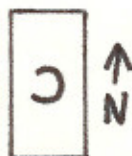


PANZER LEADER SOLITAIRE

By Richard L Mataka

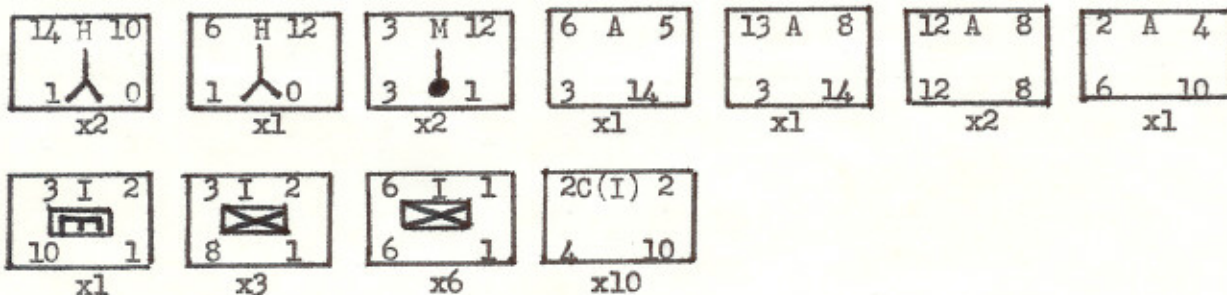
Ever sit at home on a rainy Sunday with nothing to do? I'm sure that we all have come across this problem at one time or another. So, what do we do? We have no one around to try out the new Wargame with so we sit around with it trying to get an idea of what it is all about. Well, below are two Scenarios that I created while getting an idea of just what Panzer Leader is all about. I hope that if you do try these situations that they will give you a few enjoyable hours and also help you to understand the game a little better.

SITUATION # 21

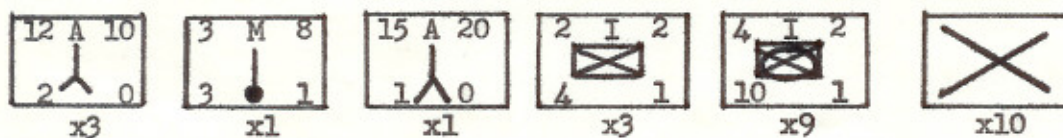


AVAILABLE FORCES

GERMANS



ALLIED



SET UP

ALLIED

Take all of the Allied Units and place them face down next to the map and mix them all together so that you do not know one unit from the other. Next, place all of the units on the map face down North of row Q in the strongest defensive terrain as you can. There can be no more than two units placed on each hex, and there must be a minimum of 2 hexes distance between units. The only exception to this is if you desire 2 units may be placed in each hex in the town of Wiln.

GERMANS

Enter the map on the roads South of ST. Athan.

SPECIAL RULES

SPOTTING & COMBAT: All normal spotting and LOS, LOF rules apply as in the Standard Game, with the exception that the Allied units are only turned face up when they are spotted by the German units. Once the Allied unit is turned face up it remains this way for the remainder of the Game. When an Allied unit is spotted it first fires on the German unit and the results are first taken into effect before the German Unit is able to return the fire. So, if a German unit is disrupted it may not return fire during this Game turn. After the Allied unit is turned face up that unit fires at the closest unit that meets the LOS, LOF rules.

BLOCK COUNTERS: If the counter that is turned face up is a Block Counter remove that unit from play immediately as these are dummy counters for the purpose of this Situation only.

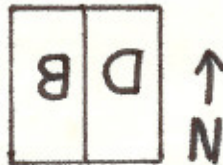
VICTORY CONDITIONS

GERMAN: Control the town of Wiln (both hexes) and have no Allied units within 3 hexes of the town.

ALLIED: Avoid German Conditions

GAME LENGTH: 10 Game Turns or as long as you like.

SITUATION # 22



AVAILABLE FORCES

GERMAN

 x6	 x4	 x3	 x9	 x6	 x3	 x3
 x3	 x10					

ALLIED

 x6	 x3	 x4	 x2	 x1	 x2	 x2
 x2	 x3	 x1	 x2	 x1	 x1	

SET UP

GERMAN:

Place German Fortification units on the following hexes; AA5

V4

R4

N5

J5

D6

Place the Block units on the following hexes; E4

J8

N4

Q8

Take all of the German Units and place them face down next to the map and mix them all together so that you do not know one unit from the other. Then place two units face down on each fortification counter and the remainder of the counters can be placed face down anywhere on the map that you desire. It is suggested that you place the units in the strongest defensive positions that are available.

ALLIES:

The Allies enter the mapboard by Amphibious Assault anywhere on Board "B" that they desire.

SPECIAL RULES:

COMBAT AND SPOTTING: Normal Spotting and LOS, LOF rules apply. Once an Allied Unit meets the requirement for Spotting a German Unit the German Unit is flipped face up and fires first on the Allied Unit. The Allied Unit then may return the fire if it was not destroyed or disrupted by the German fire. If there are two Allied units equi-distant and both have spotted a German unit the German unit fires on the Allied unit with the weakest Defensive strength. The other Allied unit or both Allied units may then return the fire if they are able.

WRECK COUNTERS: If the counter that is turned face up happens to be a Wreck counter the unit is immediately removed from play as these counters are to be considered dummy counters for the purpose of this situation only.

VICTORY CONDITIONS:

Each Town hex is worth 15 points and the side which has the most Victory points at the end of the situation has won. For the Allied Player to have control of a town and to receive his 15 points for that town he must leave at least one unit in that town on Garrison duty. If there are no Allied units in a town that town is to be considered a German Controlled Town.

GAME LENGTH:

15 Game Turns or untill bored.