

Converting Squad Leader Scenarios to Battlefront: WW2

Map board

Conversion of the map board must take into account the maneuver and aesthetics of the game. This will make the best possible amount of area for buildings in the correct scale. Thus I have found that 2 inches per hex is the best conversion in 10 to 15mm. Double the distance for 20 to 28mm and half it for 6mm.

Infantry

Very simple here. A one for one conversion of squads to stands with half squads double to create a single stand. The crew become part of the support weapon.

Light Support Weapons

LMG/MMG/HMG – For MMG/HMGs a one to one conversion is fine. For LMGs, this is scenario specific but do not allow anymore than one LMG per three squads.

FT/DC – Flamethrowers and demolition charges are considered part of the stand and should be used by engineers only. Record their presence and the stand carrying them on a sheet of paper separately.

PF/MC/ATMM – Panzer Faust, Molotov Cocktails and Anti Tank Mines Magnetic are all considered part of the stand and treated as FT/DC but useable by all personnel stands of the nationality.

ATR/Pz Sck/Baz/PIAT – These anti tank weapons are considered light support weapons and should be treated on separate support weapon stands.

Radio/Field Phone – The presence of such devices should rate a one to one conversion to a FOO stand. FOO Stands are also allotted for every 3 artillery type weapons and/or medium or heavy mortars on the map board.

Vehicles

At first I considered the conversion of 2 counters to one vehicle stand but this made Battlefront into an infantry only game even in the vehicle heavy scenarios. Thus I think the ratio of one counter for each vehicle stand is reasonable and fun. Remember that ASL/SL scenarios are not truly historical; rather they are representative of the forces available historically after balancing the scenario for game play. Same goes for aircraft as well.

Artillery

Artillery, onboard or off, is converted one for one. This ratio is necessary to counter balance the vehicle ratio. Remember to incorporate the crews.

Discipline Rating

To determine the discipline rating of the Battlefront converted force you must convert the leaders and infantry squads to Battlefront: WW2 discipline ratings. The next two sections; leaders and élan, will demonstrate the process to be followed.

Leaders

Leaders are converted one for one from counter to commander stand but be careful to maintain the Battlefront average ratio of one leader to every eight stands. Leadership ratings are given as follows:

Leadership		
ASL Leader Morale		BFWW2 Discipline Modifier
10	=	Elite
9	=	Veteran
9	=	Experienced
7	=	Trained
6	=	Raw

Élan

Squad Leader experience level ratings can be translated into Battlefront: WW2 Discipline level like so:

Élan		
ASL ELR		BFWW2 Discipline
Elite	=	Elite
1st Line	=	Veteran
2nd Line	=	Experienced
Green	=	Trained
Conscript	=	Raw

Players should note that only the Soviets, Germans and minor European powers used conscripts.

The force a player has should be considered a certain overall discipline level, this is accomplished by adding all the different types of stand discipline ratings together and dividing by the total number of discipline types represented in the counter mix. This average (-1 for any elite units in the counter mix) is then compared to the total number of counters to determine where the average rating sits on the scale of total counters. For example:

Two German players have divided a counter mix of 4 leaders, 14 squads, 6 support weapons and 2 vehicles in two. The first player has 2 leaders, 7 squads, 3 support weapons and 1 vehicle. Now determine the discipline rating! The player has 1 elite leader, 1 Raw Leader, 4 experienced squads, 1 raw squad and 2 elite squads and discard the support weapons and vehicles for now.

Thus; 3 elite counters, 4 experienced counters and 2 raw counters or 9 counters to count for discipline rating. We have 9 counters and 3 discipline ratings (-1 for elite counters in the mix) which becomes $9/2=4.5$. On a scale we have;

- 1 to 2 raw
- 3 to 6 experienced
- 7 to 9 elite

Our average is 4.5 which fits between 3 to 6, so the force is considered experienced overall.

The Second player has 2 leaders, 7 squads, 3 support weapons and 1 vehicle. Now determine the discipline rating! The player has 1 elite leader, 1 veteran Leader, 2 veteran squads, 2

experienced squads, 1 raw squad and 2 elite squads and discard the support weapons and vehicles for now.

Thus; 3 elite counters, 3 veteran counters, 2 experienced counters and 1 raw counter or 9 counters to count for discipline rating. We have 9 counters and 4 discipline ratings (-1 for elite counters in the mix) which becomes $9/3=3$. On a scale we have;

- 1 raw
- 2 to 3 experienced
- 3 to 6 veteran
- 7 to 9 elite

Our average is 3 which fits between 3 to 6, so the force is considered veteran overall.