A WARGAME OF GERMAN ARMORED INFANTRY ON THE EASTERN FRONT

PANZER GRENADIER™



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1.0 INTRODUCTION

Many innovations in weapons and tactics emerged in World War II. One of these well-known innovations was the development and execution of armored warfare. No army played a more acute role in this development than the German Army. Although infantry certainly did not take a back seat to the new ideas of armored warfare, the infantry division had their share of problems. The tanks, in all their fury, were much faster and could summon incredibly more firepower than infantry. Yet little could be accomplished without the infantry. Tanks blazed forward in an explosive rush of steel and fire. Infantry filled in the blanks. And though the bottom line was to take territory, somebody had to go into the woods and into the towns to make sure that the territory was taken. That was the job of the infantry.

A problem occurs when fast, motorized tanks work with slow foot-infantry. To help alleviate this problem, a secondary concept arose along with armored warfare, the concept of the armored infantry . . . the Panzer Grenadiers. The German Army developed this concept extensively. The result was units whose offensive punch rivaled that of the Panzer units, units that, at their core, were infantry.

PANZER GRENADIER recreates the battlefield situations that confronted the German Army in Russia in WWII. You are given a grenadier regiment of the Grossdeutschland Panzer Grenadier Division. Some leeway has been taken in conforming the game to the computer. This was done to allow you the same variety of choices faced by commanders of the time. Along with the PzGr regiment, you will also be given elements of a panzer regiment and the artillery battalion, both of which were elements of the Grossdeutschland PzGr Division. In this simulation format, you will explore the problems and potentials of commanding such a unit in a variety of situations. This time, the decisions are yours.

2.0 LOADING THE GAME

2.1 Atari

Turn on the drive and insert the game disk. Then turn on the computer. The game will load automatically. *Note: If you have an Atari® XL computer, hold down the OPTION key when first turning the computer on. First you will see a prompt to insert the scenario side of the disk; press the START key. The scenarios are on the back side of the disk, so turn the disk over and re-insert it into the drive. Press the START key.*

2.2 Commodore 64

To begin the game, turn on the disk drive, the computer, and the monitor. Insert the Game Disk into the drive. Type LOAD "*",8,1 and press the return key.

3.0 STARTING THE GAME

3.1 You will see a screen asking you to press OPTION (F3 key on Commodore 64) to enter an old, saved game, SELECT (F3 key on Commodore 64) to choose a scenario, or START (F1 on Commodore 64) to begin the game. The OPTION (F5 on C64) key is only used if you have saved a game in progress and wish to continue with that game. Otherwise, there are five scenarios on the back side of the disk (scenarios are included on the front side on the C-64) representing battles engaged by the Grossdeutschland Division from early 1943 to late 1944. The scenarios are in historical sequence. The first scenario offers a challenging introduction for newcomers. You will not be given the full regiment in this scenario, but rather two of the three infantry battalions plus some armor support. See the section on scenarios further in the rules for more details.

3.2 Choose the scenario you wish to play by pressing the SELECT (F3 on C-64) key. The scenario number and name will appear at the bottom of the screen. When the scenario you want appears there, press the START (F1 on C64) key and it will load.

3.3 To save a game in progress, *you will need a properly formatted disk* for your system.

3.4 You will see a screen prompting you to select a difficulty level. The beginner level is just that and is intended for newcomers to computer wargames. The intermediate level is for the player well versed in wargaming and will offer a challenge. The advanced level is for those who are really experienced and want the ultimate battle. Choose the level you wish to play by pressing the appropriate console key. To determine the level you are in during play, there is a color indicator provided. If you are playing level 1, the top background color of the screen will be green. In level 2 it will be brown and in level 3, red.

3.5 You will see a prompt to select either a regular or fast game speed by pressing the START (F1 on C-64) or OPTION (F5 on C-64) key respectively. In the regular speed, enemy movement and all fire is slowed to a human speed. Individual shots and "hit/miss" indicators are distinct. In the fast speed, the delay loops are not used and shots happen quickly; the enemy movement is almost instantaneous. Try the game either way as play is not altered by the game speed.

4.0 SEQUENCE OF PLAY

The game is played using a series of 8 phases in each turn. One phase must be completed before going to the next. Phases must be executed in sequence and there is no backtracking. The phases and their details of operation are described below:

- OBSERVATION PHASE
- FIRE PHASE 1
- MOVEMENT PHASE
- ENEMY FIRE PHASE 1
- FIRE PHASE 2
- ENEMY MOVEMENT
- ENEMY FIRE PHASE 2
- VICTORY PHASE
- SAVE GAME PHASE

5.0 OBSERVATION PHASE

This is the first phase of each turn. You can look over your units and scroll around the map in this phase. There will be a square cursor that can be moved about by the joystick. When this cursor passes over one of your units, that unit's identity will appear in the area below the map. Each unit is either a Company (CO.), a Platoon, or a Section. Following this will be S = , and then a number. This number is the number of available, combat-ready *Subunits* that compose the main unit. For Company-sized units, the Subunit is a platoon. For Platoons and Sections, the Subunits are individual tanks, Self Propelled Artillery (SPA), Assault Guns, or Mortars. You will also see this information in other phases when the cursor is over a unit.

5.1 Subunits

This Subunit number is important. It tells you how many shots a unit has and how much of that unit is present in fighting form. When that number reaches zero, the unit is in bad shape and near elimination. Units that don't move in a given turn have a possibility of recovering some of their lost strength, so when a unit's S equals 1, that unit should be rested for a few turns until it recovers. In some cases you will have no choice in the matter as a unit may be too damaged to be moved. Units also have a much greater chance of recovery if no enemy unit fired on them in the previous turn. So keep weak units out of harm's way until they have a chance to recover.

5.2 Digging In

You may also order your leg units (Infantry, MG, Mortar, and Pioneer) to "dig in" in this phase and order units that are already dug in to get "combat ready". To do this, place the cursor over the unit and press the fire button. You will be informed of the unit's status in the message area and, if digging in, the unit will begin to flash and a brown bar will appear at the top and bottom of the unit. All dug in units will flash in the Observation Phase only. Transported units and vehicles cannot dig in. Units that are dug in may fire but may not move. Defense is improved when units are dug in. Units may only be ordered to dig in or get combat ready in the Observation Phase.

5.3 Special Function Keys

If you press the OPTION (F5 on C-64) key at any time in this phase, the terrain under the units will be revealed. To exit this phase, press the START (F1 on C-64) key.

6.0 FIRE PHASE 1

In this phase, your units can now fire. The cursor will have a crosshair in the center. To fire a unit, place the cursor over that unit and press the fire button. The crosshair will turn black and the unit will be identified below. If the unit is unable to fire, you will be informed of that condition. Units may only be fired once each in this phase. If, when you pick up a unit to fire and receive the message "THAT UNIT IS UNABLE TO FIRE", that means that either that unit has already fired in the phase, or it is a

leg infantry unit that is being transported.

6.1 Targeting Units

Once you have "picked up" a unit to fire it, you may then move the cursor to the area into which you wish the unit to fire. Then, press the button again. If the target area is in range and in line of sight of the firing unit, it will commence firing. That unit will fire once for each Subunit it contains. If there is an enemy unit in the target area, you will be informed of hits and misses during the fire. Hits are accompanied by a high-pitched beep and misses by a low-pitched beep. Some weapons are more accurate than others and tend to hit more often.

6.2 Line of Sight

Line of sight is assumed to be a straight line between the firing unit and the target. Certain terrain features block this Line of Sight, prohibiting fire. All Woods, City, and Hilltop terrain features obstruct Line of Sight. If any of these features lies between the firing unit and target, you will receive an out of sight message and the fire will be cancelled.

6.3 Range

Each unit type has a range limit for firing. If you try to fire a unit at a target that is beyond the range of its weapons, you will receive an out of range message and the fire will be cancelled. See the unit capabilities chart for individual ranges. Self Propelled Artillery have no range limits and may be fired anywhere on the map.

6.4 Combat Resolution

After each shot, the results of that shot are calculated. The main considerations in determining the effect of a given shot are: Range to the target, firepower of the firing unit, type of target, and the terrain the target occupies. When you consider "range to the target," you must realize that as the distance between a unit and its target increases, the probability of a hit decreases. Firepower is based on the type of firing unit and is detailed in the unit capabilities chart. Target type is important. Units are either armored or unarmored. Tanks, SPA, Assault Guns, and Halftracks are armored targets. Only units with anti-armor capabilities can damage these units. Infantry and MG cannot damage armored targets at ranges greater than 1. Mortars have no anti-armor capabilities at all. When a unit fires at an armored target and it has no anti-armor capabilities, no hit or miss reports will be given. Terrain is of four classes: clear, light, medium, and heavy, offering progressively better defense capabilities. Clear terrain is roads, bridges, and the open, clear squares. Light terrain is the hash marks representing some sort of light cover in the square. Medium terrain is represented by the woods and streams. Heavy terrain is represented by hilltops and cities. The heavier the terrain a target occupies, the harder it is to hit.

6.5 Special Function Keys

If you have "picked up" a unit in order to fire it and change your mind, simply fire that unit at itself and the shot will be cancelled (Exception: SPA shots cannot be cancelled). Each unit capable of firing may be fired once in this fire phase. Units that do fire will have their movement reduced for the turn. To exit the Fire Phase, press the START (F1 on C-64) key.

7.0 MOVEMENT PHASE

Next comes the Movement Phase. The cursor will turn black and white. To move a unit, place the cursor over that unit and then press and release the fire button. If the unit is able to move, the cursor will turn green. That unit is "picked up". Moving the joystick in the desired direction will move that unit. There are many restrictions to movement and many events that can occur while a unit is moving.

7.1 Movement Restrictions

A unit can only move so far in a given Movement Phase. Distance is determined by the number of movement points a unit has. Faster units such as tanks and trucks, have a lot of movement points while slower ones have fewer. When a unit does not have enough movement points to enter a square, you will be informed of this. As a unit approaches 0 movement points, the cursor will turn red as a warning.

Each terrain type entered has a certain "cost" in movement points. When a unit enters that square, this cost is deducted from its movement point total. The Terrain Chart details these costs.

Units are prohibited from entering borders. Vehicles may not enter heavy woods. Your units may not move onto other friendly units or onto enemy units unless assaulting or overrunning (see below) that unit. If a unit is unable to enter a certain terrain type, you will be informed of this condition in the message area.

When you have finished moving a unit, press the fire button. This will "put it down" and allow you to move another unit.

A unit that is *dug in* cannot be moved.

7.2 Transport

Infantry companies, MG companies, Pioneers, and Mortars start the game unloaded and ready for combat. Inherent in these units are sufficient halftracks and trucks to transport them at a greater speed than on foot. To load or unload a unit, pick that unit up and press the SELECT (F3 on C-64) key. You may also load/unload units with the joystick. To do this, keep the fire button depressed when you first "pick up" a unit. Then, while holding the fire button down, move the joystick in any direction. Previously unloaded units will be replaced by a halftrack (all black) unit or a truck (brown) unit. Halftracks offer the benefit of making the unit an armored target. Only select units (First Battalion, Mortar and Pioneer) get halftracks as there were not enough to go around. Units that cross rivers will lose their trucks/halftracks if they were fording the river.

Loading and unloading takes time and costs a unit movement points. Generally, a unit can load or unload only if it has all its movement points available. Loaded units move considerably farther than their unloaded counterparts. Units may not fire while they are loaded.

7.3 Mines

Minefields are invisible until they are set off by one of your units entering them. If this occurs, the mines will then be marked by brown spots on the map. If a unit enters these areas, it will trigger a mine attack and the unit may take hits. Infantry that is not loaded have a good chance of getting through a minefield without any detonations. Other units detonate the mines on contact. Pioneers on foot may clear the mines by moving onto the mined square. When they move off, the mines will no longer be there. All units are slowed considerably when going through a minefield.

7.4 Overruns

When a tank moves onto an enemy unit, an overrun occurs. A series of explosions will occur and the survivor of the overrun will be the only unit remaining in the square. Tanks have a good chance of eliminating enemy infantry and Anti-Tank guns with overruns, and a lesser chance of eliminating enemy tanks. *Note: Only tanks (not SPA or Assault Guns) may overrun.*

7.5 Assaults

Only Infantry and Pioneers, loaded or unloaded, may assault enemy units by moving onto their square. Units on transport will unload prior to assaulting. A series of explosions will occur and the assault will be resolved with only the survivor remaining. Units have their best chance assaulting enemy infantry and AT guns and a lesser chance of surviving an assault of enemy tanks. If assaulting units were loaded before the assault, they will unload prior to assaulting.

Tanks will not overrun and infantry will not assault if there are not enough movement points available to them at the time of this action. As an indicator, the cursor will turn red when a unit no longer has enough movement to initiate an assault or overrun.

NOTE: Enemy units start the game hidden and are only revealed when they fire, move, are fired on, or a unit attempts to move onto them. Thus, an overrun or assault may occur when moving a unit into a seemingly unoccupied square.

7.6 Prohibited Terrain

Certain terrain features prohibit entry by vehicles. These are woods and certain river areas. Attempting to move onto these areas with vehicles will not be permitted.

7.7 Blown Bridges

There are many areas on the maps where roads meet rivers but do not cross them. The bridges are destroyed in these areas. Dismounted Pioneers may build bridges in these areas by moving them onto the blown bridge. In the next turn, they may be moved off the spot to see if they completed the bridge. Some bridge sites may not be rebuilt.

8.0 ENEMY FIRE PHASE 1/ FIRE PHASE 2

In Enemy Fire Phase 1, enemy units will fire at available targets. As in the player's fire phases, each unit will fire once for each

subunit it contains and each shot will be indicated as a hit or miss. In Fire Phase 2, friendly units will be allowed to fire as in Fire Phase 1.

9.0 ENEMY MOVEMENT PHASE

In this phase, enemy units may move. Some units will charge your positions relentlessly in an attempt to thwart your attack. Other units may fall back to better defended areas.

10.0 ENEMY FIRE PHASE 2

After all enemy units move, they may fire again at any available targets.

11.0 VICTORY PHASE

At this point, you will receive a victory level reflecting your play. There are four levels of victory: Questionable, Minor, Moderate, and Major. A Questionable victory indicates that, though you may have accomplished something, you did not achieve your objective at all and lost far too many units (you lost the game). A Minor victory indicates that you are approaching success and are close to obtaining your objective. A Moderate victory is a success. It indicates that you have either inflicted enough damage to the enemy or taken your objective soundly, or both. A Major victory indicates the highest level of success possible. Your approach and handling of your forces was excellent and should be commended.

12.0 SAVE GAME

In this phase, you may save the current game position by pressing the SELECT (F3 on C64) key. This takes you to the save game routine which will inform you to insert your Data Disk and then press START (F1 on C64) to initiate the save. Use only a blank, formatted disk. You may re-enter this game by pressing the OPTION (F5 on C64) key at the start of the game. If you choose not to save the game at this time, pressing the START (F1 on C64) key will abort the save.

If you press the START (F1 on C64) key instead, the game will go back to the Observation Phase of the next turn.

13.0 MISCELLANEOUS NOTES AND TIPS

All of your units start the game unloaded and combat ready.

Digging infantry in represents the unit taking the maximum advantage of the available cover in its area. It markedly increases a unit's survival potential under fire.

Assaulting or overrunning fresh enemy units is not advised. Since assaults/overruns are all or nothing affairs, you don't want to take too many chances. Your odds of a successful overrun/assault increase tremendously if the unit is "shot up" a bit. Sometimes assaults/overruns seem to work. If, after a successful assault, an enemy unit shows back up, it means that that unit was not really ousted from its position.

Each scenario offers a unique situation which can sometimes confuse the player in accomplishing his objective. Though no specific tactic can guarantee success, there are some things I discovered that may help. Overall, you do not have the firepower or time to sit around firing at long range until the enemy vacates a position. More often than not, you will have to get in there and clear them out with your infantry assaults after the longer range weaponry has done its job. Your Pioneers are best suited for assaults, though their number is limited. Save them for key positions or for that "suicide" assault that "must" succeed.

Don't let any of your units (except recon) get too far ahead. The idea here is support. Your units can and should help each other out and do this best when they stay together.

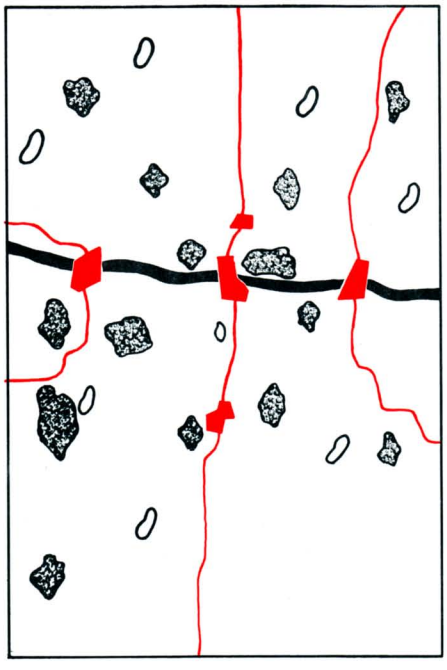
14.0 SCENARIOS

There are five scenarios included with the game.

SCENARIO 1: Bridges over the Lutchessa A consolidated bridgehead over an important river was often the most critical point in any battle. In this scenario, which takes place in late 1942, the Soviet forces are advancing along the Lutchessa river valley. Some advance elements have established a minor foothold across the river. Rising to the occasion in its current role as a fire brigade, the Grossdeutschland moved in. First and second battallions were immediately dispatched to push the Soviet forces back across the river. Speed was of the utmost important as there were reports of Soviet reinforcements approaching from the East.

Objective: To take and hold all three bridges. You will receive points for every enemy unit eliminated and for each turn you have a unit on one of the bridges. The Soviet forces receive points for occupying the bridges and for eliminating your units.

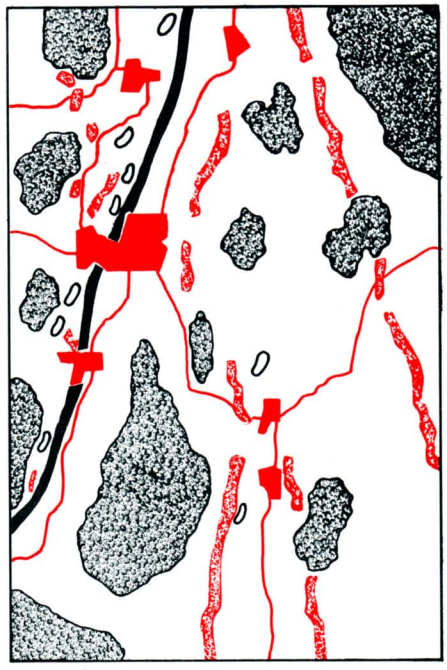
Game Length: 12 turns.



SCENARIO 2: The Cards on the Table It was like expecting an onside kick where everyone in the stadium knew it was coming. That was the heart of Operation Citadel, the German offensive to cut off the Kursk salient. The word was to keep moving, but the front was deep and the Soviets were waiting.

Objective: To break through the lines and exit off the top of the map to the left of the river. Units will be removed if they are at the top and left of the river during the victory phase and points will be awarded for this. Three points are given for tanks exited and 1 point for all others.

Game Length: 14 turns.



SCENARIO 3: Kirovograd: Echo of Doom from the Viewpoint of the German Army By early '44, things were coming undone. Some Soviet units already occupied areas beyond the Polish border in the pre-war era. In the south, the front was ever changing. The Grossdeutschland Division seemed to be forever retreating. In attempts to stabilize some kind of line, the GD was sent toward Kirovograd. The Soviets decided to counterattack.

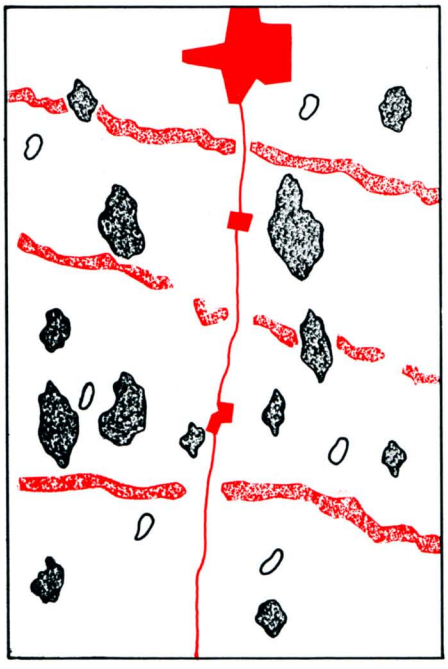
Objective: To break up the Soviet attack. The Enemy tanks will attempt to break through your lines and exit off the bottom of the map. You are to delay or prevent this. You will receive points for enemy units eliminated and lose points for your own units that are eliminated. The enemy

MAP LEGEND:



forces will receive points for units that exit off the bottom of the map.

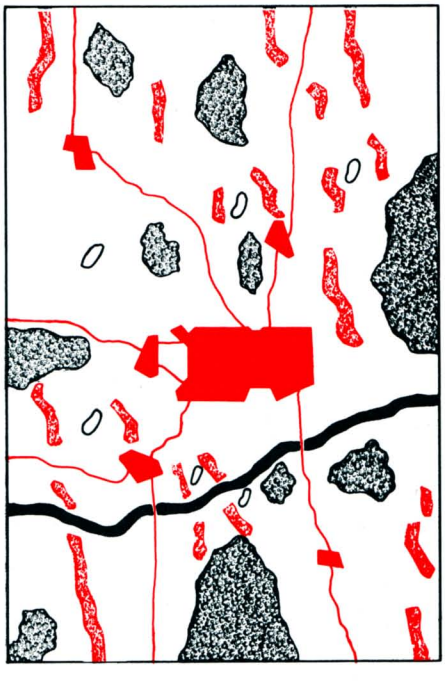
Game Length: 15 turns.



SCENARIO 4: One More River . . . One More Town Targul Frumos, in Rumania, was the scene of heavy fighting during the spring of 1945. The front line was fluid, forever changing position with the edge going to the Soviets. Here, the GD moves in to prepare against a risky, anticipated counterattack by the Soviet forces in the area.

Objective: To move into the town and hold it against counterattack. Should the frontal situation dictate, your orders may be updated.

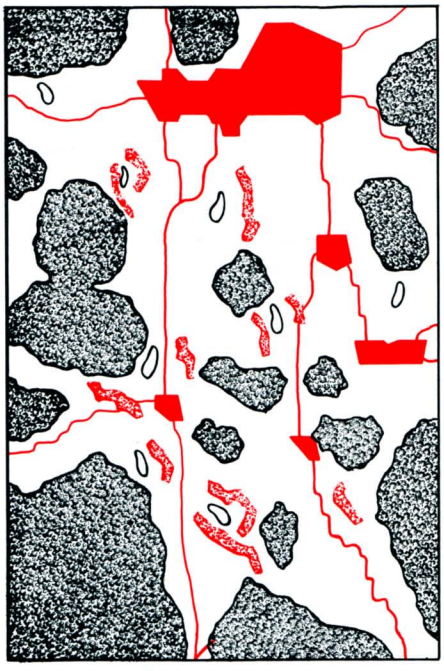
Game length: 13 turns.



SCENARIO 5: Wilkowischken: Engage and Hold The plan was for the Grenadier Regiment to engage the enemies' frontal posture ahead of Wilkowischken and attempt a breakthrough into the city proper while the Fusilier Regiment attempted a flanking maneuver.

Objective: As commander of the Grenadier Regiment, your objective is to engage the enemy, tying up as many units as you can, and, if possible, break through into the town.

Game Length: 14 turns.



15.0 SCENARIO TACTICS

Below are some ideas that can give the novice some approaches to the problems presented in the scenarios. Some of the ideas described are very specific. They are not intended to be the "solution" to the scenarios, but are intended only as an aid to those who are having trouble getting anything accomplished.

15.1 SCENARIO 1: The problem here revolves around the feeling of not having enough units to do the job at hand. You've got to act with resolve. There is no time to sit back and blast away. The key is to concentrate all your force on two of the three bridges for a quick resolution and then concentrate on the third. My approach is to immediately move in on the middle and right bridges with all my combat units, keeping the mortars and SPA lagging behind. These two unit types will be important in the second stage of the game. The first stage is to aggressively move into the center town with assaults, but only after a turn of fire where you should have effectively reduced the enemy strength of those units you are going to assault with your infantry. I use all my tanks in the center and the Assault Guns for the right bridge. All the infantry except for the second battalion also move in. In the second battalion, I use two infantry companies along with the Assault guns to clear the right bridge. The remaining infantry company and the machine gun company help in the clearing of the more heavily defended center town. At this point, your mortars and artillery should be mainly supporting the units attempting to take the right bridge, with some occasional blasting away of some less accessible enemy positions in the center.

When the battle reaches its point of decision and you have high confidence of taking the first two bridges, begin bombarding suspected enemy locations at the third bridge with your artillery and mortars. Stage two is about to begin. You must also decide at this point which units will stay behind and defend the bridges and which units will move in to occupy the third. I generally send one Pz IV company and three infantry companies for this third bridge. Long range bombardment is critical here as there is lots of open space to cross and you want to suppress as much enemy counterfire as you can while your troops move in.

In the final stage of my plan, the focus is on withstanding the advance elements of the Soviet counterattack. By this time, two bridges should be well in your hands and your infantry should be dug in in prime locations. The armor should be in the best available cover, mainly in the towns. I also like to keep my best armor unit (the one with the most tanks remaining) behind the lines to move in to a troubled area. The outcome at the third bridge should also be approaching resolution. If things aren't looking good here, back off in time to use your units that were dedicated to the third bridge in defense of the other two. However, if all went well, the third bridge should also be in hand with the units digging in for the coming battle.

15.2 SCENARIO 2: The key here is to get to the bridge in the large town with as much force as possible, get it built, get across it, and move on to the exit area as fast as possible. This may involve some bypassing of enemy strongpoints. Don't worry about it. Your objective is on the other side of the river and at the top of the map. You've got to get your forces together and keep them together early on. Any units that venture ahead of the main pack will be easy pickings for the well placed anti-tank weaponry. Avoid costly shoot-em-ups where possible and do not bother reducing the enemy where they do not directly influence your progress. At no time should you be in a defensive posture. Offense all the way will get the job done.

15.3 SCENARIO 3: Forget trying to stop all the tanks. It shouldn't be possible. You should determine the enemy's main line of advance as early as possible and get in a position to stop as many tanks as possible. Should you do this, you can try chasing the

escaping armor with your faster tanks. Well placed infantry can also get involved in this pursuit and may get a few assaults in before they escape.

15.4 SCENARIO 4: A number of approaches to this scenario appeared in playtesting. A preliminary problem seems to be that you barely have enough time to get to the city and get set up for the enemy onslaught. But you do have time. And, given this time, this is probably the safest approach to this scenario. If this "defend the city" approach is chosen, then comes the decision of how to defend the city. At first glance, it seems like absolutely nothing will halt the attack. Actually, there is more than one way to do it.

The safest is to stay in the town. You will have a much better defensive posture there and you will have room to set up many of your units for good fields of fire. The problems with this is the limited number of units that can be on the front line and which units should face the enemy first. One approach is to line the front with long range weaponry (tanks mostly) and keep the infantry on their trucks behind the main line units. When the enemy appears, shoot at anything that moves with little concentration on individual units. The idea is to weaken the enemy units and set them up for assaulting infantry rather than outright elimination through long range fire. When they are close enough, bring out the infantry to assault the enemy tanks first. At this point, elimination should come wholesale, though it will be costly.

Another approach (my preference) is to get the infantry dug in the squares just ahead of the town and back them up with tanks. As the battle progresses, the infantry will eventually get their shots off as the Soviets close. Hold your positions as long as you can. Also keep in mind that the closest enemy units are the deadliest. Concentrate on them first. Your dug in units should withstand a lot of pressure and can sometimes draw fire away from your armor. Once the enemy forces are dwindling, some assaults with your stronger units should turn the tide.

Another option involves waiting for the attack by placing your units in the woods behind the river and hitting the attackers as they cross the open area below the town. Though it is an option, I haven't tried it myself as I prefer to face the enemy from the better position offered by the town.

15.5 SCENARIO 5: This one's tough, and you should not feel too bad if you're having trouble with it. There are many approaches to it, but think of it this way: What do you feel was the best way the enemy forces handled such an attack in the previous scenario (scenario 4)? Since there is little room for flanking operations, you've got to go at it head on. The best approach I found involves joining your forces immediately and then concentrating on one side or the other. I prefer the right avenue as it offers more cover for your units should they get into a position where they may need it. The main idea here is that of a juggernaut. Relentless pounding and assaulting of enemy positions is needed to win the day.

16.0 UNIT CAPABILITIES

GERMAN UNITS



Rifle Companies

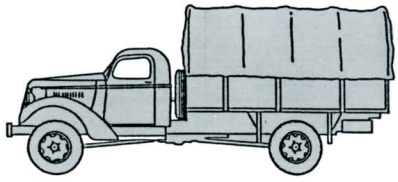
Firepower: Rifle companies are the weakest units in terms of firepower. They can only inflict damage to armored targets at a 1 square range.

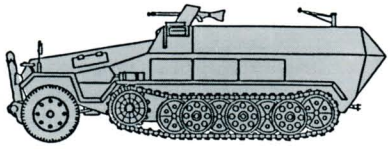
Range: Their range is 4 squares.

Defense: Infantry are pretty tough on defense when unloaded. They are more vulnerable when loaded on transports. They are unarmored targets.

Movement: Infantry move 8 squares maximum.

Historical Status: Full strength infantry companies are represented.





Trucks and Halftracks

Firepower: None.

Defense: Trucks and halftracks are the most vulnerable and thus the weakest units. Trucks are unarmored and halftracks armored.

Movement: Trucks and halftracks move 20 squares maximum.

Historical Status: The trucks are 1 to 3 ton transport vehicles and the halftracks are SdKfz 251's.



Machine Gun Companies

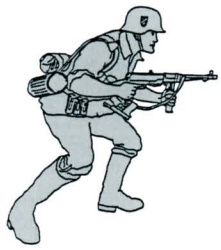
Firepower: Slightly greater than infantry with no effect on armored targets at ranges greater than 1.

Range: 6 squares.

Defense: Same as infantry.

Movement: Same as infantry.

Historical Status: These are the machine gun sections of the heavy weapons companies. The other (mortar) section is dealt with separately.



Pioneers

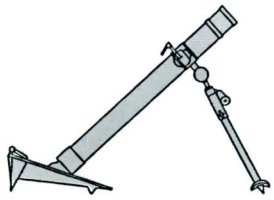
Firepower: Very good, high explosive and flamethrower. Good against armored or unarmored targets.

Range: 2 squares.

Defense: Same as infantry.

Movement: Same as infantry.

Historical Status: Standard combat engineers with a multitude of capabilities ranging from heavy, close support in combat to clearing minefields and building/destroying bridges.



Mortar Sections

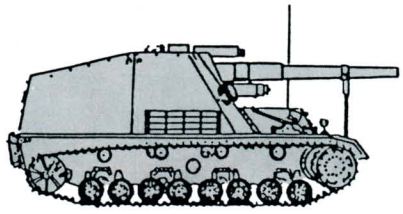
Firepower: Good, high explosive. Ineffective against armor.

Range: 25-30 squares.

Defense: Same as infantry.

Movement: Same as infantry.

Historical Status: A mixture of 8 and 12 centimeter mortars and their crews.



Self-Propelled Artillery

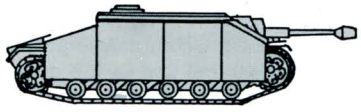
Firepower: Immense, most powerful unit.

Range: Unlimited.

Defense: Fair, armored target.

Movement: Slow, 12 maximum.

Historical Status: Mixture of the Hummel (hornet) and Wespe (wasp). Self propelled artillery in the 105 to 150 mm class main gun.



Assault Guns

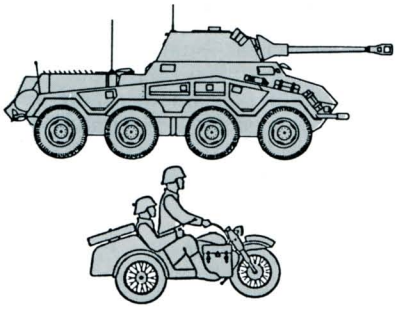
Firepower: Good against soft targets, fair against tanks.

Range: 10 squares.

Defense: Good, armored target.

Movement: Average, 16 maximum.

Historical Status: The Sturmgeshutz III is what is represented, a turretless tank with a 75mm main gun.



Motorcycle and Armored Car Sections

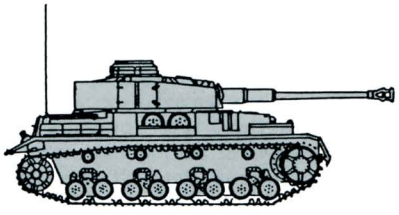
Firepower: Meager, one shot only.

Range: Very limited.

Defense: Will take a lot before being eliminated.

Movement: Very fast, maximum 24.

Historical Status: These are generally non-combatant recon units composed of motorcycle troops and armored cars.



Panzer IV

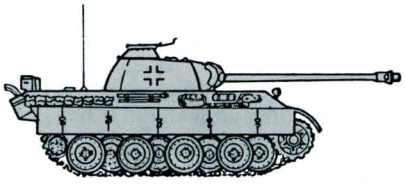
Firepower: Very good against soft or armored targets.

Range: 10 squares.

Defense: Good, armored target.

Movement: Fast, 18 squares maximum.

Historical Status: The Pz IV's represented are later models ranging from the IVf2 to IVh, all with the longer barrelled 75mm main gun.



Panther

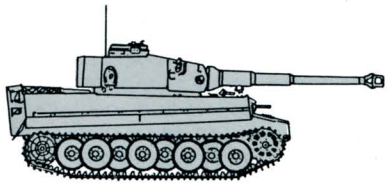
Firepower: Excellent against armored targets, good against soft.

Range: 12 squares.

Defense: Very good, armored target.

Historical Status: These units represent the Panzer V in various models with the very long 75mm L76 gun.

Movement: Fast, 28 squares maximum.



Tiger

Firepower: Very good, second to the SPA and very accurate.

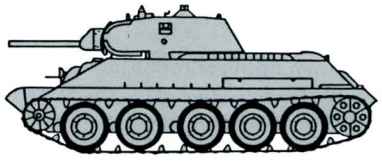
Range: 12 squares.

Defense: Very good, the strongest armored target in the game.

Movement: Fairly slow, 12 squares maximum.

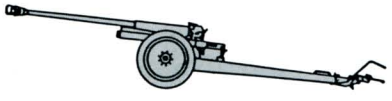
Historical Status: The Tigers represented are the Panzer VId models (earlier version of the Tiger), with very good armor and a powerful 88mm anti-tank gun.

ENEMY UNITS



Infantry and Tanks

Soviet infantry is relatively equal to German infantry in range, firepower, and defense. Soviet armor is of the T-34 type and roughly equivalent to the Panzer IV's.



Anti-Tank Guns

Firepower: Good against armor or infantry.

Range: 12 squares.

Defense: Good, soft target.

Movement: Limited to 6 squares maximum.

Historical Status: What is generally represented in the game are anti-tank guns of the 57 to 75 mm class.

17.0 TERRAIN CHART

Clear: Poor defensive terrain. . . 2 Movement Points to enter.

Roads: Poor defensive terrain. . . 1 Movement Point to enter.

Ridge: Offers limited defense. . . 4 Movement Points to enter.

Stream/River: Fair defensive terrain. . . 6 Movement Points to enter. Some areas are impassable to vehicles.

Woods: Good defensive terrain. . . 6 Movement Points to enter (vehicles prohibited from entering heavy woods).

Hilltop: Good defensive terrain with sighting advantage. . . 8 Movement Points to enter.

City: Excellent defensive terrain. . . 8 Movement Points to enter.

18.0 GRENADIER REGIMENT ORGANIZATION

Regimental Headquarters
- Attached Recon
  - Motocycle Section
  - Armored Car Section

(I) Infantry Battallion
- 1st Company
  - (3 Rifle Platoons)
- 2nd Company
  - (3 Rifle Platoons)
- 3rd Company
  - (3 Rifle Platoon)
- 4th Company (Schwere)
  - (3 MG Platoons)
- Mortar Section
  - (3 Mortar Batteries)

(II) Infantry Battallion
- 1st Company
  - (3 Rifle Platoons)
- 2nd Company
  - (3 Rifle Platoons)
- 3rd Company
  - (3 Rifle Platoons)
- 4th Company (Schwere)
  - (3 MG Platoons)
- Mortar Section
  - (3 Mortar Batteries)

(III) Infantry Battallion
- 1st Company
  - (3 Rifle Platoons)
- 2nd Company
  - (3 Rifle Platoons)
- 3rd Company
  - (3 Rifle Platoons)
- 4th Company (Schwere)
  - (3 MG Platoons)

Pioneer Battalion
- 1st Company
  - (3 Platoons)
- 2nd Company
  - (3 Platoons)

Assault Gun Brigade
- 1st Battery
  - (3 Stug. Assault Guns)
- 2nd Battery
  - (3 Stug. Assault Guns)
- 3rd Battery
  - (3 Stug. Assault Guns)

Elements Of Panzer Artillery Regiment

1st Self Propelled Artillery Battery
(3-5 Wespe 105mm SPA)
2nd Self Propelled Artillery Battery
(3-5 Wespe 105mm SPA)
3rd Self Propelled Artillery Battery
(3-5 Hummel 150mm SPA)

Elements Of Panzer Regiment

(I) Panzer Battallion
1st Company
1st Platoon
(3-5 Tigers)
2nd Platoon
(3-5 Tigers)
4th Company
1st Platoon
(3-5 Tigers)
(II) Panzer Battallion
5th Company
1st Platoon
(3-5 Pz. IV)
2nd Platoon
(3-5 Pz. IV)
7th Company
1st Platoon
(3-5 Pz. IV)
2nd Platoon
(3-5 Pz. IV)

19.0 QUICK REFERENCE CHART

Observation Phase

Joystick: Moves cursor and scrolls map when cursor is at screen edge. German units within cursor will be identified.

Joystick Trigger: Orders to dig in or get combat ready.

Start Key (F1): Ends Observation Phase and initiates Fire Phase 1.

Fire Phase 1 & 2

Joystick: Moves cursor and scrolls map. German units within cursor will be identified.

Joystick Trigger: Initiates a unit to commence firing and indicates target for that unit.

Start Key (F1): Ends fire phase and commences Movement Phase (after Fire Phase 1) or Enemy Movement Phase (after Fire Phase 2).

Movement Phase

Joystick: Moves cursor and scrolls screen. Moves units that are "picked up". German units within cursor will be identified.

Joystick Trigger: Initiates the "picking up" of a unit to move it and "putting down" a moving unit.

Start Key (F1): Ends Movement Phase and commences Enemy Fire Phase 1.

Other Options: Infantry, MG's, Mortars, and Pioneers may be loaded onto or unloaded from transports by "picking up" the unit and then pressing the SELECT (F3) key or by "picking up" the unit and, keeping the button pressed, moving the joystick in any direction. Infantry and Pioneers may assault enemy positions and tanks may overrun enemy positions by attempting to move those units directly onto the enemy unit. Pioneers may build blown bridges and clear mine fields by moving onto those terrain types.

Enemy Fire Phases 1 & 2

Joystick: Scrolls the map.

Other Options: German units attacked will be identified in the message area along with an indication of whether or not that unit was hit.

Enemy Movement

Joystick: Scrolls the map.

Other Options: German units attacked will be identifed in the message area along with an indication of whether or not that unit was hit.

20.0 DESIGNER'S NOTES

The key element I have found in any successful simulation is to give the particulars of the simulation the capabilities of their real-life counterparts within the confines of the simulation. This, in effect, makes tanks act like tanks and infantry act like infantry no matter what the player does. This also makes the design easier as it limits problems to the overall structure of the simulation rather than on the particulars.

My own application of this concept is no more evident than in PANZER GRENADIER. Much emphasis was applied to unit differentiation and being very specific as to what a certain unit type can and can't do. The result gives you Self Propelled Artillery that can be treated like its counterparts (the Hummel and Wespe) were treated, and Tigers that do pack more of a wallop and take it better than the Panzer IV's. Things like this are subtle. They are not recognized right away and only come after some playings where the player learns to lean on his SPA and count on his Tigers a little more. And alas, like real life, there just weren't that many to go around. These units are the cream of the offensive crop. But the real stuff of the game lies elsewhere.

There is a synergistic element in games of this type. Whether pure board, board + computer, or pure computer games, the bottom line is simply the moving about of numbers. Yet anyone who has played simulation-type war games knows there is much more than this. There is an interaction between the player, history, and the game. Sometimes this interaction is weak and sometimes it is intense. This can be summed up in the vaporous concept of "feel". It is obvious that some games have it and some don't. Yet nobody has cornered the market. No one has yet discovered exactly what elements constitute a good feel and what deter from it. My only guide is me. I design and play my games with correct feel being the highest priority at the expense of many other seemingly more important factors. If when playing the game, you feel, even with the slightest twinge, that you are commanding a Panzer Grenadier Regiment across the expanses of Russia, then I have succeeded at what I set out to do. All my games are for you and for me. I want you to enjoy them and I want to enjoy them myself. One reason I do the kind of games I do is that nobody else does.

There is an aspect to PANZER GRENADIER that may be a little confusing at first. There are *Units*, and there are *Subunits*. The piece you see on the map is the unit. It is a cohesive whole, be it a company, platoon, or section. Each unit is composed of subunits which are indicated by a unit's "S=" number when it is identified. The subunits are actually more specific than the units they compose. Each subunit is identifiable as a platoon or vehicle. Each subunit that is present and in good enough shape to fire will fire when ordered. The unit is a little more elusive to define. Though readily apparent on the game map, it represents only the general location of the subunits that compose it.

This is also true for the Soviet forces. Though you are never informed of their exact disposition in subunits until you count how many subunits fire at your units, you can be assured that they operate under the same conditions your own forces operate. This brings up an interesting approach to just how you should fire your units. It's easy to realize that totally eliminating an enemy unit solves the problem of dealing with that unit; but there is also the consideration of spreading your firepower out more with the effect of breaking apart the subunits and, in effect, giving the enemy fewer shots or even no shots if the unit becomes sufficiently disrupted.

Another point to consider is Soviet cohesiveness. One of your goals should be to keep the enemy from ganging up on a few of your units. This can certainly spell disaster. In the early goings, enemy cohesiveness is at its highest. Units are placed for optimum field of fire with supporting fire. Soviet cohesiveness is no more evident than in Scenario 4 where the tanks roll out of the fields like lava. Your first goal in this situation is to break up the attack. Don't focus on a particular group of units. You've got to inflict the most damage over the widest area. Once those tanks get in range and begin taking their shots, only the most pronounced defense will withstand it. Here, elimination of enemy units is secondary to limiting the number of shots they can fire. Elimination will come after a few turns of withering fire over a broad front, and it may come wholesale.

It should be no secret that enemy units who have been shot up a bit will be less likely to withstand an assault or overrun than fresh, untouched units. And with assaults coming after the first fire phase, what would you do to an enemy position that lies ahead of your advancing infantry and armor?

Since you don't have overflowing numbers of those superunits mentioned earlier, let's look at what you do have. First, there

is a hell of a lot of infantry that is not as immobile as may first be thought. They are the fastest units on the map when loaded and not so bad in defending areas under pressure, especially if they are dug in. Next, you have a host of lesser firepower types (Pz IV's, Stugs, Mortars) to round out the offensive punch. What this all adds up to are options. I must admit that I see many more options to explore in this game than I may actually get around to exploring.

In any case, I entered into the design of PANZER GRENADIER with a limited number of clearly defined formats in mind. Primarily, I wanted to explore the task of "commanding" the successful operation of a Panzer Grenadier regiment. Just what was a Panzer Grenadier outfit and what did it do? As usual, research produced conflicting data on layout and organization. It also seems historians paid far less attention to them than pure armored formations; thus, data on specific battles was largely dependent on other factors. But the concept of the PANZER GRENADIER was what grabbed me. It was a simple concept: Mobile infantry with incredible amounts of intrinsic and backup firepower. I focused initially on the Grossdeutschland PzGr division due to their historical visibility and the fact that they were one of the top divisions in the Wermacht and were almost always primed and ready, to the hilt, for battle. No lack of equipment here.

The bigger picture soon began to emerge. I arranged the units into companies and platoons, set up the parameters so they relate to each other, the enemy, and the map, and let loose and began playing. The first problem I encountered was expected. Just what does one do with a Panzer Grenadier regiment in an offensive situation? I first began by massing firepower and blowing away anything in my unit's paths. (I was also debugging the program at this time so some things are sketchy.) That worked for a while. Unfortunately, I had designed the game so that 1) the enemy units would act, sort of, how I would act were I commanding them and, 2) the enemy units were placed in a situation that reflected a frontal disposition where they knew where you were going and where you would hit. I mean this in a broad sense. It's not that the enemy is specifically reacting to your moves, but that your regiment is in a sector where the Soviet forces expect them to initiate an offensive. With that in mind, you will encounter primary, secondary, and sometimes final lines of defense that, when confronted directly and casually, can rip your forces to shreds. Needless to say, I rarely achieved the objective I had in mind in my early playings of the game.

I liked the way the enemy units were reacting to individual events on the battlefield, and I liked the idea of confronting a ready and able foe. Now for the real test. Can the game support varied and even outrageous (but plausible) strategies? I'm going to leave you hanging on that one. After all, it could be the main reason why you play the game. Why should I spoil your fun?

CREDITS

Game Design & Programming
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In-House Playtesters
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Customized Disk Operating System (Apple version)
Roland Gustafsson

Art & Graphic Design
Louis Hsu Saekow, Kathryn Lee, Dave Boudreau & Margo Walsh

Typesetting
Abra Type

Printing
A&a Printers and Lithographers

QUICK REFERENCE CHART

Observation Phase

Joystick: Moves cursor and scrolls map when cursor is at screen edge. German units within cursor will be identified.

Joystick Trigger: Orders to dig in or get combat ready.

Start Key (F7): Ends Observation Phase and initiates Fire Phase 1.

Fire Phases 1 & 2

Joystick: Moves cursor and scrolls map. German units within cursor will be identified.

Joystick Trigger: Initiates a unit to commence firing and indicates target for that unit.

Start Key (F7): Ends fire phase and commences Movement Phase (after Fire Phase 1) or Enemy Movement Phase (after Fire Phase 2).

Movement Phase

Joystick: Moves cursor and scrolls screen. Moves units that are "picked up". German units within cursor will be identified.

Joystick Trigger: Initiates the "picking up" of a unit to move it and "putting down" a moving unit.

Start Key (F7): Ends Movement Phase and commences Enemy Fire Phase 1.

Other Options: Infantry, MG's, Mortars, and Pioneers may be loaded onto or unloaded from transports by "picking up" the unit and then pressing the SELECT (F5) key or by "picking up" the unit and, keeping the button pressed, moving the joystick in any direction. Infantry and Pioneers may assault enemy positions and tanks may overrun enemy positions by attempting to move those units directly onto the enemy unit. Pioneers may build blown bridges and clear mine fields by moving onto those terrain types.

Enemy Fire Phases 1 & 2

Joystick: Scrolls the map.

Other Options: German units attacked will be identified in the message area along with an indication of whether or not that unit was hit.

Enemy Movement

Joystick: Scrolls the map.

Other Options: German units attacked will be identified in the message area along with an indication of whether or not that unit was hit.

GRENADIER REGIMENT ORGANIZATION

Regimental Headquarters
- Attached Recon
  - Motorcycle Section
  - Armored Car Section

(I) Infantry Battalion
- 1st Company
  - (3 Rifle Platoons)
- 2nd Company
  - (3 Rifle Platoons)
- 3rd Company
  - (3 Rifle Platoon)
- 4th Company (Schwere)
  - (3 MG Platoons)
- Mortar Section
  - (3 Mortar Batteries)

(II) Infantry Battalion
- 1st Company
  - (3 Rifle Platoons)
- 2nd Company
  - (3 Rifle Platoons)
- 3rd Company
  - (3 Rifle Platoons)
- 4th Company (Schwere)
  - (3 MG Platoons)
- Mortar Section
  - (3 Mortar Batteries)

(III) Infantry Battalion
- 1st Company
  - (3 Rifle Platoons)
- 2nd Company
  - (3 Rifle Platoons)
- 3rd Company
  - (3 Rifle Platoons)
- 4th Company (Schwere)
  - (3 MG Platoons)

Pioneer Battalion
- 1st Company
  - (3 Platoons)
- 2nd Company
  - (3 Platoons)

Assault Gun Brigade
- 1st Battery
  - (3 Stug. Assault Guns)
- 2nd Battery
  - (3 Stug. Assault Guns)
- 3rd Battery
  - (3 Stug. Assault Guns)

Elements Of Panzer Artillery Regiment
- 1st Self Propelled Artillery Battery
  - (3-5 Wespe 105mm SPA)
- 2nd Self Propelled Artillery Battery
  - (3-5 Wespe 105mm SPA)
- 3rd Self Propelled Artillery Battery
  - (3-5 Hummel 150mm SPA)

Elements Of Panzer Regiment
- (I) Panzer Battalion
  - 1st Company
    - 1st Platoon
      - (3-5 Tigers)
    - 2nd Platoon
      - (3-5 Tigers)
  - 4th Company
    - 1st Platoon
      - (3-5 Tigers)
- (II) Panzer Battalion
  - 5th Company
    - 1st Platoon
      - (3-5 Pz. IV)
    - 2nd Platoon
      - (3-5 Pz. IV)
  - 7th Company
    - 1st Platoon
      - (3-5 Pz. IV)
    - 2nd Platoon
      - (3-5 Pz. IV)

TERRAIN CHART

Clear: Poor defensive terrain . . . 2 Movement Points to enter.

Roads: Poor defensive terrain . . . 1 Movement Point to enter.

Ridge: Offers limited defense . . . 4 Movement Points to enter.

Stream/River: Fair defensive terrain. . . 6 Movement Points to enter. Some areas are impassable to vehicles.

Woods: Good defensive terrain . . . 6 Movement Points to enter (vehicles prohibited from entering heavy woods).

Hilltop: Good defensive terrain with sighting advantage . . . 8 Movement Points to enter.

City: Excellent defensive terrain . . . 8 Movement Points to enter.

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: *STRATEGIC SIMULATIONS, INC., 883 Stierlin Road, Building A-200, Mountain View, CA 94043-1983.*

Or call our special Hotline Number: *(415) 964-1200* every weekday, 9 to 5 (P.S.T.).



STRATEGIC SIMULATIONS, INC.