

PANZER STRIKE: WESTERN FRONT 1 (CENTRAL)

Scenarios

The game Panzer Strike does not aim to represent any particular historical battle, but to simulate any possible tank engagement.

This booklet shows suggestions for initial game setup and detailed scenarios with various game objectives.

Game Setups

This game can be quite engaging even when not playing a specific mission – the objective can be to simply destroy as many enemy tanks, and in that case, the game can end at any moment, with the total Effectiveness of the remaining units determining the winner.

The following five examples show a few possible game setups, and the players are free to modify them or create their own setup.

1. Northwest / Southeast

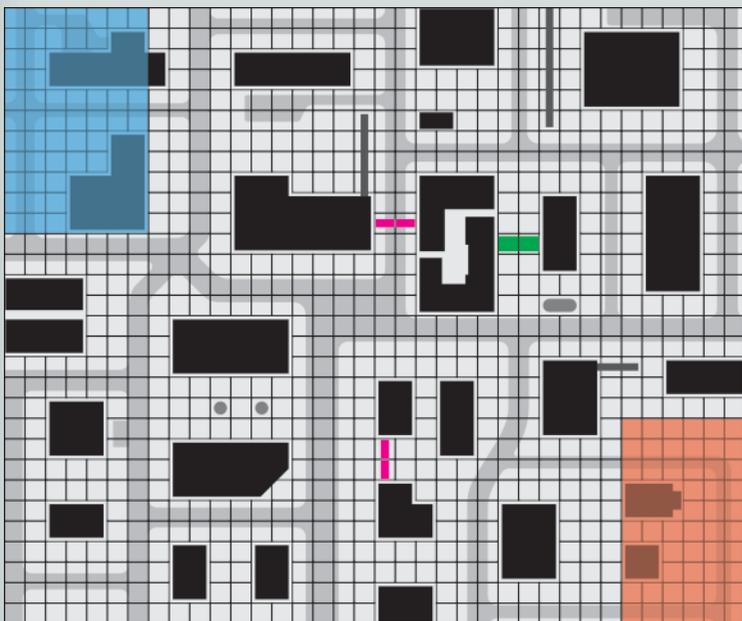
Total Effectiveness per player: **32 pts** (Dynamic rules) / **130 pts** (Core)

Player 1 deployment zone: **D41–A41–A31–D31** (zone bounded by square coordinates, shown in blue)

Player 2 deployment zone: **P51–r51–r60–P60** (shown in red)

High barricades: **J41, j41, J52, J53** (shown in magenta)

Low barricades: **M42, m42** (shown in green)



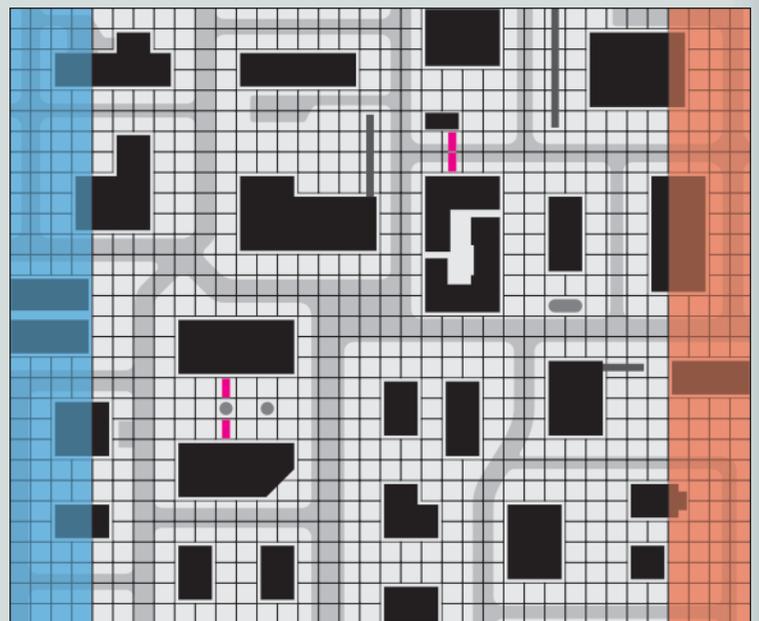
2. West / East

Total Effectiveness per player: **40 pts** (Dynamic) / **160 pts** (Core)

Player 1 deployment zone: **b31–b60–A60–a31** (blue)

Player 2 deployment zone: **Q60–Q31–r31–r60** (red)

High barricades: **F49, F51, k37, k38** (magenta)

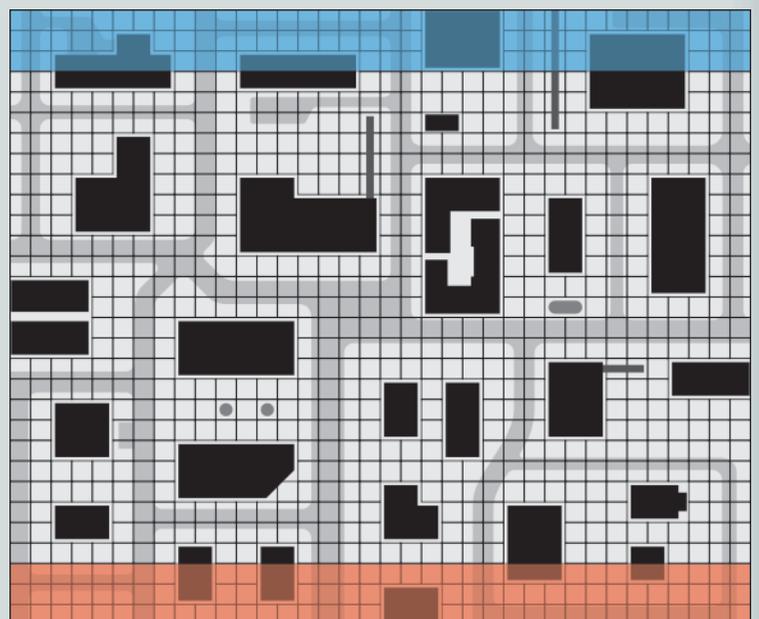


3. North / South

Total Effectiveness per player: **45 pts** (Dynamic) / **180 pts** (Core)

Player 1 deployment zone: **r33–A33–A31–r31** (blue)

Player 2 deployment zone: **A58–r58–r60–A60** (red)



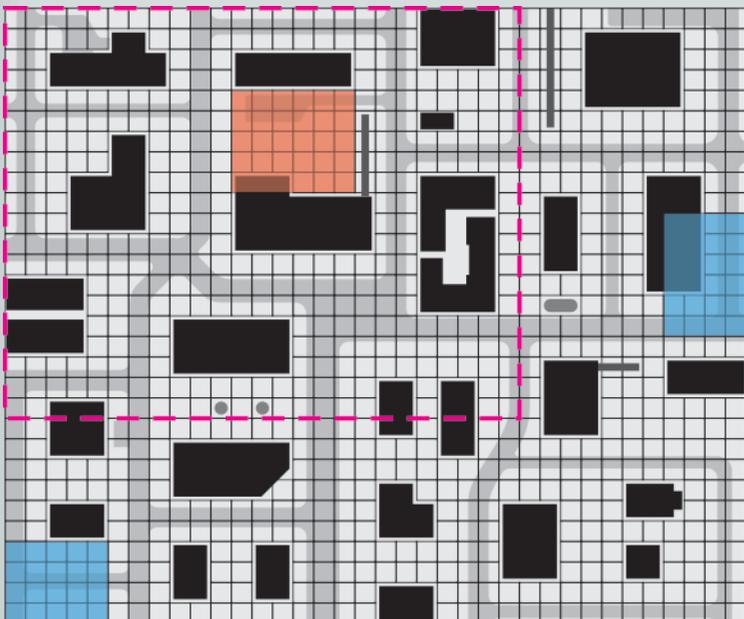
4. Surrounded

Total Effectiveness per player: **30 pts** (Dynamic) / **120 pts** (Core)

Player 1 – units must be split between the two deployment zones:
C57–C60–A60–A57 and **Q46–Q41–r41–r46** (blue)

Player 2 deployment zone: **f35–I35–I39–f39** (red)

Player 2 can place two high and two low barricades in the zone:
M50–A50–A31–M31 (magenta dashed line)



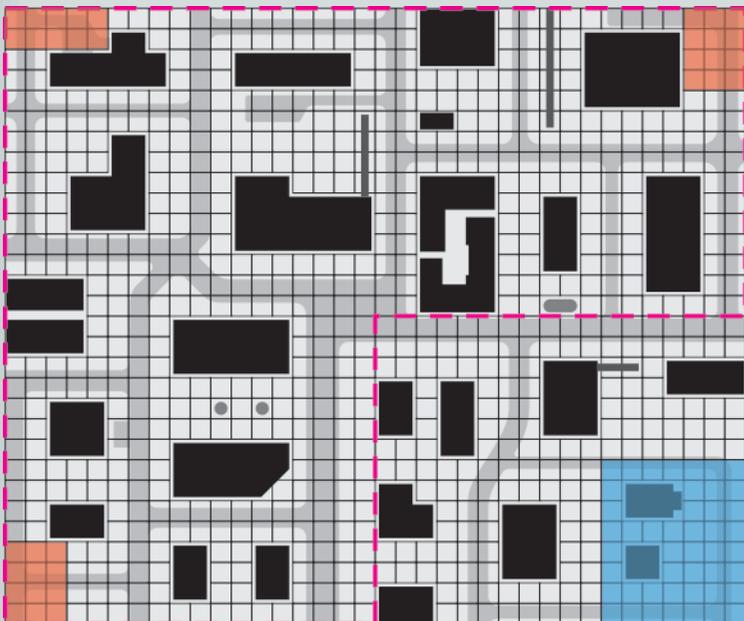
5. Wedge

Total Effectiveness per player: **42 pts** (Dynamic) / **168 pts** (Core)

Player 1 deployment zone: **o53–r53–r60–o60** (blue)

Player 2 – units must be separated between the three deployment zones, with 14 (Dynamic) / 56 (Core) Effectiveness points in each:
B57–B60–A60–A57 ; **C32–A32–A31–C31** ; **q34–q31–r31–r34** (red)

Player 2 can place four high and four low barricades anywhere on the board, except in the south-east quarter.



Scenarios

1. Capturing the Headquarters

A US armored division has rolled up to the south side of a French town. The photographs that the scout planes made earlier that day show a column of German tanks leaving the town to the north. It's getting dark, and the American commander has no confirmation whether the Germans have abandoned all their positions, so he orders the main force to halt, and sends the vanguard to scout the town.

During the night, the vanguard enters the town, and soon finds itself upon some barricades so the colonel (the vanguard commander) orders a halt near the Hotel. Sentries are set up, and the Americans requisition the Hotel for the night. The colonel, accompanied by a few other soldiers, goes to the local Club house to start setting up what would be the division headquarters after they liberate the town.

However, it turns out that the day before, the Germans failed to evacuate the Museum building that housed the headquarters of their local garrison. In addition, in the local Garage, there are still some German tanks, all repaired and ready for combat.

As the dawn breaks, both sides learn of the hostiles in town. The Americans realize they could capture important documents, so the colonel gives the order to attack and take control of the Museum.

At the same time, the commander of the German panzer group receives incorrect intelligence, claiming that the Americans have already set up their headquarters in the town, so he orders an attack on the Club house.

Total Effectiveness per player (including mandatory units):
22 pts (Dynamic) / **88 pts** (Core)

American units: One light tank is mandatory, located on square **a56**.

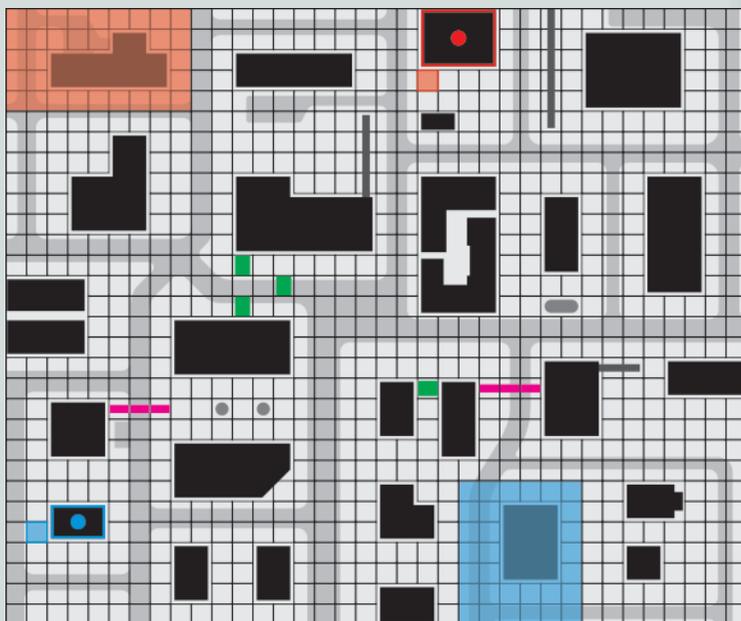
The rest of the forces are located in the deployment zone:
L54–n54–n60–L60 (blue)

German units: One light tank is mandatory, located on square **K34**.

The rest of the forces are located in the deployment zone:
E35–A35–A31–E31 (red)

High barricades: **c50, D50, d50, l49, M49, m49** (magenta)

Low barricades: **f43, g44, f45, K49** (green)



Mission: Capture the enemy headquarters building. To do so, a half-track (carrying soldiers) must come to a square adjacent to the building, not move and survive for two consecutive rounds. The first player to accomplish this wins the scenario.

2. Demining the Bank

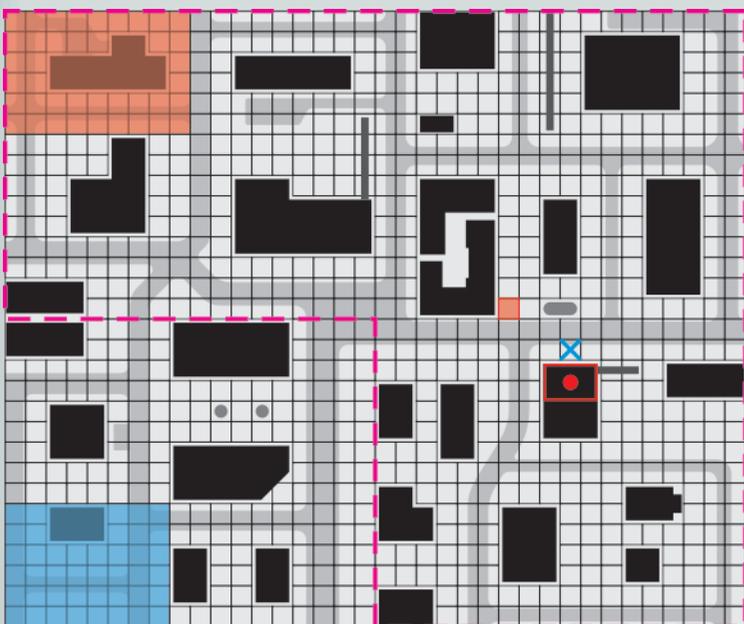
A vanguard of the British armored units enters the town from the south. The main body of the German troops has already retreated to the north, with only a small panzer group still in the town. Because of the Allied rapid advance, the Germans failed to evacuate the Gestapo headquarters, that was housed in the Bank during the occupation. The Bank has been rigged to explode in the next 30 minutes. The commander of the British vanguard learns of this, and sends his engineers to demine the building. The Germans realize that if the explosives fail to detonate, the British could capture some very incriminating documents, so they send their remaining tanks to prevent that.

Total Effectiveness per player (including mandatory units):
16 pts (Dynamic) / **64 pts** (Core)

British units: A minimum of two half-tracks is mandatory.
 The deployment zone for all units: **d55–d60–A60–A55** (blue)

German units: One light tank or armored car is mandatory, located on square **M45**. The rest of the forces are located in the deployment zone: **E36–A36–A31–E31** (red)

The German player can place two high and two low barricades anywhere on the board, except in the south-west quarter.



The British player plays first.

Mission: The British player must defuse the explosives in the Bank by the end of **round 15**. To do so, a half-track must come to the square **n47*** and survive the opponent's turn (*German snipers on the surrounding buildings control the entrance to the Bank, so the engineers must use the half-track for cover as they enter the building*). If, for any reason, the British don't manage to defuse the explosives in time, the German player wins the scenario.

* If a German vehicle stops on square n47, to accomplish the mission, the British player must first destroy it and then the half-track can come to any square adjacent to n47 (*the engineers would use the destroyed vehicle for cover from snipers when entering the Bank. Also, any British vehicle can come to n47 to provide cover for the engineers if the half-track stops on an adjacent square*).

3. Breakthrough of a Column of Trucks

The Allied units are advancing from the south, but are still too far away from the town. The German main body has already retreated to more defensive positions north of the town. There is only one tank unit left in town, and it is supposed to escort a column of trucks with much needed fuel for the panzers.

Using a detour, a group of American tanks suddenly bursts into town from the east, on their way to cut off the fuel trucks before they can leave the town.

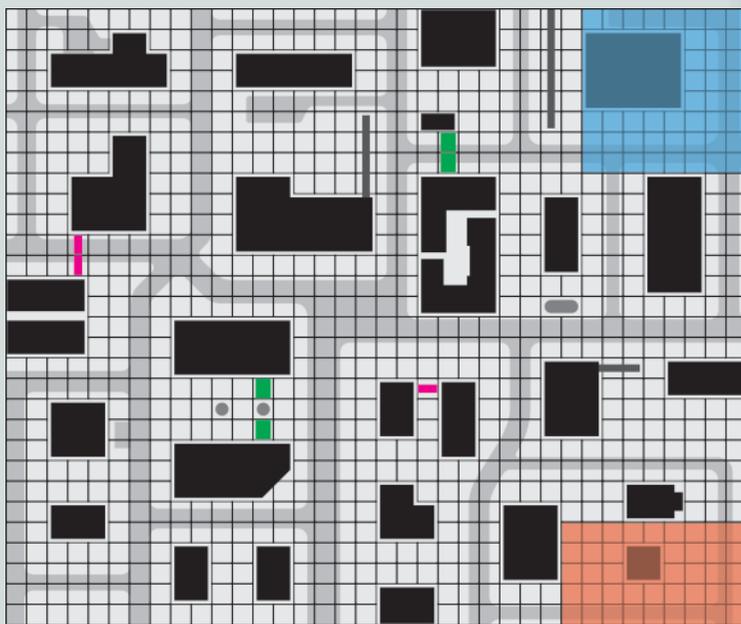
German units: Total Effectiveness (including mandatory units):
30 pts (Dynamic) / **120 pts** (Core)

Three trucks (or half-tracks, if trucks are not included in the set) are mandatory. The deployment zone for all units: **n56–r56–r60–n60** (red)

American units: Total Effectiveness: **28 pts** (Dynamic) / **112 pts** (Core)
 The deployment zone: **O38–O31–r31–r38** (blue)

High barricades: **b42, b43, K49** (magenta)

Low barricades: **G49, G51, k37, k38** (green)



The German player plays first.

Mission: The German player must get as many trucks out of town to the north (off the board) as possible. They win if by the end of **round 25** at least two trucks escape; if only one truck escapes by that time, it's a draw; otherwise, the American player wins.

4. To the Last Tank

After receiving intel that the Germans have abandoned all their positions, a group of British tanks enters the town. It is night time, and the British leave their vehicles near the Boarding school, where the crews get some rest. Early in the morning they hear the rumble of tank engines, and realize that they are now trapped between two strong German panzer groups. The order from High command is to not abandon the town, and fight to the last tank, as help is on the way.

British units: Total Effectiveness: **20 pts** (Dynamic) / **80 pts** (Core)

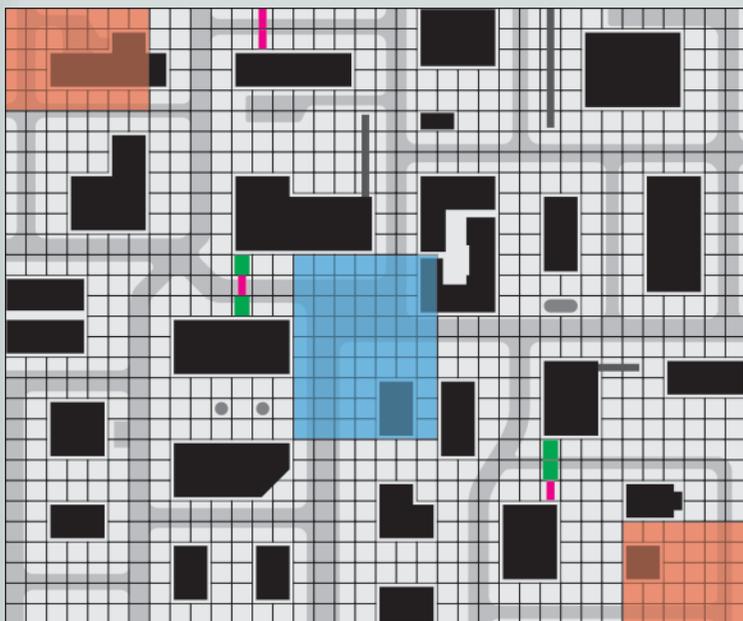
The deployment zone: **H43–K43–K51–H51** (blue)

German units: Total Effectiveness: **30 pts** (Dynamic) / **120 pts** (Core)

The units are split between two deployment zones (there must be at least one unit in each): **D35–A35–A31–D31** and **P56–r56–r60–P60** (red)

High barricades: **f44, G31, G32, N54** (magenta)

Low barricades: **f43, f45, N52, N53** (green)



The German player plays first.

Mission: The German player must destroy or damage (immobilize) all British vehicles before the end of **round 20**. If they manage to do so, they win; otherwise, if there is one undamaged British vehicle by that time, it is a draw; and the British player wins if more than one vehicle survives undamaged.

5. The Way of Resistance

The British armored units have been attacking the town from the east the whole day. After some fierce defending, the Germans manage to hold a part of the town until nightfall. During the night there is less fighting, but explosions and gunfire can be heard from different parts of town, as well as the roar of engines. Neither side has a clear picture where the enemy vehicles are.

A British truck, on a secret mission, escorted by a single platoon of armored cars arrives at a café in the middle of the night. In the café, there are maps of the minefields the Germans have set up around the town, stolen by the members of the French resistance. Their plan is to load up those maps on the truck, along with some valuable paintings and two British pilots that have been hiding inside the café for years, and to break through north-east towards a safe zone just outside of town, held by the British.

At dawn, the German spies manage to find out the contents of that truck, and its mission, so the aim of German forces becomes to capture or destroy the truck at all costs.

British units starting positions:

- **d58** facing **north** – Truck / Bedford QL*
- **d57** facing **north** – Armored Car / Humber AC
- **D56** facing **north** – Armored Car / Humber AC
- **E56** facing **north-east** – Armored Car / Humber AC
- **H48** facing **north-west** – Medium Tank / Sherman
- **i49** facing **north** – Medium Tank / Firefly (damaged / immobilized)
- **J58** facing **north-west** – Light Tank / M5 Stuart
- **M40** facing **north-west** – Medium Tank / Sherman
- **m42** facing **south** – Medium Tank / Sherman
- **Q45** facing **west** – Medium Tank / Sherman
- **R46** facing **west** – Medium Tank / Firefly
- **r47** facing **west** – Medium Tank / Sherman

German units starting positions:

- **A33** facing **north** – Medium Tank / Pz IV G
- **a34** facing **north** – Medium Tank / Pz IV G
- **C31** facing **west** – Medium Tank / Panther
- **H32** facing **east** – Heavy Tank / Tiger
- **I32** facing **east** – Heavy Tank / Tiger
- **n58** facing **south-west** – Light Tank / Pz 38 t
- **n56** facing **north** – Light Tank / Pz 38 t
- **O57** facing **north** – Light Tank / Pz 38 t
- **m60** facing **north-west** – Light Tank Destroyer / Hetzer
- **p59** facing **west** – Light Tank Destroyer / Hetzer

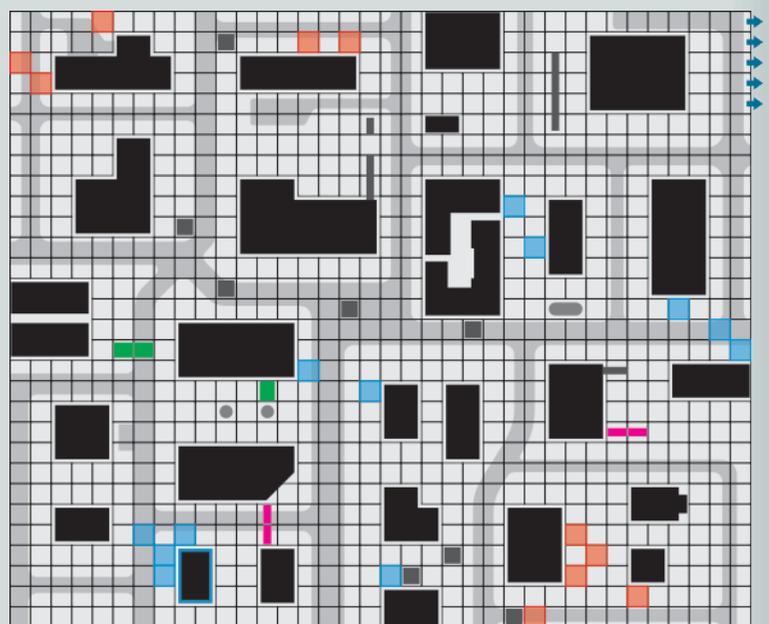
Destroyed British tanks are placed on **I45, L46, j58** and **k57** (gray)

Destroyed German tanks are placed on **F32, E41, F44** and **M60** (gray)

Walls on squares **i37, N31, N32** and **P48** are destroyed (not placed on the board).

High barricades: **G55, G56, o51, P51** (magenta)

Low barricades: **c47, D47, G49** (green)



The British player plays first.

Mission: The British truck* must leave the town to the east – leave the board through squares **r31–r35**, by the end of **round 30**. The Germans win if they manage to destroy the truck, or prevent it from escaping in time.

*or half-track if trucks are not included in the set.