

TANK LEADER Scenario 16

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Background

This is an attempt to repeat the classic **Panzerblitz** Situation 13 – a self-balancing, open-ended scenario design, as a scenario for the Tank Leader series. Since all three TL games come with 15 scenarios included, the name “Scenario 16” suggests itself naturally.

The key problem to address in Tank Leader is caused, ironically, by the extraordinary richness of the TL system in explicitly showing the multiple factors (other than hardware) that influenced the performance of WW2 units at the tactical level: command control, doctrine, experience, and morale. All of these are implicitly wrapped into the fixed unit ratings of Panzerblitz. And that is not enough; unlike the Panzerblitz system, that considers individual units like change, the TL system realistically groups them into higher organizations. I have tried to incorporate these into this design process. If necessary.

1. Steps

This section gives an overview of the recommended creation process. The process is naturally more complex than for Panzerblitz, since many more factors are considered in Tank Leader.

1. Choose a date for the scenario.
2. Choose a set number of points for both sides.
3. Choose a set of OOB cards from the card mix according to the date given. Assume that these formations arrive at full strength.
4. Adjust individual values or purchase command cards to adjust as desired. This can include the removal (but not attachment) of individual counters from particular formations.

2. Basic Unit Ratings

The combat value for a unit is computed (as for PB Situation 13) by adding the counter ratings (AV=Anti-Vehicle; AI=Anti-Infantry).

2.1 Tanks, Tank Destroyers, Assault Guns, Armored Cars.

$$AV+Defense+AI+Move+Range$$

E.g., a Panther counter has a value of $12+8+4+6+12=42$.

2.2 Self-propelled artillery. Vehicles capable of indirect fire compute their value in the same fashion, but halve the range.

$$AV+Defense+AI+Move+Range/2$$

2.3 Towed Guns.

$$AV/2+Defense+AI/2+Range/2$$

2.4 Infantry: $AV+Defense+AI+2$

2.5 Trucks and Wagons: $Move / 2$

2.6 Spotting capable units: Add 1.

3. Cards and Unit Groupings

By default, counters cannot be bought individually. Instead, one buys a whole combat formation card, from the set of combat formation cards available for the period selected, and pays the price for the whole set of units on the card. For all cards except one, the number of units on the card must be bought except that one unit (of which more than one must be listed as TOE strength on the card) can be left off. The one (exceptional) card can have the number of units arbitrarily reduced so as to fit into the available point value.

3.1 Command Rating. A “C” rated combat formation card incurs no change in costs. A “B” rated card increases the cost by 20 percent, and “A” rated one by 40. A “D” rated card reduces the cost by 20% and an E rated one by 40. However, if a particular rating does not occur, the multiplier for that rating is not applied (e.g., if there are no B rated units in the scenario, only A rated ones, the A rated ones will be increased by 20% instead of 40).

3.2 Experience. The basic experience is Seasoned. A Veteran unit costs 20% more, a Green unit 20% less.

3.3 Morale. The basic morale is 8. Every increment above increases the cost by 10%; each increment below reduces it by 10%.

3.4 Command Cards. A command or parent card’s cost is a quarter again the commanded formation’s value. Modify again by the quality of the command card.

4. New Cards

3.4 Command Cards. Additional combat formation cards can be created, based on the existing set of cards. The TOE (set of units on the card) must match one of the other cards from the period. At most one of command rating, experience, or morale may be one higher than any card from the period.

5. Setup and Victory Conditions

A scenario lasts 12 turns. Players choose any map configuration (possibly randomly) and then each player sets up his force at one end of the map. Mark each third of the map. Each unit that is on the map at the end of the but not in the player's "home third" counts 1 VP. Units exited via the opponent's "home third" count double.

Note that it is possible to use Panzerblitz or Panzer Leader maps. Just use the terrain effect definitions on the Retroblitz Tank Leader chart. Do not use any of the other modified charts.

Whenever using geomorphic maps (WFTL, Desert Steel, PB, PL) it is an option to place the mapboards randomly.

There are no bunkers, wire markers, or at-start entrenchments.

6. Summary of Card-based modifiers

Command rating

A	+40%
B	+20%
C	0
D	-20%
E	-40%
F	-50%

Experience

Veteran	+20%
Seasoned	0
Green	-20%

Morale

10	+20%
9	+10%
8	0
7	-10%
6	-20%

7. Examples

German

Card 101: A Company, 2 nd Tank Battalion.
1941: $3*(3+4+3+5+8)=69$.
Command B=+20%. Morale 9=+10%.
$69*1.2*1.1=91$.
1942+: $3*(9+6+4+5+9)=99$.
Command B=+20%. Morale 9=+10%.
$99*1.2*1.1=131$.

Card 122: 3 rd Company, 203 AT Bn.
$3*(9+5+3+5+9)=93$. Command D=-20%.
Veteran=+20%. Morale 10=+20%.
$93*0.8*1.2*1.2=107$.

Russian.

Card 204: A Company, 1 st Battalion, 6 th Tank Brigade.
1941: $2*(6+9+4+4+8)=62$. Command E= -40%.
Green=-20%.
$62*0.6*0.8=30$.
1942+: $2*(6+7+3+8+8)=64$. Command E=-40%.
$64*0.6=39$.

Card 239: 1 st Battalion, 62 nd Rifle Brigade
$(2+2+8+2) + 4*(2+1+4+2)+(2+5+2)+(0+0+0+2+1)=$
$14+4*9+9+3=52$.
Command E=-40%. Veteran=+20%.
$52*0.6*1.2=37$.