

WESTERN FRONT

Panzer Leader — Situations 1–20
Game Manual · Version 1.0.0 · Tronsoft Games

A solitaire hex-and-counter tactical wargame recreating twenty historical situations of Avalon Hill's *Panzer Leader*, from the Normandy beaches to the Remagen bridge, played across all four geomorphic mapboards. This manual is the printable reference; a briefer in-game tutorial is available from the Rules button.

1. Introduction

Western Front adapts the tactical system of *Panzer Leader* (Randall C. Reed, The Avalon Hill Game Company, 1974) into a single-player browser wargame. You command the featured force in each situation; the computer plays the opposition using the “Lone Fox” solitaire doctrine. The four mapboards were reconstructed hex by hex from scans of the physical components using a computer-vision terrain-extraction pipeline, preserving the authentic road network, streams and bridges, woods, hills, and fourteen named towns.

2. Components

2.1 The Mapboards

Four boards (A, B, C, D) of ten hex-columns by thirty-one rows each. A situation uses one or two boards, stacked vertically. Terrain types are clear, woods, wooded hill, hill, town, stream, river, sea, and beach, joined by a road network with bridges and fords.

2.2 The Counters

Each unit counter shows four combat numbers in its corners and a weapon-class letter in the centre. Blue-grey counters are German, green American, tan British.

Corner		Value
Top-left		Attack strength
Top-right		Range (hexes)
Bottom-left		Defense strength
Bottom-right		Movement factor
Centre letter		Weapon class (A / I / H / M)
Class	Meaning	Behaviour
A	High-velocity AP	Doubles vs armor at half range or less
I	Infantry weapons	Halved vs armor except close assault at 1 hex
H	Howitzer	May fire indirect at half strength with a spotter
M	Mortar	May fire indirect at half strength with a spotter

3. Sequence of Play

A game turn consists of each side taking one player-turn, in the order set by the situation. During your player-turn, every one of your units may either move or fire once — not both. Dispersed units may do nothing until the end of their next turn. When you have finished, press End Turn to pass play to the computer.

Phase	Action
1. Support	Air or naval strikes, if the situation provides them
2. Movement / Fire	Each unit moves or fires once (in any order you choose)
3. Opportunity fire	Enemy unfired units react to your movement automatically

4. End turn

Play passes to the other side

4. Movement

Movement points equal twice the printed movement factor. Units may not stack or move through one another. Streams stop vehicles except at bridges and fords; the sea is impassable.

Terrain	Vehicle	Infantry
Road (along road)	1	1
Clear	2	2
Woods	4	3
Wooded hill	5	4
Beach	3	3
Hill (climb)	+2	+2
Stream (bridge)	2	2
Stream (ford)	6	4
Stream (open)	—	6
Sea	—	—

Costs are in movement points. "+2" is added when climbing to a higher elevation.

5. Combat

To fire, select a unit and click a target within range and line of sight. The attack is resolved on the Combat Results Table at the ratio of modified attack strength to modified defense strength. Hover a target before firing to preview the exact odds and modifiers.

5.1 Combat Modifiers

Situation	Effect
AP gun vs armor, at half range or less	Attack $\times 2$
HE or mortar vs armor	Attack $\times \frac{1}{2}$
Infantry vs armor, not in close assault	Attack $\times \frac{1}{2}$
Infantry close assault (1 hex) vs armor	Normal (engineers $\times 2$)
Indirect fire (no line of sight)	Attack $\times \frac{1}{2}$, needs a spotter
Target in woods or town	Defense $\times 2$
Target on a hill	Defense $\times 1.5$

5.2 The Combat Results Table

Die	1:4	1:3	1:2	1:1	2:1	3:1	4:1
1	NE	NE	NE	NE	NE	D	D
2	NE	NE	NE	NE	D	D	DD
3	NE	NE	NE	D	D	DD	DD
4	NE	NE	D	D	DD	DD	X
5	NE	D	D	DD	DD	X	X
6	D	D	DD	DD	X	X	X

Result	Meaning
NE	No effect
D	Target dispersed (inactive until end of its next turn)
DD	Dispersed; or eliminated if already dispersed
X	Target eliminated

5.3 Opportunity Fire

The signature rule of the system: any unfired enemy unit fires at yours as they move through its line of sight. With the checkbox on, your unfired units do the same during the enemy turn. A single dispersal result halts the moving unit immediately. Route your advances through cover and dead ground, and keep some units unfired to threaten the enemy's movement.

5.4 Line of Sight

Woods, towns, and hills block line of sight. A unit on a hill sees over intervening low ground; a target on a hill is easier to see. Indirect fire from howitzers and mortars ignores line of sight but is halved and requires a friendly unit that can see the target.

6. The Situations

Twenty historical engagements. Each briefing states the forces, deployment, turn limit, and exact victory conditions (marginal, tactical, or decisive). You play the attacker unless the situation notes otherwise.

#	Situation	Date	Boards	Turns
1	Utah Beach	6 Jun 44	D	10
2	Omaha Beach	6 Jun 44	B	15
3	Gold Beach	6 Jun 44	B	15
4	St. Lo	29 Jun 44	A+D	15
7	Encirclement of Nancy	14 Sep 44	D	10
8	Marieulles	16 Sep 44	A+D	10
9	Market: Nijmegen	20 Sep 44	D+A	10
10	Market: Arnhem	22 Sep 44	A	10
13	The Fortified Goose Egg	17 Dec 44	D	12
14	Bulge: Thrust	16 Dec 44	A	10
15	Elsenborn Ridge	18 Dec 44	C+D	10
16	Bastogne: Prelude	19 Dec 44	A	10
17	Turning Point: Celles	25 Dec 44	C	12
18	Bastogne: Siege	26 Dec 44	A	12
19	Patton's Counter Offensive	31 Dec 44	C+A	15
20	Remagen Bridge	7 Mar 45	D	8

7. The Lone Fox Solitaire AI

The computer opponent fires by doctrine: anti-tank weapons engage the nearest armor, artillery and mortars strike soft targets, and infantry shoots infantry, always seeking the best available odds. Indirect fire becomes available on a die roll of 5 or 6. On defense the AI holds dug-in troops in place and commits mobile reserves toward the most threatened objective; on the attack it advances toward its objectives through cover. This adapts the Lone Fox solitaire system familiar to the Panzer Leader / Panzerblitz / Tobruk family of games.

8. Optional Rule: Hidden Minefields

Tick Hidden Minefields before starting for a tougher solo game. Each attacking unit that enters a hex within ten of an objective risks a concealed minefield on a die roll of 6. A unit that hits one is pinned and attacked at 2:1 each turn until it survives and moves on, or an engineer clears it. Roads are never mined, making the bridge and highway approaches valuable.

9. Credits and License

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