Battle for MOSCOW

Free introductory wargame

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Game Credits

Battle for Moscow was designed by Frank Chadwick (he proposed the basic game idea, researched the information, and wrote the game rules). The game was developed by John Harshman and John Astell (they tested, polished, and edited the rules into their final form). Playtesting was performed by members of the staff of Game Designers' Workshop and Diverse Talents Incorporated (they played the game before publication and pointed out flaws and problems that needed to be fixed). Barbie Pratt was art director (she organized the components into a final product).

"What Happens Next - Continuing Play in Battle for Moscow" by Thomas M. Kane originally appeared in: *BATTLEPLAN*, **7**, August/September 1988, pp10–11.

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Resources

- BoardGameGeek page.
- VASSAL module
- On-line player-vs-computer or hot seat.
- Battle for Moscow II beta kit.

Game mechanics

Period	WWII
Level	operational
Hex scale	40 km (24.9 miles)
Unit scale	corps (⋈)
Turn scale	1 week (2 weeks)
# turns	7 or 14
Unit density	medium
Complexity	1 of 10
Solitaire	9 of 10

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Introduction to Wargaming

Wargames are games dealing with wars or battles. But a wargame is much more than just a reenactment of the event; it is dynamic: it re-creates the situation and underlying conditions of the event, show ing the major factors which influenced the outcome. It is also competitive: two players vie against one another to win the game, creating a drama and intensity in game terms which echoes that of the real battle. The combination of the two–dynamic and competitive–results in a game that is both exciting to play and representative of the event.

People play wargames for many reasons. They enjoy playing highly competitive games. They have an interest in history (either in general or in military history specifically)–an interest in the events that shaped the world we all live in. Wargaming is a hobby, and, as in other hobbies, sharing your interest in wargaming with other gamers in the hobby is fun.

A board wargame is a wargame that uses a map-board and counters as its basic elements. Although board wargames come in many forms, most have four common features: a map, counters, rules, and charts.

Map

The map shows the area where the battle was fought, depicting important terrain, roads, or other features that influenced the course of the battle. A map usually has a grid superimposed on it. Hexagonal grids are most common because they are efficient and easy for players to use, but other grids (squares, irregular-shaped areas, and so on) are possible. Whatever the form, the grid helps to position the playing pieces and to regulate their movement and combat.

Counters

The counters represent the historical forces involved in the battle and are usually square, die-cut pieces of cardboard. The printing on them specifies the type of military units they represent, their nationality, and their combat and movement abilities.

Rules

The rules tell how the counters move and engage in combat, what the victory conditions are, and any other information needed to play the game. The rules to all good wargames try to show the situation covered by the game in realistic terms: what was and was not possible on the battlefield is or is not possible in the game. Consequently, wargame rules tend to be more complex than those of other games (such as Chess or Risk), but players are rewarded with an exciting and challenging game situation.

Charts

The charts summarize often-used game information for quick reference during play. Most wargames have a terrain effects chart, which specifies the effects of terrain on the movement and combat of the counters, and a combat results table, which is used when resolving combat between the counters.

The Wargaming Hobby

Wargaming is a hobby that has been growing and expanding for decades. By its very nature, each game available is very different from every other game, but all can be categorized into one of three types: board gaming, miniatures gaming, and computer gaming. The Internet is also a fertile place for wargaming.

Boardgaming

Battle for Moscow is an excellent example of a boardgame. In a nutshell, board games are played using cardboard counters on a paper map. The rules for each board game are unique– the manner in which the counters move on the map, for instance, might be different from game to game. This is because the rules are created to best simulate the particular situation involved.

Board game topics run the gamut of human activity. There are military board games set in every period of human history: from Ancient times, to Napoleonics, to present day, to the distant future. There are also games on railroading, elections, gangsters, and many other subjects. Often different scenarios allow the use of the same counters and map to play out different situations, thus turning one board game into several. In each scenario victory conditions are set to determine the winner of the game at its conclusion.

More information? Apart from Battle fo Moscow, other free board wargames are available for you to try out[1].

You can browse the web sites of companies offering board wargames (and other types of wargame) for sale [3].

Web-Grognards contains a large number of reviews of board wargames (and other types of wargame) [2].

Miniatures Gaming

Gaming with miniature models is the oldest form of wargaming, from which all other types arose. The idea is to re-create a battle using model soldiers, tanks, ships, or whatever. The game is played on a tabletop which is created using model terrain like trees, buildings, hills, or roads.

The rules regulate the play of the game. They tell how far the miniatures can move on the tabletop, how many miniatures constitute a unit and how to mount them on bases, and how to conduct combat.

The chief attraction of miniatures wargaming is its physical appearance. If you've ever seen a miniatures game in progress, such as a large Napoleonic engagement where there are literally thousands of miniature figures on the table, you know how impressive a sight miniatures can be.

Miniatures gamers most often double as modelers and painters. Miniatures rules are available from many sources, but miniature figures are available from many more. Miniatures manufacturers offer lines which correspond to periods of history (World War II Naval, American Civil War, Ancient Rome, etc.). Once the gamer has decided on the particular miniatures he would like to use, he must purchase them and then paint them using reference materials on the period as his guide.

Miniatures is the most involved type of wargaming. Often many more hours go into preparation for play than are spent gaming, but that is half the fun. Should you get a chance to witness such a game, I think you'll agree that the aesthetic results are well worth it.

More information? There are free miniatures wargames for you to try out [4].

The Historical Miniatures Gaming Society Historical Miniatures Home Page is well worth looking at [5].

Computer Gaming

The newest type of wargaming is a product of our times. Games specifically set up for computer play take advantage of several never before available aspects of play.

First, computers can be employed to use their incredible computing power to free the players from enormous lists of continuous calculations. Very complicated situations can be played out making the computer do the hard parts and freeing the players to concentrate on strategy and fun.

Second, a computer can be used to present more realism than is sometimes possible with other types of wargaming. One example of this is the computer's ability to present limited intelligence to the players, allowing them to know only those things which their troops can see on the battlefield. This really places the players in the roles of commanding generals, forcing them to make decisions based only on what they know or can speculate about the enemy.

Finally, computers can very often take the role of the second player in a game, making them ideal for solitaire play. If there are no human opponents available, or if you simply wish to practice or play the game by yourself, the computer will operate the opposing side. And if you've ever watched a computer playing chess you know that it can be a very challenging opponent.

A computer version (with source code) of Battle for Moscow is available. It will help you play Battle for Moscow but it does not contain a computer opponent. Documentation is available [6].

More information? Demos of commercial and shareware computer wargames are available for you to try out [7].

You can browse the web sites of companies offering computer wargames for sale [8].

"The Wargamer - PBEM Computer War and Strategy Gaming" contains reviews (and demos) of computer wargames [9].

The Internet and Wargaming

Like most popular hobbies, wargaming has a thriving community on the Internet. There are many discussion areas on the Internet for wargaming in general and certain popular wargames in particular. These discussion areas are a good place to find out about wargames and pick up the latest hobby news.

It is also possible to play most types of wargame via the Internet, using electronic mail or some other facility. PBEM (Play By Electronic Mail) is a fast growing facet of wargaming.

More information? Special software, for example Aide de Camp [10] and the Wargame Processor [11], can help in PBEM wargaming. Versions of Battle for Moscow are available for them [12, 13].

Web-Grognards lists email, USENET and web discussion areas for wargaming, as well as a guide to PBEM wargaming. The Wargamer - PBEM Computer War and Strategy Gaming contains information on PBEM play of computer wargames [2, 14, 15, 16, 9].

References

[1] http://grognard.com/Board.aspx#complete

[2] http://grognard.com/

[3] ~~http://www.ionet.net/~skip/twceal.html#Publish~~

[4] http://grognard.com/Board.aspx#minis

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Updates, 2022

Many of the links referenced above are no longer valid (these are ~~striked-out~~). Please refer to the colophon for some resources.

Learning How to Play Wargames

It's easy to learn how to play Battle for Moscow. Print the counters, map and charts and examine them. With these at hand, print and read the rules. The rules tell you how to play the game, and they also tell you how to learn the game. Once you've read them, you're ready to play. You may not play too well first time, but keep at it. Each time you play, you become more familiar with the rules.

Now that you know how to play the game, the next step is to learn how to play it well. One of the best ways to do this is to play the game several times, trying different approaches each time until you find one that works best for you. While there's no one "best" way to win, there are several principles (similar to those that military commanders follow) to keep in mind for better play:

Objective Always keep the objective in mind. In Battle for Moscow, the player who controls Moscow at the end of the game wins. Each player should develop his strategies with this objective in mind: the German player on how to take Moscow, and the Soviet player on how to defend Moscow or how to retake the city if he loses it. All other game strategies for both sides are means to the end and must not supplant the objective.

Campaign Plan Formulate a general plan of what you hope to do over the course of a few turns. If you don't have a plan, you're likely to play by just responding to the immediate situation, and doing this can prove disastrous over the course of 2 or 3 turns. Follow your plan, but be prepared to abandon it and form a new one if your opponent stops you cold.

Concentraton of Forces You can't be strong everywhere at once on the map, and trying for this will simply leave you weak everywhere. If you have a plan, then you have an idea of where to concentrate your forces so that you will have enough strength to follow through on your plan. For example, if the German player's plan is to make a double thrust on Moscow, one through Rzhev and one through Orel-Tula, then his strong forces should be concentrated on these two lines. Massing strong forces in front of Roslavl to defeat the Soviet armies there should be avoided because this doesn't advance the plan.

Maneuver and Battle Manoeuvre your forces to take the best advantage of terrain and the positioning of the enemy forces; seek to increase your possible options and limit your opponent's. Engage in combat where the results (such as taking a position or causing losses to the enemy) helps you; don't waste time and resources on actions that won't improve your situation even if they succeed.

Anticipation Try to anticipate your opponent's moves and your future moves. If you can foresee that your opponent is go ing to block your plan, then you can start forming a new plan immediately rather than wasting time on a dead-end plan.

Tactics One good tactic is to seek to surround (with units and their zones of control) the enemy units you plan to attack, as surrounded units which are forced to retreat are eliminated instead. In combat, select the tactics that best suit your plan and situation: strong attacks (odds of 4:1 or more) to gain ground and inflict losses on the enemy, attritional attacks (2:1 and 3:1 odds) to wear down the enemy strength (at the cost of taking losses yourself), and low-odds attacks (1:1) when the slim chance of forcing a retreat outweighs the risk of your forces taking losses. When moving your forces, use terrain and your units' zones of control to limit your opponent's response to your move .

Your Ultimate Goal Don't forget your ultimate goal while you're playing the game. Winning is nice, but, statistically, half of all players lose. The real goal is to have fun, so make the best of everything during the game, concentrate, and, above all, have fun.

A Complete Board Wargame

Operation Typhoon, the German Army's final lunge to capture Moscow in 1941, was intended to break the Soviet Army and end its resistance to German conquest. If the operation succeeded, it would mean the collapse of Soviet morale (or so the Germans believed). If it failed, it would (and did) leave the exhausted Germans open to a Soviet counter-offensive that would push them forever beyond reach of Moscow.

Battle for Moscow is a historical wargame of the German Army's struggle to defeat the Soviet Army and capture Moscow in 1941. It is played on a map of the territory where the battle was fought, and it uses playing pieces which represent the actual military units (German corps and Soviet armies) from the battle. The game rules duplicate the situation as it occurred.

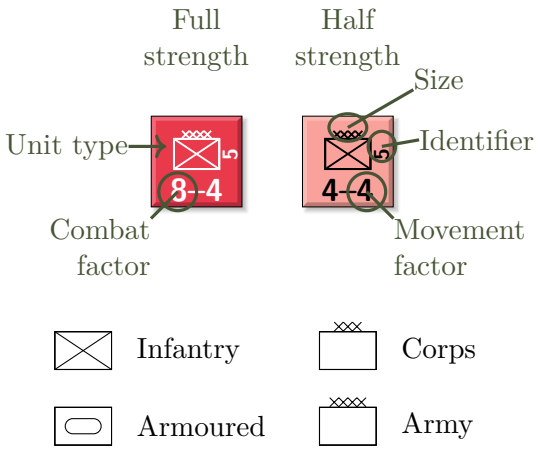

Figure 1: Counter parts

§1 How to Learn the Game

If you have never played a wargame before, the ideal way to learn is to have an experienced player teach you.

If you do not have an experienced player handy, just read the rules through once, paying particular attention to the examples. Be sure to follow the sequence of play exactly (Section 3). Refer back to the rules whenever you have any questions.

Experienced Players: When teaching the game to a novice, you should play the Soviets; your opponent will have more fun attacking than defending. Reduce the Soviet replacements from five per turn to three. You might consider coaching your opponent a bit if he's about to make a mistake that will cost him the game, but otherwise let him play his own game.

§2 Game Components

§2.1 The Counters

Counters represent Soviet and German military units. Soviet units are red/light-red and German units are greenish-gray. Figure 1 illustrates the information on the pair of counters for one unit.

Unit type is either infantry (foot soldiers) or panzer (armoured); only the Germans have panzers.

Combat factor (CF) measures a unit's value in battle; higher numbers are stronger.

Movement factor (MF) determines how far the unit can move.

Unit size and **identification** are purely for historical interest and have nothing to do with play. A corps ($\approx 50,000$ persons) has 3 'X', and an army ($\approx 100,000$ persons) is designated by 4 'X'.

All units have two counters: a *full-strength* counter and a *half-strength* counter with about half the combat strength of the full-strength side. Losses in combat can reduce a full-strength unit to a half-strength unit. Replacements can turn a half-strength unit into a full-strength unit.

§2.2 Map

The map is divided into hexagons (hexes for short) which define units' positions just like the squares of a chessboard. Hexes have been numbered using an XXYY coordinate scheme. The map also shows important terrain such as forests, cities, fortifications, rivers, and railroads; the terrain key in Section 3.4 explains each terrain type.

§3 How to Play

There are seven turns in Battle for Moscow. Each turn represents one week (Exception: turns 3 and 4 each represent two weeks, because mud slows the battle).

	Turn	Weather	Other
1	Oct I	Clear	
2	Oct II	Clear	
3	Oct III/IV	Mud	
4	Nov I/II	Mud	
5	Nov III	Clear	
6	Nov IV	Clear	
7	Dec I	Clear	

Table 1: Turns

Each turn is divided into eight parts or *phases* (see Table 2) performed in the exact order given below. All actions in one phase must be finished before the next

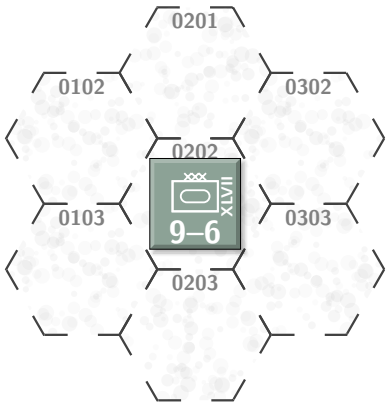

Figure 2: Zone of control

phase can begin. The first four phases are the German player's turn; the last four are the Soviet player's turn.

§3.1 Zone of Control

Each unit has a **zone of control** (ZOC) which consists of the six hexes surrounding it (see Figure 2), including hexes occupied by enemy units. Enemy zones of control have important effects on movement, combat, and replacement:

Movement: A unit entering an enemy ZOC *must* immediately end its movement phase.

Combat: Units *cannot* end their retreat in an enemy zone of control (they are eliminated if they do).

Replacements: Zones of control affect how a path can be traced to allow replacements.

§3.2 Movement

Units are moved during the movement phases (phases, 4, 6, and 8 of the turn). Movement works essentially the same way in each phase. Each unit has a *movement factor* (MF), which represents the distance in hexes it can move in one phase. (Exception: a forest hex counts as two hexes for movement.) In a phase, the player moves any or all of his units that qualify (only panzers in the panzer movement phase; only Soviet units on rail lines in the rail movement phase). Units move one at a time, from hex to hex, in any direction.

Rail Movement: In the rail movement phase, any Soviet units which *start* the phase on a rail line may move up to four hexes. They *must* move only along the rail line, and *cannot* pass through enemy ZOC (see Section 3.1), even if the hex is occupied by a friendly unit. See also Figure 4. A forest hex counts as only one hex for movement in this phase.

Restrictions: A unit can never enter a hex containing an enemy unit. A unit can enter a hex containing a friendly unit, but there can only be one unit in a hex at the end of the phase. That is, units may move *through* hexes occupied friendly units.

Zone of Control: (see Section 3.1) A unit which enters an enemy ZOC *must* immediately end its movement for the phase. That means that a unit *may* move from one hex in enemy ZOC to another hex in enemy ZOC, but then cannot move any further.

See Figure 3 and 4 for illustrations.

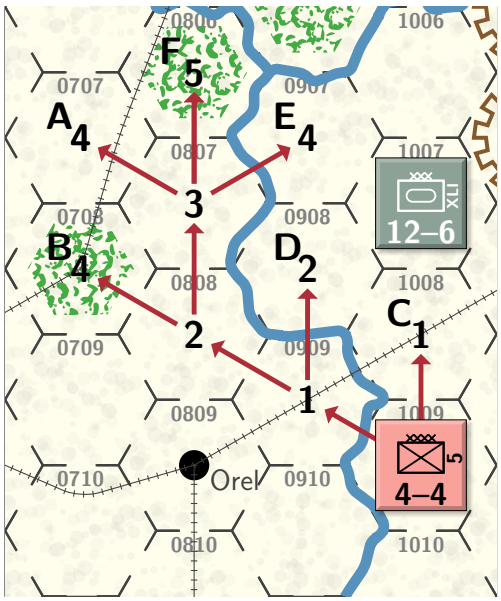

Figure 3: Movement example. The different ways the Soviet 5th Army could move. The numbers show the number of hexes it has moved. With a 4 MF, the unit can move four hexes, as in path A. In path B the third hex the unit enters is a forest hex, which counts as two hexes moved, and the unit must stop. In path C the unit enters an enemy ZOC in its first hex and must stop. In path D the unit enters an enemy ZOC in its second hex and must stop. In path E, the unit ends its movement in an enemy ZOC in its fourth hex and must stop because its movement allowance is used up. Path F is not possible: the unit would have to move 5 hexes (counting 2 for the forest hex).

§3.3 Combat

In each combat phase (phases 3 and 7), units *may* attack adjacent enemy units. First, the *attacking faction* (the German in the German combat phase, the Soviet in the Soviet combat phase) announces all its battles: which enemy units will be attacked and which units will attack them. A battle is an attack on one enemy unit by any or all the attacking faction's units which are adjacent to it. A single unit may only attack once per phase, and a single enemy unit may only be attacked once per phase. Once battles have been announced, the attacking faction cannot change its mind.

	German Turn	
1	**Replacement**	The Germans receive 1 replacements.
2	**Panzer Movement**	All panzers ▭ may move.
3	**Combat**	All German units may attack.
4	**Movement**	All German units may move (including panzers which moved in phase 2).
	Soviet Turn	
5	**Replacement**	The Soviets receive 5 replacements.
6	**Rail Movement**	All Soviet units which begin the phase on a rail line may move along the rail line.
7	**Combat**	All Soviet units may attack.
8	**Movement**	All Soviet units may move (including those which moved in phase 6).

Table 2: Turn sequence

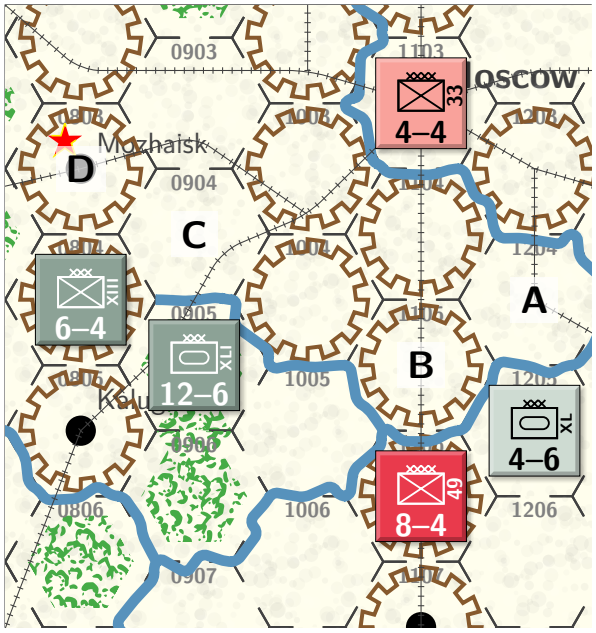

Figure 4: Rail movement. The Soviet 33rd army can use rail movement up to and including the hexes indicated by A through D. The Soviet 33rd cannot continue, to 1107, along the south-bound rail line as it would pass through German ZOC, even though it has the MF for it.

Procedure Battles are resolved one at a time in any order the attacking faction decides. For each battle this sequence is followed:

1. Total the *combat factors* (CF) of all the attacking units, possibly halved (rounded down) due to *mud*.
2. Divide this total by the CF of the defending unit, dropping all fractions, to get one of the odds levels given on the combat results table. For example, a strength of 16 attacking 4 is 4:1 (four to one), while 15 attacking 4 is only 3:1.
3. Determine if the effects of terrain have reduced the odds.
4. Roll one die and consult the combat resolution table (CRT); cross-index the number rolled with the odds to determine the result.
5. Apply the result immediately.
6. If the attacked unit is no longer in the hex (eliminated or forced to retreat), then *one* of the attacking units may immediately move into the vacated hex.
7. Go on to the next battle.

§3.4 Maximum and Minimum Odds

In step 2, if the odds are above 6:1, reduce them to 6:1. After step 3, if the odds are below 1:1 the attack has no effect on either side.

Terrain Effects If the defending unit is in a forest hex, is in Moscow, or is a Soviet unit in a fortification, reduce the odds by one level (4:1 becomes 3:1, 3:1 becomes 2:1, and so on). If all the attacking units are across a river from the defending unit, reduce the odds by one level. (If both these conditions apply, reduce the odds by two levels.)

Die Roll	Odds 1:1	2:1	3:1	4:1	5:1	6:1
1	AL	NE	EX	EX	DR	DR
2	NE	NE	EX	DR	DRL	DRL
3	NE	EX	DR	DR	DRL	DE
4	EX	EX	DR	DRL	DRL	DE
5	EX	DR	DR	DRL	DE	DE
6	DR	DR	DRL	DE	DE	DE

Table 3: Combat resolution table

Results There are six different results on the combat resolution table (Table 3).

AL (Attacker Loss): One attacking unit (of the attacker's choice) takes a loss, as described for **DRL** below (but it does not retreat).

NE (No Effect): The combat as no effect on any units.

EX (Exchange): First, the defending unit takes a loss as in **DRL** below. Then, the attacking faction must lose *at least* the same amount of strength (CF) from

attacking units. In both cases, if a full–strength unit is reduced to half–strength, the amount of the loss is the original strength minus the reduced strength. For example, if a panzer with a strength of 9 takes a loss (and is replaced by its strength–4 counter), the loss is 5. Finally, the defending unit, if it survives, must retreat as for **DR** below. (Note that the defending unit may be eliminated in its retreat, but the attacking player is not required to match this loss).

DR (Defender Retreat): The defending unit is moved two hexes by the *attacking faction*. The unit must end up two hexes away from its starting hex and may not enter an enemy zone of control. If there is no retreat path which satisfies these conditions, the unit is eliminated. The unit also must end its retreat in a hex not already occupied by a friendly unit, or must retreat further than two hexes if necessary to reach an empty hex.

DRL (Defender Retreat and Loss): The defending unit must first take a loss; then, if it still survives, it must retreat as described in **DR**. If a full–strength unit takes a loss, replace it with its half-strength counter. If a half–strength unit takes a loss, it is eliminated.

DE (Defender Eliminated): The defending unit is entirely eliminated whether full–strength or half–strength.

Optional The factions may choose the optional rule that, if a defending unit in a city hex suffers a **DR** result, it may be converted to a single step loss, but not a retreat.

Figure 5 shows examples of combat.

§3.5 Mud

Turns 3 and 4 are *mud* turns. All movement except Soviet rail movement is reduced to 1 (clear or forest) hex per phase; rail movement is unaffected. All units' CF's are halved when attacking (not while defending).

For example, in the second example of combat in Figure 5, the three German units would be reduced to a total CF=8 versus the Soviet CF=4, making the odds 2:1 (before terrain effects). The attacker's losses in an exchange are based on the printed CF, not halved CF.

§3.6 1st Shock Army

This unit may not begin on the map and may not be taken as a replacement until turn 4 (Nov I/II).

§3.7 Replacements

A replacement is the ability to create a new half-strength unit (using one which was previously eliminated), *or* to flip an existing half-strength unit to full strength. Both players get replacements each turn, each in their respective replacement phases (phases 1 and 5). The German

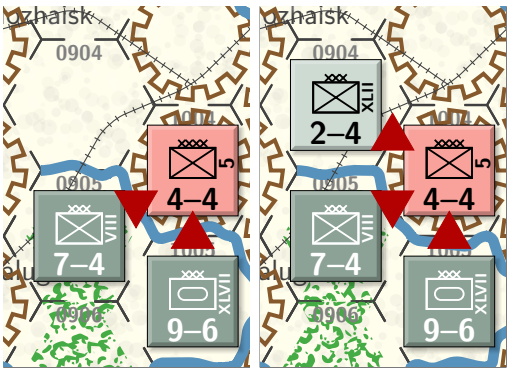

Figure 5: Combat example. Two possible attacks on a Soviet unit. In the first attack (left) the odds begin at 15 to 4, or 3:1 . They are reduced one level for the river and one for the defending unit's fortifications, for final odds 1:1.
The second attack (right) is just like the first except for the addition of a strength-2 German infantry unit, but that makes a big difference. The odds are now 17 to 4, or 4:1; they are still reduced one level for fortifications, but no longer for the river, making the final odds 3:1; finally, the Soviet unit would be eliminated if forced to retreat, since it is surrounded by enemy ZOC.

Figure 6: 1st Shock Army

player gets one replacement, and the Soviet player gets five.

A faction *can not* use two replacements at once to create a new full-strength unit. Creating a new full-strength unit from nothing will take two turns of replacements.

New Soviet units appear on the east edge of the map (column 14*XX*), in any empty hex, *or* in any empty, friendly-owned city in communication with the east edge (at most one per city). Existing Soviet units, to be restored, *must* also be in communication with the east edge.

Friendly-owned means that the faction units were the last units in the city; all cities are owned by the Soviets at the beginning of the game except for those that start occupied by a German unit.

In communication means being able to trace a path, of any length, not including the occupied hex, without entering a hex containing an enemy unit or enemy ZOC, to the east edge of the map. Figure 7 illustrates this.

Exception: the Soviets can bring in or restore a unit in Moscow even if it isn't in communication.

German replacements work the same way, except that communication is traced to the west edge and Moscow

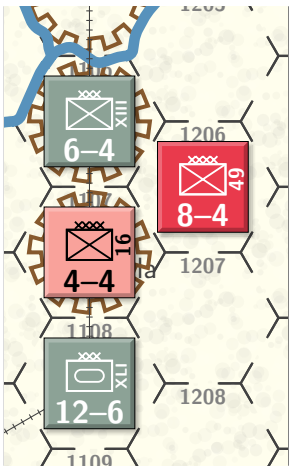

Figure 7: In communication. The Soviet 16th in Tula is *not* in communication with the east edge of the board, since all possible supply lines would go through German ZOC. The Soviet 49th army *is* in communication with the eastern edge of the board.

has no special properties. New German units enter on the west edge of the map (column $01XX$), *or* in a German controlled city.

If replacements are not used, they may *not* be saved for later turns.

Game Balance If a handicap is needed for players of unequal experience, change the replacements. To benefit the Germans, change the Soviet replacements to four or even three. To benefit the Soviets, give the Germans their replacement only on turns 2, 4, and 6.

§3.8 Starting the Game

Set up one Soviet unit on each hex marked with red star (★), all at half strength. *Do not* use the 1st Shock Army (the Soviet army with a combat strength of 10); it comes later. Since all Soviet units are the same, it does not matter which unit goes where. The Soviet faction should have four units left over (counting the 1st Shock Army); all except the 1st Shock Army can be used as replacements in the Soviet player's turn.

The German faction should then set up one German unit on each black cross (✚), all at full strength. The exact setup is important since it helps to determine what the German faction can do on turn 1.

After setting up the game, the German player begins at the combat phase. Since all German units begin the game at full strength and in-place, the German player receives no replacements on turn 1 and skip the replacement and panzer movement phases.

§3.9 Winning the Game

Whoever holds Moscow at the end of the game wins. A player holds Moscow if one of his units was the last unit to be in the city. The Soviets hold Moscow at the start of the game.

Operation Typhoon

Historical Background for the Battle for Moscow game

On the 22nd of June, 1941 Germany invaded the Soviet Union. Confident that the Blitzkrieg was invincible, the German high command expected to overrun most of the European portion of the U.S.S.R. in a matter of weeks, crushing the Soviets' ability to resist and securing German mastery of Europe.

Initially successful on all fronts, the German invasion reached deep into the Soviet Union throughout the summer of 1941. The Soviets, however, used their large population and abundant resources to constantly field new forces, replacing the millions of men lost. Although often poorly equipped and inexpertly led, the Soviet soldiers learned to fiercely resist the invaders as they defended Mother Russia. By autumn, the Germans were approaching many key cities in the Soviet Union: Leningrad, Moscow, Kharkov, and Rostov, but German reserves were dwindling and the bad weather of autumn was rapidly approaching.

Operation Typhoon: In September the German High Command decided to launch a final, decisive offensive for the year to capture Moscow and break the Red Army — Operation Typhoon. Gathering forces from across the entire front, the Germans launched their offensive in early October. The Soviets did not expect a German offensive so late in the season and were taken by surprise. The Soviet front line was quickly shattered and surrounded, with over 600,000 men taken prisoner in pockets at Vyazma and Bryansk.

While the German infantry cleared the pockets, the panzers raced towards Moscow. However, the Germans were slowed both by the desperate resistance of the remaining Soviet forces in the defence lines built before Moscow and by the weather. The autumn rains had started by mid–October, and they quickly turned the dirt roads to mud, greatly restricting German mobility. Even so, by the end of October the Germans had captured Mozhaisk, the last major town on the direct road to Moscow, and were approaching Tula on the southern route to the Soviet capital. At their closest, the Germans were now only 40 miles from Moscow.

In November the rains slackened, and the Germans would have a short period of clear weather before the Russian winter began.

However, the German forces had no reserves left, and their strength was dropping, while fresh, new Soviet forces were arriving at the front. The Germans resumed the offensive in mid–November. In front of Moscow, the Germans were stalled as the Soviets launched repeated counterattacks. In the south the Germans, unable to take Tula, bypassed the city. In the north the Germans slowly inched forward to the gates of Moscow. By the 5th of December, the Germans were halted along the entire front. Exhausted and demoralised, the German forces had failed to take their objective. The next day, amidst the snows and intense cold of the onset of winter, the reinforced Soviets launched their winter counteroffensive.

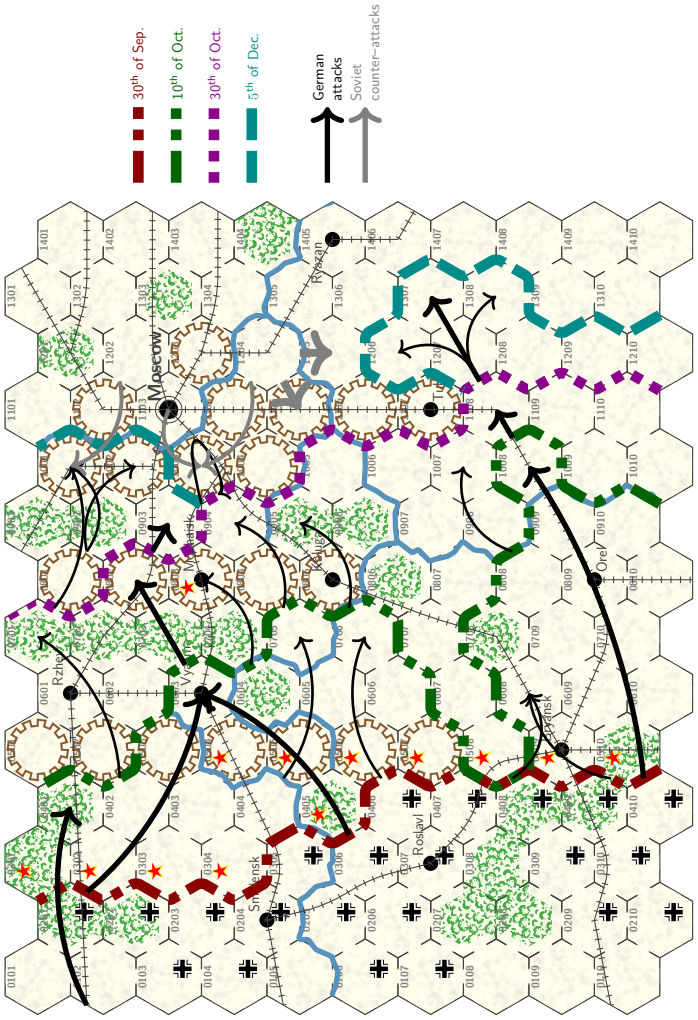

Figure 8: Historical advance of the Germans

What Happens Next

Continuing play in Battle For Moscow — *by Thomas M. Kane*

§4 Introduction

> ... The next day, amid the onset of winter, the reinforced Soviets launched their winter counteroffensive.

Figure 9: Soviet tank unit

With these words, GDW concludes the description of how the original Battle for Moscow ended. Another battle was obviously beginning, and one which would make an interesting "mini-campaign game" variant for Battle for Moscow. This scenario gives the Soviets extra chances for revenge, and also lets the German faction experiment with move conservative strategies than the mad–dash–at–all–costs approach to Moscow. Perhaps such plans which might have saved Germany from its utter defeat on the Eastern Front.

§5 New Victory Conditions

The Soviets controlled Moscow when they launched their counteroffensive, and Germany had no more hopes of taking it. Therefore, the continued campaign game rewards other objectives too. Each side receives points for accomplishing goals, and whoever has the most points when the game ends wins. There are three different ways to earn points:

- Each side gets 1 point per enemy unit destroyed, even if they are replaced later. A unit is not just a step, but the actual removal of an enemy piece from the board.
- Players receive 5 points for each city they control at the end of the game. A player controls a city if his units were the last to move through it. Moscow is worth 20 points.
- The Germans get 10 points if they can occupy Moscow at the end of *any* Soviet Player Turn, even if Russia recaptures it later.
- The player with the greatest number of Victory Points at the end Game Turn 14 is the winner.

§6 Winter Effects

The cold of Moscow's winter is legendary. German mess cooks cut butter with saws, and boiling soup could freeze nearly solid in the time a soldier took to retrieve a dropped spoon. Therefore, both sides suffer Winter Attrition. During each player's Replacement Phase on turns 8 through 12, each faction rolls on the Winter Attrition Table (Table 5. If the result is *Frostbite*, one unit of the faction's choice is reduced by one step. A faction may choose which unit to reduce. Units eliminated by frostbite do not yield Victory Points to the opposing faction.

Actually, winter did not effect the armies as much as the autumn muds had, but it still slowed them down. All infantry units have one fewer movement point than normal during Snow turns (turns 8-12), while Armor units lose two movement points per Movement Phase. This is because tanks suffered special problems during the cold. (Their engines had to be run regularly to keep them warm. This resulted in severe gasoline shortages and, in spite of all precautions, batteries warped and oil congealed from the cold).

§7 Replacements

The Soviets had been concentrating their forces in the Moscow area all fall, and by winter they had begun to redirect their attention to the South. Therefore, beginning on turn eight, the Soviet faction only gets two replacement points per turn. However, the Soviets were finally accumulating enough T-34 tanks to build an armored force.

On turn 13, the Soviet faction may designate any one army, which is in communication, as its Tank unit. This requires the expenditure of one replacement point. The Soviet Tank unit may move during the Rail Movement phase but need not follow any rail lines. Additionally, it receives one column shift to the right when attacking.

§8 New Timetable

This campaign scenario begins on Battle for Moscow's usual Game Turn 1, but lasts through turn 14, until early March. A new Turn Record Track is provided with this article.

Turn 4 add the 10–4 Shock Army to the replacement pool; turn 13 designate one unit the Tank Army. Mud Game Turns cause loss of one hex movement per Movement Phase and all units attack at one-half strength.

Snow Game Turns cause Winter Attrition die rolls and reduce infantry by one Movement Point and Panzers by two Movement Points

Points	For...
1	Per enemy unit destroyed
5	Per city held at the end of the game.
20	For holding Moscow at the end of the game.
10	Axis only, if occupying Moscow at end of *any* Soviet turn

Table 4: Victory points

Die Roll	✠Axis	★Soviet
1	Frostbite	Frostbite
2	Frostbite	Frostbite
3	Frostbite	No Effect
4	Frostbite	No Effect
5	Frostbite	No Effect
6	No Effect	No Effect

Table 5: Winter Attrition

	Turn	Weather	Other
1	Oct I	Clear	
2	Oct II	Clear	
3	Oct III/IV	Mud	
4	Nov I/II	Mud	
5	Nov III	Clear	
6	Nov IV	Clear	
7	Dec I	Clear	
8	Dec II/III	Snow	
9	Dec IV/Jan I	Snow	
10	Jan II/III	Snow	
11	Jan IV/Feb I	Snow	
12	Feb II/III	Snow	
13	Mar I	Clear	
14	Mar II	Clear	

Table 6: Turns

§9 Historical Summary

When Hitler heard of the Soviet counteroffensive, he characteristically ordered unflinching resistance without the possibility of withdrawal. This time, the policy might have been appropriate. Perhaps the Soviets could have overrun retreating armies in the cold. As it was, the offensive disappointed them, leaving the Germans exhausted but still controlling Rzhev, Vyazma and Orel. Naturally, Hitler was convinced that he had personally saved the army, and he exulted to his aides, "This little matter of operational command is something that anyone can do." But despite his confidence, Hitler had already defeated himself by attacking a country too large for any army to master.

Turn sequence

	✠German Turn	
1	**Replacement**	The Germans receive 1 replacements.
2	**Panzer Movement**	All panzers ▭ may move.
3	**Combat**	All German units may attack.
4	**Movement**	All German units may move (including panzers which moved in phase 2).
	★Soviet Turn	
5	**Replacement**	The Soviets receive 5 replacements.
6	**Rail Movement**	All Soviet units which begin the phase on a rail line may move along the rail line.
7	**Combat**	All Soviet units may attack.
8	**Movement**	All Soviet units may move (including those which moved in phase 6).

Terrain effects

Symbol	Terrain	Combat effect	Other
	Forest	Reduce odds by 1 level	Counts as 2 hexes for movement
	Town	No effect	Can replace units here
	Moscow	Reduce odds 1 level	Can replace units here. Soviets can replace even if not in communication
	Fortification	Reduce odds 1 level for Soviet defender only	
	River	Reduce odds 1 level if all attackers across	
	Rail	No effect	Soviet use during rail movement phase
	Star or Cross	No effect	Soviet units begin on stars, German units on crosses

Weather Effects

Weather	Combat	Movement
	All attack strengths are halved (round down) when attacking (not while defending)	All movement allowances reduced to 1, *except* Soviet rail movement
	No effect	Infantry movement allowance reduced by 1, panzer movement allowance reduced by 2

Combat results

Die Roll	Odds 1:1	2:1	3:1	4:1	5:1	6:1
1	AL	NE	EX	EX	DR	DR
2	NE	NE	EX	DR	DRL	DRL
3	NE	EX	DR	DR	DRL	DE
4	EX	EX	DR	DRL	DRL	DE
5	EX	DR	DR	DRL	DE	DE
6	DR	DR	DRL	DE	DE	DE

AL	1 attacking unit loses 1 step
NE	No effect
EX	Exchange. **DRL** for defender. Attacker loses *at least* same CF
DR	Defender retreats 2 hexes
DRL	1 defending unit loses 1 step, and **DR**
DE	Defender eliminated

Winter Attrition Table

Die Roll	✠Axis	★Soviet
1	Frostbite	Frostbite
2	Frostbite	Frostbite
3	Frostbite	No Effect
4	Frostbite	No Effect
5	Frostbite	No Effect
6	No Effect	No Effect

Faction suffering from Frostbite must take one step loss on unit of own designation. Units lost due to frostbite does not count toward opponents victory points.

Victory points

Points	For...
1	Per enemy unit destroyed
5	Per city held at the end of the game.
20	For holding Moscow at the end of the game.
10	Axis only, if occupying Moscow at end of *any* Soviet turn

Battle for MOSCOW