Tournament Scenarios for *PANZER LEADER*

by Bill Scott

SITUATION NO. 31-4/1

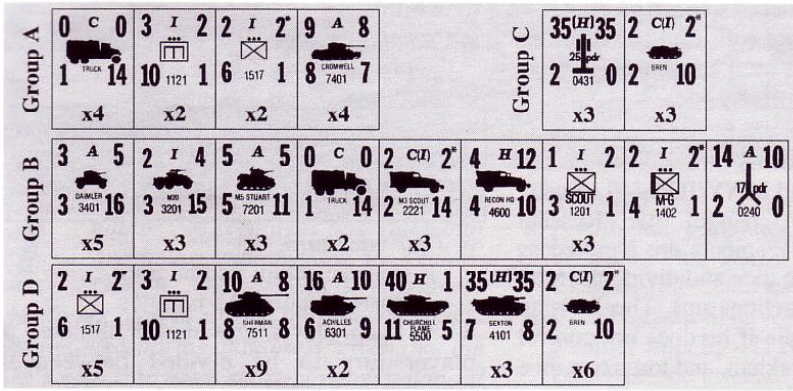
Hypothetical 1944: Tournament Scenario.
Estimated playing time: 2–5 hours.

MAPBOARD ORIENTATION
NORTH

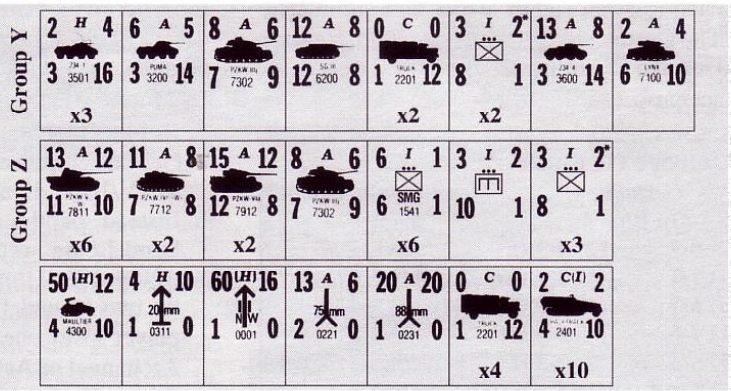
RECON SURPRISE

AVAILABLE FORCES

ALLIED



GERMAN



SETUP

Place one block counter on hex AS9 before the game begins.

ALLIED: Group A enters on hex DQ1 on turn 1. Group B enters on any one hex along northern or southern edge on turn 2 (see special rule 3). Group C enters on hex DQ1 on turn 2. Group D enters on any one hex along the western edge on turn 7 (see special rules 2 and 3).

GERMAN: Group Y enters on hex AQ10 on turn 1. Group Z enters on hex AQ10 on turn 3.

SPECIAL RULES

1. Use of the optional rules for Opportunity Fire and Infantry Quick-Time Speed is strongly encouraged. Decide before bidding (see special rule 2).

2. Players may agree to choose sides by adjusting the arrival turn of the last (turn 7) Allied reinforcements (+ or –). The player with the latest arrival turn is the Allied player. If both players bid the same arrival turn, then they bid for points given to the Allies (+ or –) with the player giving the fewest points playing the Allies. Bidding for side choice is done simultaneously and only once for the turn delay and once for the point adjustment and if the bidding results in a tie, choice must be determined at random (by die roll), and the bid adjustments to Allied reinforcement arrival time and point totals are in effect.

3. The specific entry hex for designated groups B and D must be recorded before the game begins and may not be changed during the game. If an entry hex is blocked due to the presence of an enemy unit or because of stacking limits, arriving reinforcements must delay their entry until a later turn. A player may choose to delay normal arrival of his own reinforcements. Any delayed reinforcement(s) must enter on the same hex in a later turn that they were required to enter on in their normal turn of arrival.

VICTORY CONDITIONS

Players score points for having at least one unit occupying the following hexes at the end of turn 12: AR2 and AQ2 (two points each) and AQ10 (one point). The player with the most points is the winner. If both players have zero points, the Allied side wins marginally. If both sides have equal points, more than zero, the German wins marginally. Winning by one or two is also marginal, by three or four is tactical, by five or more is decisive.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12