratings.
116	B/33 Company.
4 trucks, 4 halftracks. Ignore HT affiliation.	

If you own WFTL, Desert Steel, or RTL counters: replace all trucks by halftracks.

Victory conditions: Must get units off the east edge of the board, stay off map for 3 turns, re-enter on hexes they left, and exit west edge of board #3 by turn 30. Marginal victory - 7 units. Tactical victory - 14 units. Decisive victory - 20 units.

Russian Forces

All Russians set up first, on Map #1. All non-vehicle units can start entrenched.

Card	Comment
219-223	73 rd Rifle Rgt. Add another 76.2mm howitzer (take from HQ/62).
226	C/42 nd SP Gun Company.
6 wagons, 2 trucks, 6(4) mines, 10(6) wire markers.	

Victory conditions: Avoid German victory conditions.

Balance options: Add 119 AT Company (234).

Panzerblitz Situation #6

**Date: 28.11.1943. Game Length: 10 turns.
Move: Snow/Mud.**

German Forces

Set up on map 2, after the Russians.

Card	Comment
104	KG Sturm. Commands all German units.
102	HQ/Sturm.
103	A/33 Company. Add 1x81mm from W/33.
114	B/72 Pz Company.
119	9 AT Company.
4 trucks, 2 halftracks. Ignore HT affiliation.	

WFTL/RTL owners: replace the StGIII with 1 JgdPzIV.
WFTL/RTL/Desert Steel owners: replace all trucks by halftracks. RTL counter owners, add Quad 20mm to HQ/Sturm.

Victory conditions: Marginal -destroy as many Russian units as are lost but not 2x as many. Tactical -destroy 2x as many but not 3x as many. Decisive -destroy 3x as many or more.

Russian Forces

Set up first, within 10 hexes of the east edge of map 1.

Card	Comment
200-208, 216-218 6 Tank Brigade.	
214	7 Guards Tank Brigade.
235,232-233 1st Bn, 7 Guards Tank Brigade.	
236,229-230 2nd Bn, 7 Guards Tank Brigade.	
224, 225	A/42, B/42 Comp.
239	1st Bn, 62 Rifle Brigade. Add 1xATG and 1xSMG from 238.
234	119 AT Company..
4 trucks.	

WFTL/RTL/Desert Steel owners: replace 1 truck by 2 halftracks. RTL counter owners: use 2xSU-152 for B/42.

Victory conditions: Marginal - have 12 units on map #3 at game end. Tactical -22 units. Decisive - 32.

Balance options: (1) Pro-German: Add 1x75mm ATG to 119. (2) closer to historical organisation: replace 239 by 231. (3) Pro-Russian: Replace 114 with 115.

Panzerblitz Situation #7

**Date: 23.11.1943. Game Length: 10 turns.
Move: Snow/Mud.**

German Forces

Enter west edge of Map 1 on road by formation, unstacked, infantry loaded, vehicles moving at 4MP along road until within 3 hexes of enemy, at which point units can move normally.

Card	Comment
104	KG Sturm. Commands all German units.
101	A/2 Pz Company
102	HQ/Sturm, add 1 SdKfZ from 118.
103	A/33 Comp. Add 1x120mm from W/33.
111	A/3 Pz Company
114	B/72 Pz Company.
115	A/1 Pz Company
119	9 AT Company, omit infantry.
122	3/203 AT Company
2 trucks, 4 halftracks. Ignore HT affiliation.	

WFTL/RTL owners: replace SdKfZ232 by WFTL Puma counter, replace trucks by Halftracks.

Victory conditions: Marginal – have as many units as the Russians on Map 2 at end of game. Tactical – twice as many units. Decisive – 3 units as many.

Russian Forces

Enter east edge of Map 3 on road by formation, unstacked, infantry loaded, vehicles moving at 4MP along road until within 3 hexes of enemy, at which point units can move normally.

Card	Comment
200-203, 204-208, 216-218 6 Tank Brigade.	
235,232-233	1st Bn, 7 Guards Tank Brigade.
236,229-230	2nd Bn, 7 Guards Tank Brigade.
210-213	Use 1944 counters from 216-218
224	A/42 Comp.
225	B/42 Comp. Units are rated 5-8-11.
239	1st Bn, 62 Rifle Brigade. Add 1xSMG from 238.
234	119 AT Company, remove 1 gun.
4 trucks.	

RTL counter owners: use 2xSU-152 for B/42 (225).

Victory conditions: Marginal - have more units than the Germans on Map 2 at end of game. Tactical – have twice as many units. Decisive – have three times as many units.

Panzerblitz Situation #8

**Date: 16.2.1944. Game Length: 10 turns.
Move: Snow/Mud.**

German Forces

Set up on map 2.

Card	Comment
104	KG Sturm. Commands all German units.
102	HQ/Sturm.
114	B/72 Pz Company.
115	A/1 Pz Company.
121	33 Bn GW38(t)M to HQ/Sturm, replace StuGIII in HQ/Sturm with StuH42
122	3/203 AT Company
8 trucks, 4 halftracks. Ignore HT affiliation.	

WFTL/RTL owners: add 4 halftracks, add 4 to victory levels (24, 32, 40).

Victory conditions: Marginal –get 20 units off west edge of map by end of game. Tactical – 28 units. Decisive – 36 units.

Russian Forces

Set up on map 1. FO’s can only spot for 120mm mortars. All units can start entrenched.

Card	Comment
210-222	73 Rifle Regt. The howitzer can fire twice.
237-239	62 Rifle Brigade. The howitzer has a rating of 10 for anti-infantry fire. It can fire twice.
224	A/42 Comp.
234	119 AT Company.
6 Wire, 15 Mines, 8 Bunkers.	

RTL counter owners: Replace howitzer in 238 by 122mm Howitzer. (All Howitzers can only fire once.)

Victory conditions: Marginal – Destroy 10 or more German units. Tactical – Destroy 15 or more. Decisive – Destroy 20 or more.

Panzerblitz Situation #9

Date: 08/43. Game Length: 15 turns.

German Forces

Set up on map 2. All units can start entrenched.

Card	Comment
103,105,107,108	33Bn.
104	KG Sturm. Commands all German units.
102	HQ/Sturm. Omit StuGIII. The Wespe can fire twice when activated. Both Wespe and Hummel are non-towable non-vehicle units with defense value 2.
119	9 AT Company. Use only two 75mm guns.
2 trucks, 2 wagons, 6 wire, 6 minefields.	

RTL counter owners, replace Wespe/Hummel in 102 with 2x75mm IG, 1x150mmIG.

Victory conditions: Marginal – destroy 8 Russian units. Tactical – 16 units. Decisive – 30 units. All Russian that have not exited through the west edge of Map 1 by the end of the game are considered destroyed.

Russian Forces

Enter on east edge of map 3.

Card	Comment
201,202,204-207	1/6 th Tank Brigade
225	B/42. Units are rated 5-8-11.
226	C/42.
219-223	73 Rifle Regt. Omit 76.2mm howitzer.
234	119 AT Company.
8 Trucks.	

RTL counter owners: use 2xSU-152 for B/42 (225). Desert Steel/WFTL counter owners: replace up to 2 trucks by 3 halftracks each.

Victory conditions: Marginal – Destroy 10 or more German units. Tactical – Destroy 20 or more. Decisive – Destroy 25 or more.

Panzerblitz Situation #10

Date: 12.7.43. **Game Length:** 11 turns.
Visibility: 6 (4).

German Forces

Set up on map 2.

Card	Comment
104	KG Sturm. Commands all German units.
101	A/2 Comp.
102	HQ/Sturm.
103	A/33 Comp. Add 2 81mm Mrt from 108.
105	C/33 Comp. Add 1 81mm Mrt from 108.
114	B/72 Pz Company.
115	A/1 Pz Company.
116	A/91 SS Pz Company.
118	1 Recon Bn. Only use StuG III counters.
119	9 AT Company. Mit 75mm units.
122	3/203 AT Company
3 trucks, 4 halftracks. Ignore HT affiliation.	

WFTL/RTL owners: add up to 7 halftracks, for each 3 halftracks added remove 1 truck. RTL counter owners, replace StuGIIs in 118 (1/Recon) with Marder IIIs.

Victory conditions: Marginal – destroy 10 Russian units. Tactical – 20 units. Decisive – 30 units.

Russian Forces

Group 1 sets up on map 1, Group 2 on map 2. Set up first. May only enter map 3 after a German unit does.

Card	Comment
Group 1 (26 AT Bgde).	
234	119 AT Company. Each gun can fire twice when activated.
Group 2 (18 Tank Corps).	
200-208, 216-218	6 th Tank Brigade.
229-230,232-233,235-236	7 th Guards Tank Brigade.
224	A/42 Comp.
225	B/42 Comp.
228	112 SMG Bn.
231	52 SMG Bn.
4 Trucks with Group 1, 3 Trucks with Group 2.	

RTL counter owners: use 2xSU-152 for B/42 (225). Add 3 AT guns to 119 AT Comp. instead of double fire. Desert Steel/WFTL/RTL counter owners: add 3 trucks.

Victory conditions: Marginal – Destroy 10 or more German units. Tactical – Destroy 20 or more. Decisive – Destroy 30 or more.

Panzerblitz Situation #11

Date: 10.4.44. **Game Length:** 8 turns.

German Forces

Enter from the west edge of map 2.

Card	Comment
104	KG Sturm. Commands all German units.
102	HQ/Sturm. The Wespe can fire twice.
103, 105	A/33, C/33 Company. Add 3 81mm mortars from W/33.
114	B/72 Pz Company.
115	A/1 Pz Company
116	A/91 SS Pz Company.
118	1 Recon (only use StuG III counters)
122	3/203 AT Company
119	9 AT Company. Use only two 75mm guns. 3 trucks.

WFTL/RTL owners: add up to 7 HT, for each 3 HT added remove 1 truck. RTL owners: add 1 GW38(M), 1 Wespe to 122. The Wespe counters can each only fire once.

Victory conditions: clear a corridor free of Russian units 5(3) hexes wide from the west edge of map 2 to the east edge of map 3..

Russian Forces

Set up on map 1.

Card	Comment
203,217,218	3/6 th Tank Brigade
219-222	73 Rifle Regt.
6 Trucks.	

Desert Steel/WFTL/RTL counter owners: use up to 6 halftracks.

Victory conditions: Prevent the Germans from accomplishing their victory condition.

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