

PGG

PANZERGRUPPE GUDERIAN A NEW SCENARIO

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THE MINSK POCKET

What would the Battle of Smolensk have been like if a substantial Russian force had been encircled in the area around Minsk? The German reinforcement rate would have been drastically different and the German onslaught could have been transformed into a Soviet counter offensive. In the following scenario for Panzergruppe Guderian I have tried to simulate the effect of such an encirclement.

The Soviet first turn special rules are the same as in the standard scenario except for rule 5.23. The Soviet player must roll one die for each unit of the 13th and 20th Armies :

- 1, 2, 3 Add the defence strength of the unit to that of the Minsk Pocket - it has been encircled. The Soviet player thus may not use the unit.
- 4, 5 The unit has been destroyed.
- 6 The unit appears as normal.

Note that this addition does not replace rule 5.23 -all units of the 13th and 20th Armies must expend their full movement allowances in the first Game Turn.

The Minsk Pocket has a defence strength of 500. It may be added to by units of the 13th and 20th Armies and may be reduced by German attacks. During the German Initial Movement Phase the German player may bring reinforcements onto the map or he may allocate them to attacking the Minsk pocket. If he chooses the former the reinforcements appear as normal but if he chooses the latter he must keep the units off the map until his next player-turn when the choice is made again. The Minsk Pocket is reduced by twice the attack strength of a unit if it is eligible to move during the Mechanised Movement Phase or by the attack strength if it is an infantry unit. Units may be kept off the map indefinitely. When they do appear they enter the map in the entrance areas where they were due to enter.

Rule 6.4 (The Soviet Movement Restrictions) applies except, instead of applying to the first six, it applies to the first three game turns. At the start of any Soviet player-turn after Game Turn 3, the Soviet player may declare that the Minsk Pocket is trying to break out. For every 100 Defence Strength Points left in the Pocket he must roll a die.

- 1, 2 No effect on Germans.
- 3, 4 Any one German unit allocated to attacking the pocket loses 1 step.
- 5, 6 Any one German unit allocated to attacking the pocket loses 2 steps and all German forces on the map are out of supply for that game turn.

During the Game Turn in which the Pocket has attempted a breakout, the rate of reduction of the pocket is doubled e.g. if a German Panzer division attacks, subtract 64 points.

Victory Conditions are the same as normal except the Soviet player receives 1 victory point per Defence Strength Point left in the pocket. The German player receives 5 victory points per 100 Defence Strength Points destroyed.

As in the standard scenario, the Minsk Pocket scenario gives both sides tactical problems and provides a much needed variation to a game in which variations are hard to find.