
Rethinking Panzergruppe Guderian

By Dave Tofsted

Editor's Note: Moves had a popular feature called Footnotes. It allowed players to offer short form variants / changes to the body of wargamers for their consideration. In this spirit, the following variant is from PGG gamer Dave Tofsted. – RHG

Could I recommend just one change to the PGG rules? It might really improve the game results:

Attacks on empty hexes that are not in an enemy ZOC are allowed.



I realize this is quite a change. However having played this game numerous times it seems as though the Germans get bogged down midgame on the line of main resistance in front of Smolensk.

Their stacks that can only contain one Pz division can't manage to find good points of attack because once a unit has gotten "stuck" on a strong or even moderate strength stack of Russians they can't get disengaged. But a small retreat at one point could allow them to concentrate elsewhere against known strength defenders and break a hole through the Russian lines.

Thoughts?