

# Panzergruppe Guderian Extended Sequence of Play

## A. SOVIET PLAYER TURN

### 1. Movement Phase:

#### Supply Check [11.0]:

- Supply path: any number of units can trace a Line of Communication to any leader in command radius (given in number of hex per leader); who must be able to trace a LoS of any length to the eastern edge of the map
- **Friendly units negates EZOC**
- Effects of OOS: Movement Allowance /2; Combat Strength /2 (never below 1); units can stay OOS indefinitely & never affects ZOC

#### Reinforcements [14.0]:

- First Turn Special Move [5.2]:
  - Roll 1 die for 16<sup>th</sup> Army (2216) and 19<sup>th</sup> Army (1414) → Move on 1,2,3; must satisfy for stacking (1 hex. movement max.)
  - All units of the 13<sup>th</sup> and 20<sup>th</sup> Armies **must expend their full Movement Allowances in First Game Turn**
- Provisional Reinforcements [14.1]: Roll 1 die per turn, the number corresponds to the entry of 1 Untried Rifle Division on one of the 6 entrances on the map
- Can be delayed but must enter map area specified [14.3]

#### Rail Movement [6.3]:

- Begin from RR and ends movement on RR
- Up to 8 combat units (in or OOS) + any leaders can move **30 hex** Max.
- 1 tank or mechanized Division counts as **3 combat units**

#### Movement restrictions:

- Movement & ZOC [6.22]:
  - Must stop when enters enemy ZOC (Disrupted units lose ZOC)
  - Leaders can only enter EZOC if accompanied by one combat unit
- Movement restrictions [6.4]:
  - from game turn 1 → 6, no units can cross hex 0100 and 0200
  - Disrupted units can't move. Leaders come become disrupted and cannot function as leaders

#### Overrrun [6.5]:

- Stack must start in same hex, in command radius [10.35] and needs to expend **+3 MP** to attack a target hex
- Attack strength /2

- If enemy hex is vacated, friendly unit(s) must move in that hex
- If result is Dx, the defending unit is Disrupted (loses ZOC, may not move nor attack). Leaders come become disrupted and cannot function as leaders.

Air interdiction effect on movement [13.3]: **+1 MP** on map, **+4 MP** on Rail Movement

#### Stacking [7.1]:

- No more than **3 units** (leaders don't count)

#### Terrain Effect Chart [6.7]:

### 2. Combat Phase:

Multi-hex combat [9.23]: If a unit(s) is adjacent to more the one enemy-occupied hex, it could attack all of them in a single combat

#### Terrain Effect Chart [6.7]:

#### Combat Results [9.62]:

- Untried units are revealed; eliminate No Strength units (placed in a second Dead Pile [12.4])
- Disrupted units can't attack
- If stacked with Leader [10.36], add the leadership value to (only) an attack (max value of the other units, before or after OOS effects)
- Each unit (so does Leaders) are 1 step only and must be in command radius [10.35]
- On a step-loss result, eliminate 1 unit
- On a result of Dx, chose to either lose x step(s) or retreat x hex
- Retreats in EZOC are prohibited except if occupied by a friendly unit
- **Retreats of Friendly units are conducted by enemy players [9.72]**
- Advance after Combat [9.8]:
  - The advancing victorious units ignores EZOC and may cease advancing in any hex along Path of Retreat
  - If all units are eliminated, victorious units may advance a max of **2 hex** (the first hex must be the one occupied by the eliminated unit)

### 3. Disruption Removal Phase

- Disruption units return to normal

### 4. Soviet Interdiction Phase:

#### Restrictions [13.45]:

- Soviet Interdiction Marker can't be placed in a hex occupied by a German Unit
- Interdiction Marker can be used 3 times per game (and not turn 12)

## B. GERMAN PLAYER TURN

### 1. Movement Phase:

#### Supply Check [11.0]:

- Supply path: units must be able to trace a LoS within **20 hex** of a Road leading to hex 0120. Units can also trace a LoS of **20 MP** to the Western edge of the map.
- **Friendly units negates EZOC**
- Effects of OOS: Movement Allowance /2; Combat Strength /2 (never below 1); units can stay OOS indefinitely & never affects ZOC
- Can't trace supply through a Soviet Interdiction marker [13.44]

#### Reinforcements [14.0]

- Can be delayed but must enter map area specified [14.3]

#### Movement restrictions:

- Movement & ZOC [6.22]: must stop when enters enemy ZOC (Disrupted units lose ZOC)
- Movement restrictions[6.4]: Disrupted units can't move

#### Overrun [6.5]:

- Stack must start in same hex and needs to expend **+3 MP** to attack a target hex
- Attack strength **/2**
- If enemy hex is vacated, friendly unit(s) must move in that hex
- If result is Dx, the defending unit is Disrupted (loses ZOC, may not move nor attack)

#### Air interdiction effect on movement [13.3]: **+1 MP** on map

#### Stacking [7.1]:

- No more than **3 units** (leaders don't count)
- Divisional Integrity: if all units of a Division comprise in a hex, the total strength of the Division is **X2**

### 2. Combat Phase:

Multi-hex combat [9.23]: If a unit(s) is adjacent to more than one enemy-occupied hex, it could attack all of them in a single combat

Terrain Effect Chart [6.7]: Combat Results

### 3. Mechanical Movement Phase:

- Supply Check: see 1. Movement Phase
- German Panzer, Mech, Motorized and Cavalry Units may move again
- Overrun are possible

### 4. Disruption Removal Phase

- Disruption units return to normal

### 5. German Interdiction Phase:

- Air Interdiction Markers can be placed on map on turn 1 after Soviet Player has placed his initial units on the game map [13.2]
- Air Interdiction Markers can be placed further east than the 4000 hexrow only one turn after Smolensk is taken and the LoC can be traced to the western map edge
- If Smolensk is recaptured, the situation reverts to the original restrictions

## C. GAME TURN INDICATION

[6.7] TERRAIN EFFECTS CHART

Terrain	Movement Points (MP) to Enter (or Cross)	Effect on Combat	Effect on Supply
Clear Hex	1 MP	No effect	No effect
Forest Hex	Inf. (not Mot.): 1 MP All others: 2 MP	Defender doubled in hex	No effect
River Hexside	Germans: add 2 MP to cross Soviets: add 1 MP to cross.	Defender doubled if attacked solely across River.	No effect
Major City	1 MP	Defender doubled in hex.	No effect
Minor City	1 MP	No effect	No effect
Swamp Hex	2 MP	No effect	May trace into, but not through.
Lake Hexside	May not cross	Not allowed.	May not trace through.
Road Hex (see Case 11.14)	Inf. (not Mot.) & Cav: 1 MP All others: ½ MP.	No effect	Germans must trace on Roads.
Railroad Hex	Depends on other terrain (see Case 6.3)	No effect	No effect

[9.5] COMBAT RESULTS TABLE

Die Roll	Combat Odds (Attacker's Strength to Defender's Strength)												Die Roll
	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	
1	A1	D1/A1	D1	D2	D2	D2	D2	De/A1	De	De	De	De	1
2	A1	Eng	D1/A1	D1	D2	D2	D2	De/A1	De	De	De	De	2
3	A1	A1	D1/A1	D1/A1	D1	D2/A1	D2	D2	De/A1	De	De	De	3
4	A2	A1	Eng	D1/A1	D1/A1	D1	D2/A1	D2	D2	D2	De/A1	De	4
5	Ae	A2	A1	Eng	D1/A1	D1/A1	D1	D2/A1	D2	D2	D2	De	5
6	Ae	Ae	A2	A1	Eng	Eng	D1/A1	D1	D2/A1	D2	D2	D2	6

#### EXPLANATION OF COMBAT RESULTS

**Ae** (or **De**)=All Attacking (or Defending) units are eliminated. Opposing Player may advance into hex.  
**A1, A2** (or **D1, D2**)=The Attacker (or Defender) may choose to lose the number of steps, or retreat the entire stack the number of hexes indicated (one or two).

Opposing Player may advance along Path of Retreat.

**Eng**=Engaged. Each side must take one step loss and remain in place. No retreat or advance after combat is possible.

In a split result (e.g., D1/A1), Defender takes losses or retreats first, then Attacker must decide

to retreat or lose one step; if step loss is taken, the units may advance after combat.

All victorious units may advance after combat. Retreat paths are determined by the opposing Player. Attacks at greater than 10-1 are treated as 10-1; at less than 1-3 are treated as 1-3.