

Extract from ComsimWorld discussion:

Playing Panzer Blitz/Panzer Leader games using Panzer Command rules

While a plethora of scenarios, variants, additional counters, maps, and PBEM tools are available for the Panzer Blitz/Panzer Leader game series, Panzer Command never reached an equivalent level of gamer acceptance. Simply because of the general availability of PBEM tools, such as Vassal, supporting the PB/PL systems, I recently tried revisiting these old favorites. However, after years of exposure to Panzer Command, the age of the PB/PL system readily became apparent, and replaying games using the dated rules was simply not an option.

Of course one option, which I have tried, is to convert selected PB/PL scenarios to Panzer Command games. While this works, with some effort, I find I have less time to devote to this conversion process -- necessary before you can get into actually playing the game. Simply being able to start up an existing PB/PL scenario and play it still retains its appeal.

Ironically enough, I ran across an old CRT conversion chart that I had done many years ago and tried it with one of the newer, existing Vassal gamesets. The resulting game played remarkable well and effectively satisfied my desire for quick start Panzer Command scenarios. I have included it here for those who may wish to try it.

Having been provided with the CRT, the major missing component required to play these scenarios is the designation of Panzer Command regiments. Many of the scenario descriptions give an indication of the number of regiments that are represented in the scenario. I generally use these as guidelines and try to allocate additional units by type, following the general trends of the Panzer Command regiments. This allows one to visually identify the parent regiment without having to refer to notes. Those more studious gamers among us can set up as realistic a regimental allocation as they wish, using simple notes. I modified the Vassal gameset to place a small number representing the regiment on the pieces, and this solved the problem for me. I find that as long as at least three regiments are allocated to each side, the games seem to play pretty well. Most of the time, more than three regiments can be allocated for a side.

As far as the assignment of Panzer Command HQ ratings go, if I know the history of the particular scenario, I use that as a guideline for assigning headquarter experience levels. If I have no guidance, I'll make both sides approximately equivalent. If the scenario needs balancing, the adjustment of HQ experience levels is an excellent way to balance the scenario without having to resort to changing victory conditions, providing die roll modifications, or other scenario balancing schemes.

For those armor aficionados out there, a given unit will not perform exactly like either a Panzer Blitz/Panzer Leader unit nor a Panzer Command unit, but more like an average mix. The PB/PL game system is 37 years old, and the armor relationships between the two games are derived from different design camps. The resultant factors using the CRT provided here is the price to pay for the conversion. However, the net effect over an entire game I find to be pleasantly compatible with the feeling I get playing a pure Panzer Command game. The only way to really know if it suits you is to try it.

[F. Michael Connor - Sep 30, 2007 11:31 pm \(#140 Total: 195\)](#)

Outside of the fact that PB/PL and PC are East Front situated they have little in common. Seems to be a little assymetry thing going on there. PC turns represent (as stated in the rules) 1-2 hours whereas PB/L turns are only 6 minutes. PC units are companies, PB/L are platoons and finally PC hexes are 500 as opposed to 250 meter in the case of PB. I don't really see how any conversion will allow cross-compatiblity between the two systems.

[Gregory Niswonger - Oct 1, 2007 11:34 am \(#141 Total: 195\)](#)

The "conversion" is not intended to make the systems compatible nor imply that there is any conversion of one system to the other. The chart simply allows you to play basic Panzer Command with a selection of new maps -- the distance between cities in hexes not being that inconsistent -- and with new units that have slightly different weapons relationships. You also have a long list of new scenarios available.

If you feel that the coarse granularity of the existing Panzer Command factors exactly models the correct weapon relationships, then you certainly won't feel comfortable with the slight perturbations introduced by the different units, and the "conversion" won't be for you. I don't expect that this tool will have a wide appeal. This is only for those who want to use the existing PB/PL tools and scenarios in an easy manner and still have games that provide a similar look and feel to that of the original Panzer Command game. It's not for the purist.

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[Gregory Niswonger - Oct 9, 2007 8:27 pm \(#143 Total: 195\)](#)

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My initial attempts tried the direct conversion route. However if I converted existing PB/PL scenarios to PC, I had to perform an actual scenario design for each scenario, as is done with the ATS scenarios; and I wanted to avoid that labor. Using PB/PL scenarios directly with the proper PC conversions allowed for a quicker startup, but unfortunately produced a more complex set of conversion rules and required more mental conversions of the counter factors, which grew rather tedious.

I finally settled on the current scheme as it allowed a quick startup and seemed to produce an acceptable PC game, though the initial scenario balance might not be there. I was not able to avoid the labor of allocating units to regiments, so I tend to be rather quick about that process without being too obsessive about it.

For those who may be curious and don't wish to go to the trouble of actually opening up a PB/PL scenario, I've included an example of a turn for Panzer Leader Situation No. 10 using the conversion rules. The white rectangles at the bottom -- if you can see them -- are the HQ assignments. I've since updated the Vassal gameset to label each unit with it's regiment number.

(Referring to Panzer Command ComsimWorld forum post #143)

