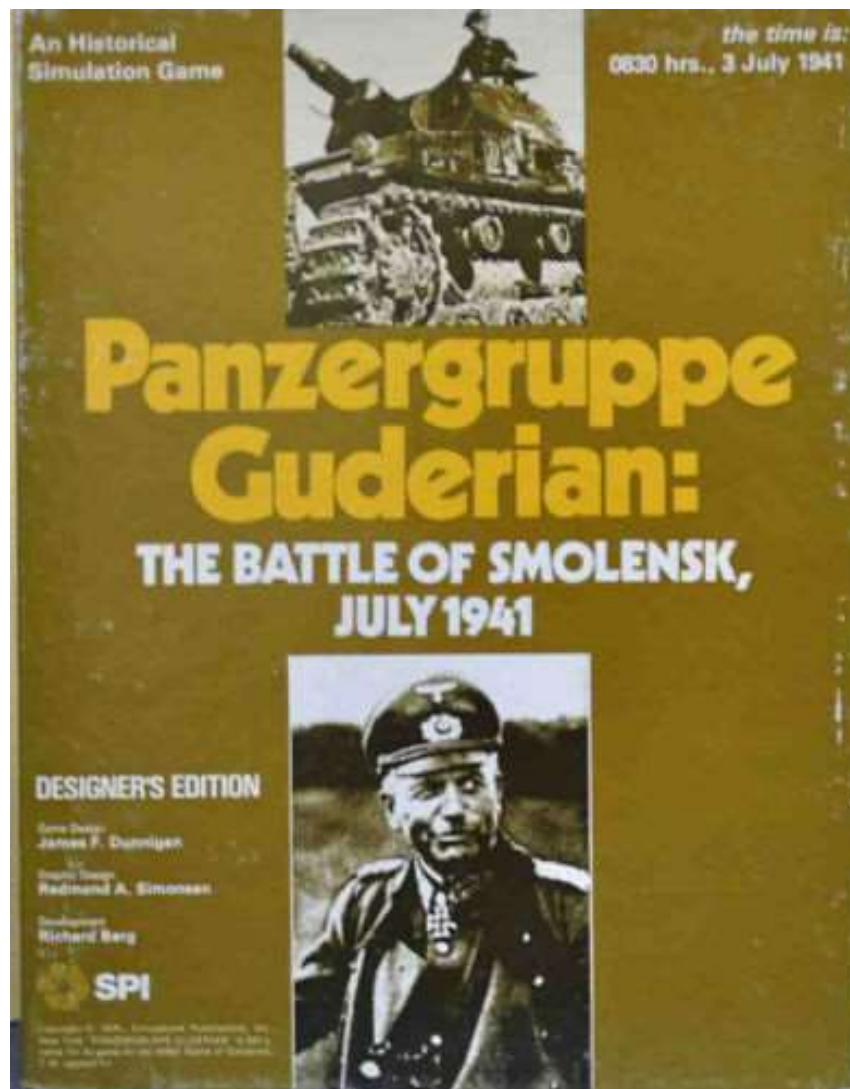


# **Panzergruppe Guderian, The Battle of Smolensk, July 1941**

*Replay by George Falconer*

Panzergruppe Guderian was a groundbreaking game and is still one of best hex & counter war-games ever made. The new mechanics it introduced - like unknown Soviets and locking zone of control - changed gaming for me. It made many of the games I played at the time look silly (games like Stalingrad and D-Day). I had also never seen a game that was so cool to play solo.

I still play PGG, using it as a good example to show people who have never seen a hex and counter war-game, and I still play a solo every once in a blue moon. I recently played a solitaire game instead of just putting the game away after introducing two friends to this old masterpiece. This is how it turned out.



## Turn 1

The Soviets had a 'troublesome' first turn, Koniev failed his move roll. The best that could be done was a thin screen with adjacent pairs in the forests in front of the Vitebsk gate. Papa Hoth's Panzergruppe got a bit of a break and ran into a 0-0-6 at their break in spot.

Exploiting the opening, they poured the panzers through to pin down the two big Soviet HQ.



## Turn 2

With the center locked up already there is not much that the Soviets can do except throw a screen on the north side to keep 57th PZ from getting to far. Tried a counterattack to get Koniev free, but the Germans committed the Lehr to keep that big HQ from getting away.

The Germans decide to keep to plan, tie down as many commies as you can, to clean 'em up later.



### Turn 3

Guderian ran into some toughies, the panzers forced them back into some strong clusters and compromised the Soviet positions, but they didn't complete the isolation of the HQ's which will cost more time.



## Turn 4

The Soviets had bought enough time to get the main line of resistance ready in front of Smolensk. The Germans spent the turn freeing up some of the panzers, some troublesome pockets remain.



## Turn 5

The Soviets were very pleased, the main line looked good and there were still strong German forces tied up with the holdouts. By the end of the turn they were worried.

The Germans slammed the line north of Smolinsk, and a single panzer corp disrupted the lines near Roslevel.



## Turn 6

Ok, no need to panic, the lines bent but did not break.



## Turn 7

Ok, maybe panic a little. The lines north and south of Smolensk can't take much more.





## Turn 8

The line north of Smolensk ripped a bit, there are panzers in the rear and the armies in and around Smolensk are in big trouble.

However the lines south of Smolensk have solidified and it looks unlikely that the Germans will have the forces to take the crucial objectives, so the Soviets should be able to keep at least a marginal victory.



## Turn 9

The siege of Smolensk starts, there are some tough commies in the city, it will take a maximum effort to kill them all by turn 12.



## Turns 10 and 11

The siege of Smolensk takes most of the steam that the krauts have. A desperate drive on Roslavel gets to the gates of the city.



## Turn 12

Smolinsk falls, Roslavel and Yelnya hold, so the Soviets get their Marginal victory.

