

PANZER STRIKE: WESTERN FRONT 2 (NORTHERN)

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.

The board from this game, Panzer Strike: Western Front 2 (Northern), is a continuation of the board from PS:WF1 (Central).

Some game setups and scenarios are given for the Northern board, and some are for the double board (Central + Northern).

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

1. Northwest / Southeast

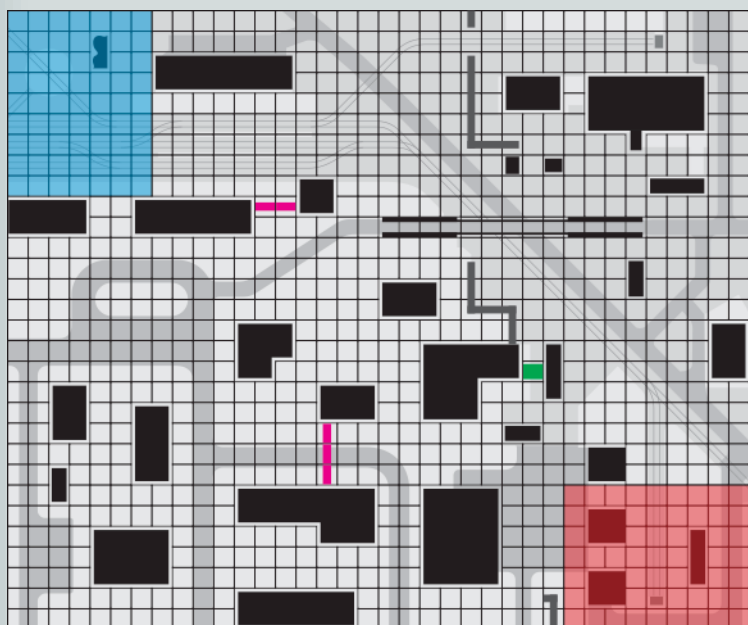
Total Effectiveness per player: **32 pts** (Dynamic rules) / **130 pts** (Core)

Player 1 deployment zone: **A9–A1–D1–D9** (zone bounded by square coordinates, shown in blue)

Player 2 deployment zone: **n30–n24–r24–r30** (shown in red)

High barricades: **G10, g10, h21, h22, h23** (shown in magenta)

Low barricades: **m18** (shown in green)



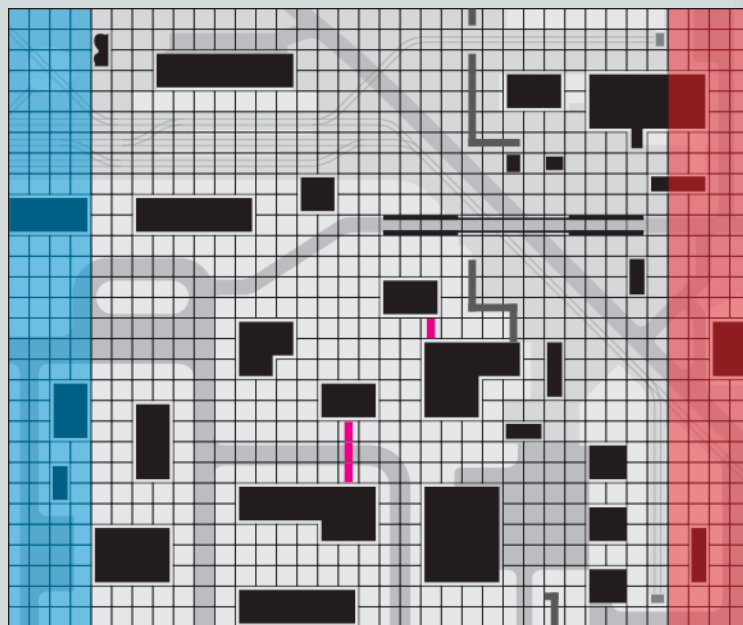
2. West / East

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

Player 1 deployment zone: **b1–b30–A30–A1** (blue)

Player 2 deployment zone: **Q1–Q30–r30–r1** (red)

High barricades: **K16, I21, I22, I23** (magenta)

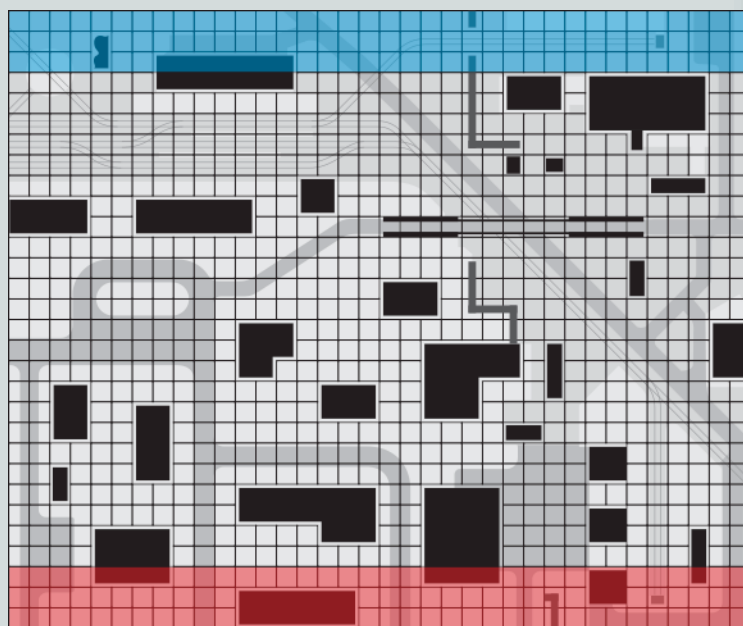


3. North / South

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

Player 1 deployment zone: **A1–r1–r3–A3** (blue)

Player 2 deployment zone: **A28–r28–r30–A30** (red)



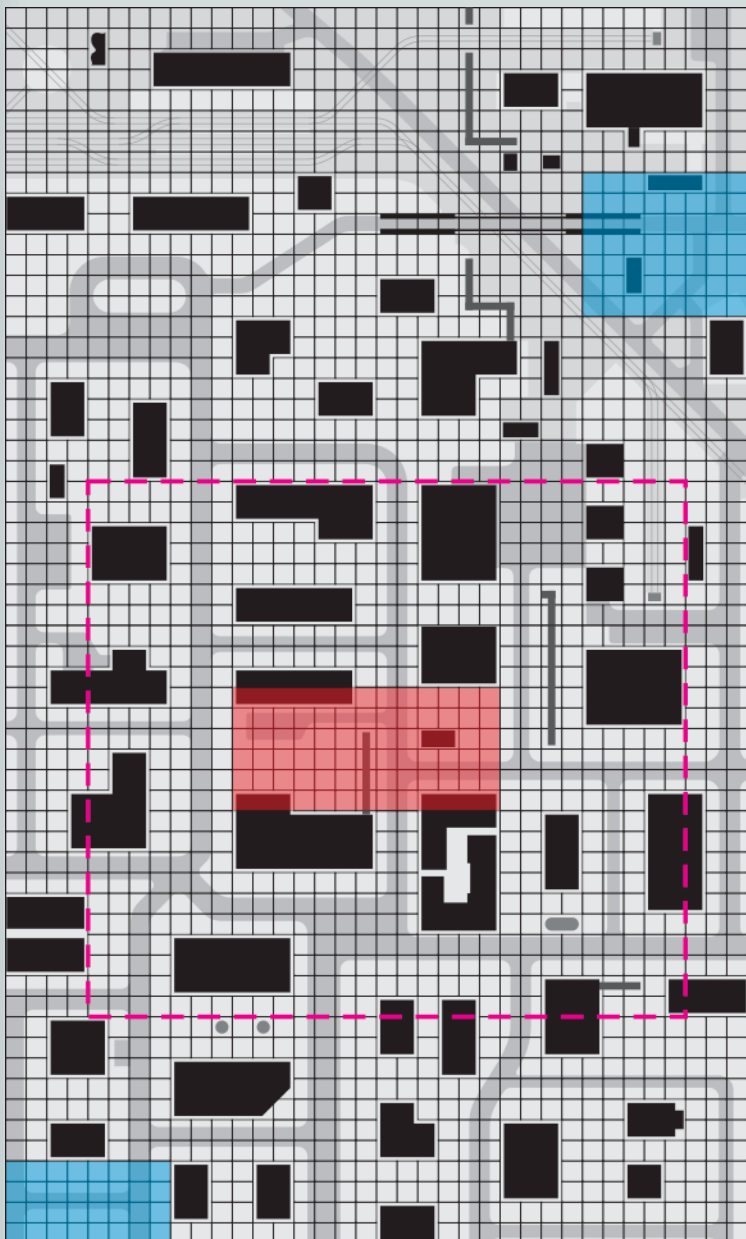
4. Surrounded

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

Player 1 – units must be split between the two deployment zones:
O9–r9–r15–O15 and **A60–A57–d57–d60** (blue)

Player 2 deployment zone: **f39–f34–l34–l39** (red)

Player 2 can place two high and two low barricades in the zone:
C49–C24–Q24–Q49 (magenta dashed line)



Scenarios

1. Capturing the Headquarters

At dusk, the vanguard of the American armored unit enters the French town from the south. The vanguard commander does not have accurate information whether German armored units are still in the town or they have retreated. He orders to park the armored vehicles in the yard of a factory and to wait there for dawn. He places his headquarters in a residential building a few streets away.

A group of German tanks, which failed to evacuate by train, is still in town (near the railway station), and they have enough fuel and ammunition to fight. The commander of that unit and his staff are located in the warehouse of the nearby chemical factory.

At dawn, both sides become aware that opposing armored units are in the town. Both the German and American commanders want to achieve a quick victory by capturing the enemy headquarters.

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

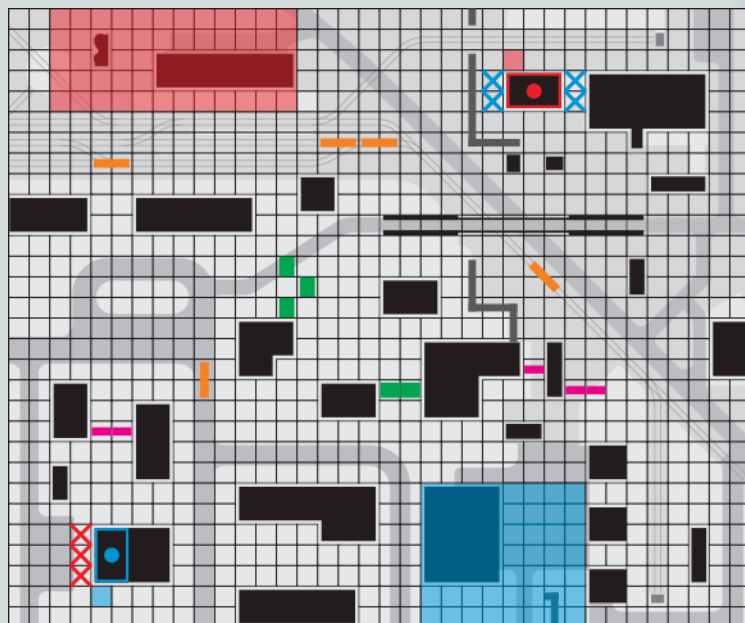
American units: One light tank (located on square **C29**) and two half-tracks are mandatory. The half-tracks and the rest of the forces are located in the deployment zone: **K30–K24–n24–n30** (blue)

German units: One light tank (located on square **M3**) and two half-tracks are mandatory. The half-tracks and the rest of the forces are located in the deployment zone: **B1–g1–g5–B5** (red)

Tram and train cars: **e18–e19, C8–c8, h7–l7, i7–J7, m13–N14** (orange)

High barricades: **C21, c21, m18, n19, O19** (magenta)

Low barricades: **J19, j19, g13, g15, H14** (green)



Mission: Capture the enemy headquarters building (the American building is marked with a blue circle, and the German one with a red circle). To do so, a half-track (carrying soldiers) must come to a square adjacent to the building (marked with red or blue x), not move and survive for two consecutive rounds. The first player to accomplish this wins the scenario.

2. Demining the Water Tower

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. To slow down the Allies' advance as much as possible, the Germans have set explosives in the water tower, timed to detonate in the next 30 minutes. The commander of the British vanguard learns of this, and sends his engineers to demine the water tower. The Germans send their remaining tanks to prevent the British from reaching the tower.

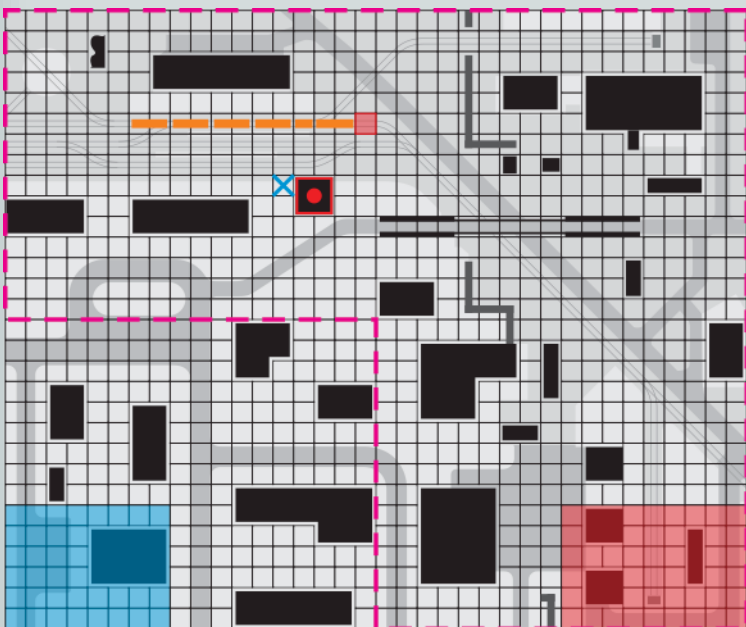
Total Effectiveness per player (including mandatory units):
16 pts (Dynamic) / **64 pts** (Core)

British units: A minimum of two half-tracks is mandatory.
 The deployment zone for all units: **A30–A25–d25–d30** (blue)

German units: One light tank or armored car is mandatory, located on square **i6**. The rest of the forces are located in the deployment zone:
n30–n25–r25–r30 (red)

Locomotive with cars: **l6–D6** (orange)

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 water tower by the end of **round 15**. To do so, a half-track must come to the square **g9*** and survive the opponent's turn (*German snipers on the surrounding buildings control the entrance to the water tower, 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 **g9**, to accomplish the mission, the British player must first destroy it and then the half-track can come to any square adjacent to **g9** (*the engineers would use the destroyed vehicle for cover from snipers. Also, any British vehicle can come to **g9** 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 tank fuel.

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: **n30–n25–r25–r30** (red)

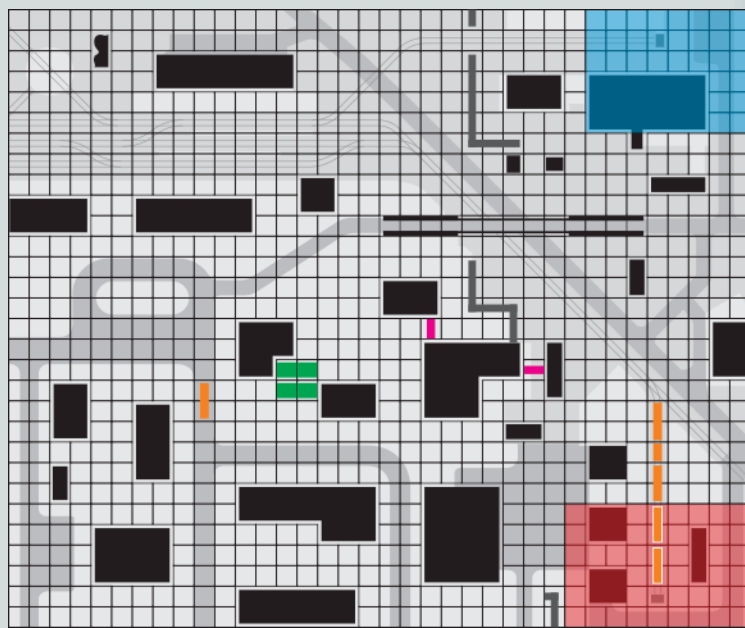
American units: Total Effectiveness: **28 pts** (Dynamic) / **112 pts** (Core)
 The deployment zone: **O6–O1–r1–r6** (blue)

Locomotive with cars: **p21–p28** (orange)

Tram: **e19–e20** (orange)

High barricades: **m18, K16** (magenta)

Low barricades: **g18, g19, H18, H19** (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. The British note that there are German tanks loaded onto train cars at the train station, as well as several tanks nearby. The situation is similar in the vicinity of a factory. The British believe that the tanks are out of fuel and ammunition and that their crews have left the city along with all other troops.

The British leave their vehicles near some houses where the crews spend the night. Early in the morning they hear the rumble of tank engines, and realize that they are now surrounded by German tanks. The order from High command is to not abandon the town, and fight to the last tank, as help is on the way.

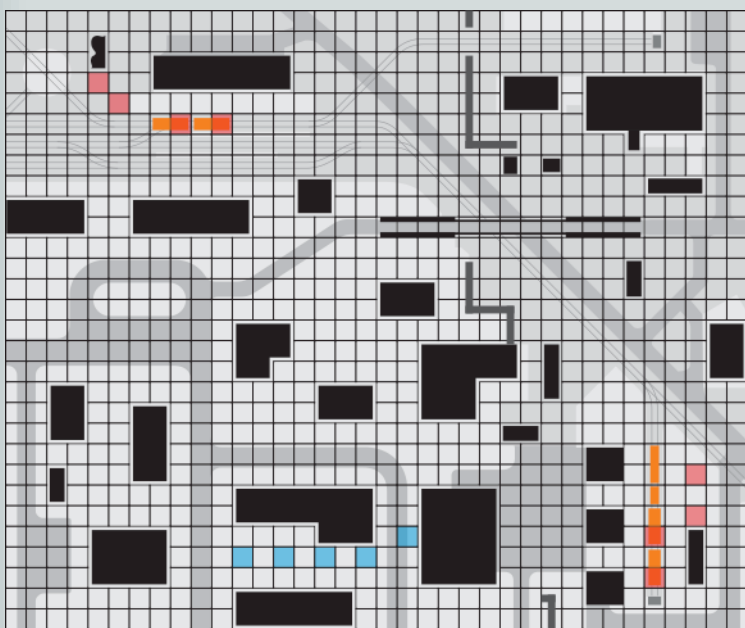
Locomotive: **p22-p24**; cars: **p25-p26, p27-p28, d6-E6, e6-F6** (orange)

British units: 5x Medium Tank / Sherman, positioned on squares **f27, g27, h27, i27** and **j26**, all facing north.

German units: two Heavy Tanks / Tigers are located on flat train cars, on squares **p26** and **p28**. Third Heavy Tank / Tiger is on square **q25**. A prototype of Super-heavy Tank / Maus happened to be there, on square **q23**. All tanks from this group are facing north.

Two Medium Tanks / Panthers are located on flat train cars, on squares **E6** and **F6**, facing east. Two Medium Tanks / Pz IV are on squares **C4** and **c5**, facing south.

Tanks located on train cars can rotate and move to the platform next to the train car.



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. Battle for Gold

This scenario is inspired by the cult movie *Kelly's Heroes*.

After landing in Normandy, the Allies liberate one town at a time in occupied France. In this scenario, American tanks enter the town from the south. German tanks are in the area of the chemical factory with the intention of withdrawing without a fight. A member of the French Resistance sends a coded radio message to the Allies about hidden gold bars in the basement of the electric administration building. The Allied commander sends all available troops to reach the said building as soon as possible. However, the Germans intercept and decipher that radio message, so their commander sends all his troops to take over the gold bars...

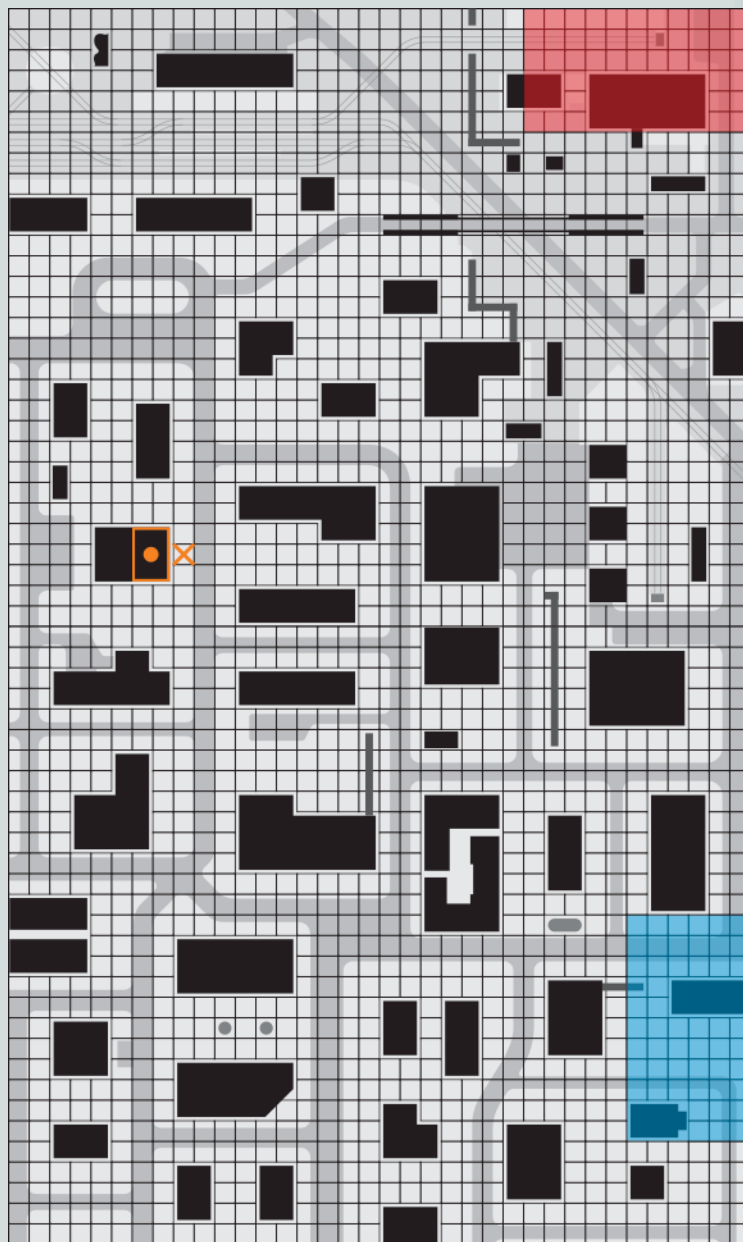
Total Effectiveness per player (not including mandatory units):

24pts (Dynamic) / **96pts** (Core)

American units: All available half-tracks and trucks are mandatory. The deployment zone for all units: **P55-P45-r45-r55** (blue)

German units: All available half-tracks and trucks are mandatory. The deployment zone for all units: **m6-m1-r1-r6** (red)

Before the start of the game, trams, locomotives and train cars are placed by the players alternately, one by one, anywhere suitable on the board (on rails).



The American player plays first.

Mission: To win, at least one troop-carrying vehicle (truck or half-track) must come to square **E27*** (in front of the entrance to the building, marked with an orange **x**), not move and survive for two consecutive rounds (until the soldiers load the gold bars into the vehicle). After that, the vehicle must move north (German) or south (Allies) and exit the board. Destroying or damaging other vehicles does not influence the winner.

If the vehicle carrying gold is destroyed, any other truck or half-track (allied or enemy) can stop next to it, not move for two rounds, and take the gold.

If all half-tracks and/or trucks on both sides are destroyed, or are unable to take the gold for any reason, the game ends in a draw.

* If a destroyed vehicle is on square E27, the vehicle intending to load the gold can come to any adjacent square.