

PANZERGRUPPE GUDERIAN

The Battle of Smolensk, July 1941 — Rules Manual v1.0.1

A hex-and-counter operational wargame for one player. Command Army Group Centre's panzer groups or the Soviet Western Front across a 12-turn campaign on a real-geography map of the Smolensk region (35x31 hexes, 10 km per hex). Every Soviet division begins the game untried: its strength is hidden from both players until it first fights.

1. Sequence of play

Each of the 12 game turns covers two days. The German player turn is followed by the Soviet player turn; each player turn is Movement, then Combat, then Mechanized Movement (mechanized units only: panzer, motorized and tank divisions). Reinforcements and supply are checked automatically at the start of each player turn.

2. Movement

Units spend movement points (MP) hex by hex. Stacking limit: 2 units per hex. Zones of control (ZOC) are rigid: entering a hex adjacent to an enemy unit ends movement immediately. A unit that starts in an enemy ZOC may leave it, but halts again on entering another.

Movement allowance	MP
German mechanized, turns 1-5	8
German mechanized, turns 6-7 (fatigue)	6
German mechanized, turn 8 on (halt order)	5
Soviet tank divisions	8
All leg infantry	4

Terrain entered	MP cost
Along a road (bridges included)	1
Open / city / town	1
Forest	2
Marsh	3
+ crossing a minor river	+1
+ crossing the Dnepr or Dvina	+2

3. Untried units

Soviet divisions are placed unrevealed (shown "?"). When a unit first takes part in combat or is overrun, its true strength is drawn and recorded in a contact report. The pools below give the exact mix of strengths a division may turn out to have.

Rifle division strength	1	2	3	4	5	6	7
Number in pool	6	11	14	14	9	5	3

Tank division strength	2	4	6	8
Number in pool	2	2	2	2

4. Combat

Attacks are voluntary, by adjacent units against one enemy-held hex. Total the attack factors (halved across a major river hexside), compare to the defence, and read the odds column; shift LEFT one column for a town, forest or marsh, two for a city, and one more for the eastern defence line; shift RIGHT one column for Luftwaffe support (German only, 3 missions per turn, 1 from turn 8). Roll one die.

Die	1:2	1:1	2:1	3:1	4:1	5:1	6:1
1	AE	AE	AR	EX	DR	DR	DE
2	AE	AR	AR	DR	DR	DE	DE
3	AR	AR	EX	DR	DR	DE	DE
4	AR	EX	DR	DR	DE	DE	DE
5	AR	DR	DR	DE	DE	DE	DE
6	EX	DR	DR	DE	DE	DE	DE

DE defender eliminated · DR defender retreats 2 hexes (eliminated if no path) · EX exchange: defender eliminated, attacker loses at least equal printed strength · AR attacker retreats 2 · AE attacker eliminated. One attacking stack may advance into a vacated hex.

5. Overruns

In either movement phase a mechanized unit with 4 MP remaining may overrun an adjacent LONE defender (not across a major river). The defender is revealed first; if the resulting odds are below 3:1 the overrun is called off, the MP still spent. Otherwise resolve on the CRT at the revealed odds.

6. Supply and isolation

Supply is traced to the friendly map edge (west for German, east for Soviet) through hexes free of enemy units and enemy ZOC. Unsupplied units are marked OUT OF SUPPLY and are eliminated after 3 consecutive turns isolated. Pockets kill.

7. Rail movement and reinforcements

The Soviet player may move up to 3 units per turn by rail: unlimited distance along connected rail hexes, never entraining in or passing through German ZOC or German-held hexes. 36 Soviet reinforcement divisions arrive from the east edge on a fixed schedule and garrison the fortified Rzhev–Vyazma defence line (hatched on the map), where Soviet defenders gain one additional leftward column shift.

8. Victory

German VP = value of German-controlled objectives + 1 per Soviet division destroyed – 3 per German unit lost + 3 per German unit exited off the east map edge (movement phases, from the easternmost hex row).

German VP	Result
80 or more	German Decisive Victory
68 or more	German Substantial Victory
50 or more	German Marginal Victory
36 or more	Draw
24 or more	Soviet Marginal Victory
below 24	Soviet Decisive Victory

9. Objectives on the map

Place	VP	Terrain	On defence line
Smolensk	10	city	—
Vyazma	8	city	yes
Vitebsk	4	city	—
Orsha	4	city	—
Roslavl	4	city	—
Mogilev	4	city	—
Dorogobuzh	3	town	yes
Yelnya	3	town	—
Yartsevo	2	town	—

The remaining mapped towns (Velizh, Surazh, Demidov, Dukhovshchina, Kholm-Zhirki, Beshenkovichi, Rudnya, Senno, Gusino, Krasny, Bayevo, Tolochin, Pochinok, Monastyrshchina, Kopys, Gorki, Shklov, Mstislavl, Chausy, Krichev, Bykhov) score no VP but anchor the road and rail net.

10. Orders of battle

Force	Units
German at start (incl. 0 panzer divisions)	31
Soviet at start (all untried)	30
Soviet reinforcements (east edge, by schedule)	36

11. Saving

The game autosaves to your browser after every action under a single campaign slot. Resume from the title screen; starting a new campaign or finishing one clears the slot. Nothing is transmitted anywhere: the game runs entirely offline.

Panzergruppe Guderian is an original Tronsoft Games design inspired by the historical battle and by the 1970s hex-and-counter tradition. See LICENSE.txt and docs/credits.txt for rights and acknowledgements.