

Moscow '41 Designer Notes

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I. Designer Comments

The Origin of Moscow '41

No sooner is a Panzer Campaign released than the discussion on various cyberspace forums begins – "What is the next title going to be?"

In the early Spring of 2005, HPS Simulations released a special series of 14 historical maps at a detailed scale covering Moscow during World War II, that raised the stock that indeed Panzer Campaigns Moscow was on the way. It turns out, however, that the origin of this title goes back much further and is completely unrelated to the HPS Maps. The actual map source for the Panzer Campaign title is the same generation of 1:100,000 scale topographical maps used for other Russian Front titles.



Moscow '41 began as a concept proposed by Fulda Gap '85 scenario designer Joerg Lissa who was inspired by Smolensk '41. He dreamed of creating a massive game, covering the period after Smolensk up to the critical battles for Moscow, as the Germans clawed their way forward under desperate winter weather conditions. The research for this game began 3 or 4 years ago and before Fulda Gap had even been started.

For various reasons, Moscow '41 has been a project whose release is long overdue. There never was a firm release schedule, and this title went from an active project, to the back burner more than any other title so far. Part of the challenge for the early designers was how to represent ongoing and complex changes in the Order-of-Battle (OOB) over such a long period of time, three months, on a scale of 2 hour turns. Please keep in mind that when this project was started, we only had Smolensk, Normandy, and Kharkov to serve as models.

While the game engine handles transferring divisions from Corp to Corps quite well, both opposing Armies underwent more significant command changes during the time period of the campaign. For example, entire corps were transferred among different commands. After much time and consideration, we decided that adding this depth of detail would do little to enhance the game.

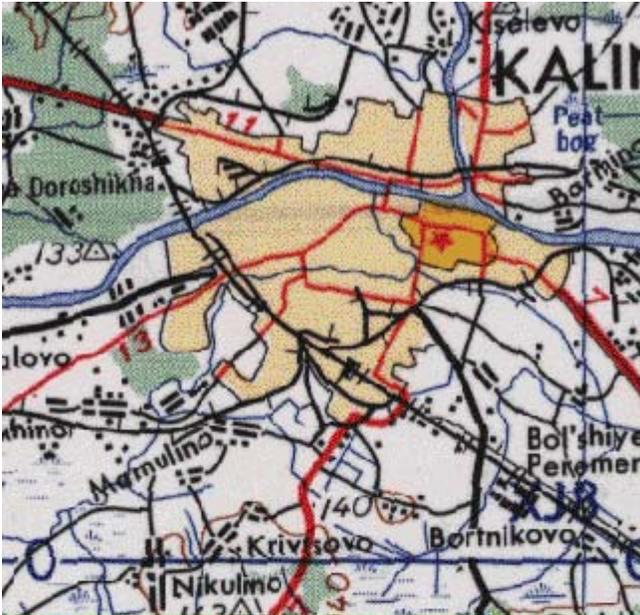
Therefore the game, as we have created it, is broken down into two distinct phases, something that worked quite well in the Alamein '42 title. Joerg focused on the early phase, researching and building the campaign, which starts in early October and covers the very interesting early mobile phase of the battle. He also created a few scenarios covering some battles in this period. We then focused on the later stages of Operation Typhoon, concentrating on the final stages of the climactic Axis attempt to capture Moscow, and the Soviet counteroffensive.

During one of the down-time phases in development, Greg "Sturmer" Smith, the gentleman who created the Smolensk '41 game with John Tiller, got involved and created the OOB for the second part of the game beginning in November. Sturm also built the initial setup of the

Winter Campaigns, and Campaign alternatives, before being called back to serve the US Army in Iraq.

At this point the game came back to Dave "Blackie" Blackburn and I (Glenn Saunders). Blackie had originally created the monster map, and in this last phase we rounded out additional scenarios and oversaw the testing and, in general, ensured HPS and John Tiller that they had a solid game that players have come to expect of a Panzer Campaign title.

Map



The Moscow '41 map, as with many Panzer Campaigns' titles, is largely the work of Dave Blackie Blackburn. It started with a 25000 hex slice off the east edge of the Smolensk map, then took advantage of another 55000 hexes from Rzhev '42 in the northwest corner. When combined with the newer part, this makes for a total size of close to 170,000 hexes.



The image at the right shows a sample of our source map and the matching portion of the game map. Our method for building the map involves using a period source that is scanned and assembled into a single massive bitmap file. This image is loaded into our proprietary map-making programme, this allows us to flick a switch to turn on and off the source image, this enables you to convert what you see on the image and transfer the info to the game map.

The technique requires a great deal of time, and patience, as the entire map is draw in several passes. In the first pass the waterways are drawn. By seeing the drainage pattern, it helps the mapmaker to follow the contour lines to get the topography phase complete. Next comes a "culture" pass where the roads, railroads, towns, and villages are added. After this we add forest, swamps, fields and other items of color. In the last pass, labels are added to cities, towns, and villages, as well

as the more significant waterways.

The net result is what we believe is perhaps the most accurate set of Operational scale maps ever made for a wargame of this scale.

Order-of-Battle Design

The Game includes two separate Order-of-battle files, one covering the early phase, and another the later phase, when the Germans got close to Moscow and the weather turned against them

Joerg created the early OOB which we called the Vyazma OOB. There were a number of sources for this portion of the game, including some input by our team Soviet expert Mike Avanzini. This part of the OOB has a style similar to Rzhev '42, where there are battalion sized Soviet units, but the German battalion units are normally made up of company sized components, that can be, and are normally combined into single unit at the start of most scenarios.



Greg "Sturmer" Smith created the second OOB, and his style, as players familiar with the series will already know, is to go with more of a battalion size for units, with less breakdown for the components. This works well for the later phase of the battle when units had been depleted of much of their earlier strength. However, during the beta test, a number of testers really felt that some breakdown for key German units would make the game better. Therefore, we went back through the Order-of-Battle and made the infantry battalions, in the Panzer and Motorized Infantry divisions, to be company sized units, which start virtually all scenarios in combined battalions, this offers a human German player more flexibility with these key units.

Infantry units of the normal line infantry divisions remain as battalion units and you cannot break them down into companies. Note too, that you can distinguish a battalion made up of combined units vs. a regular battalion with a single component, by the "+++" in the unit name, as shown in the sample unit windows at the left.

Weather

In creating any Panzer Campaign title there is normally some extra feature required, and in this game it was weather. However, before considering special weather effects, it is worthwhile to consider something that has been in the game since the beginning, but not used too often in previous titles.

The Panzer Campaigns Series features five, not four, ground conditions, and while most people know about Normal, Soft, Mud, and Snow, many see the map in snowy winter colors and think that it is winter and that is all there is to it. In Frozen conditions, streams completely disappear, and both Rivers and Canals freeze over and function as gullies to impede, but not prevent, movement. The current ground condition is displayed on the Status

Bar at the bottom of the map window. Ground Conditions, along with visibility and forecast, can also be found in the Weather dialog accessed from the Info menu. While ground conditions are not new, players will notice more variation, even within one scenario in Moscow '41, as long as the Optional Programmed Weather rules are "On", as they are by default.

Fans of the series will recall that we created a Storm feature in Rzhev' 42 to simulate the challenges faced by the Soviets attacking during a winter storm, this was to correspond time wise with Operation Uranus in the south. However, with Storms, both sides were affected, even if the net effect was a disadvantage to the attacker. For Moscow '41, and that first German Winter in Russian, we needed to go further with the weather effects and do so in a way to affect one side more than the other.

To accomplish this John Tiller created an additional parameter called the Frozen Penalty. With this new Parameter controlled in the game PDT, it is possible for one side, or the other, to be given a Frozen Penalty from 0 to 100%. For this game we setup 20% as the value. At first we had it set a little higher, but the effects were too drastic on the Germans over the longer haul of the Campaign scenarios, so we cut it to the current level of 20%. We didn't want to cut it too much, or the German side would not feel the pain that the lack of preparation for the Russian winter caused them historically.

So, for all the scenarios in Moscow '41 the following effects apply to the Germans during Frozen turns only:

- 1) The defense value of units in Clear hexes is reduced by the Frozen Penalty. This will encourage the German player to make is stands on key terrain points that offer any protection to the troops.
- 2) The defense value of units in non-Clear hexes is reduced by half the Frozen Penalty. Here the effect was to not allow a clever way, or a perfect method, to create a defense line in Frozen Turns and negate the Frozen condition all together.
- 3) The attack value and assault value of units is reduced by half the Frozen Penalty. Originally it was only the attack value that was affected but, after getting some feedback from "Sturmer" Smith, John decided the assault value was also affected in Frozen Turns
- 4) The movement allowance of vehicle units is reduced by twice the Frozen Penalty.

So, for example, with the German Frozen Penalty set to 20%, during Frozen turns:

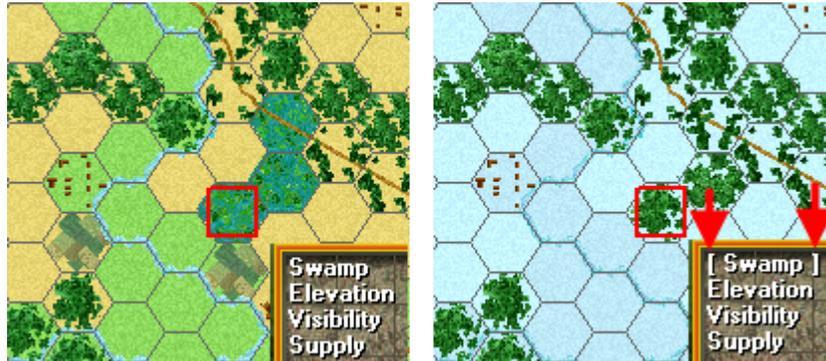
- Units in Clear hexes have 20% reduction in defense factor.
- Units in non-Clear hexes have 10% reduction in defense factor.
- Vehicle units have 40% reduction in movement allowance.

While the difficulties the Germans suffered in the early days of the first winter in Russia are well known to Wargamers, how these translated to game effect was taken from various written sources, but in particular from Guderian's "Panzer Leader" in various paragraphs around pages 248-252. We feel, after testing, that the overall effect will be that the Germans

should feel some real pain on Frozen turns, but at least there is some chance of periods of relief, so the effect won't be too drastic over the long haul. Should a winter storm occur at the same time as a Frozen Penalty is in effect, the effect should cause a serious slow down any advance by the Axis. For more details on the game weather effects see the User.HLP, or User.Doc, files under Main Features | Environment.

Players are recommended to use the Optional Programmed weather rule, as it provides for a more realistic variance of weather conditions. We attempted to mirror historical conditions with respect to periods of Frozen weather by extracting this information in narrative references from various books listed in the Bibliography, but an important source of this data came from the David Glantz Battle Atlas. There are a number of pages of text info in the Atlas, which I had pretty much discounted as the info was in German. Blackie, however, served in Germany with the British Army of the Rhine years ago, and had enough passable German skills to know there was some valuable info here. Coincidentally my daughter Sarah had enrolled in a German Course as part of her School program, and she was put to the task of translating any reference pertaining to weather on these maps, which gave us a read on the current weather conditions at key points throughout the campaign.

With changes in the weather, players may find that ground thought to be forest, may indeed turn out to be swamp, and clear terrain could be marsh, when winter snow, or frozen conditions, give way to mud or soft conditions. This may result in some units being locked in place until weather moderates. This effect is not new and was first reported in a test game during the creation of Bulge. But here, again, the variations within the ground conditions we feel may become more apparent in this game.



Should it occur with a motorized unit, such as infantry or engineers, you can use the "Go On Foot" option under the unit menu to get the unit moving again. However, if the unit is an armored unit, HQ, or artillery unit, it will be locked in place until the weather becomes colder again. The good news, in this case, is that as November turns into December, or January, the weather will get colder, especially in the longer scenarios.

Players can view the forecast from the Info | Weather menu, but the chance, or risk, of leaving units in these hexes are there. Furthermore, you can see, in the terrain boxes inserted with the accompanying map, that the Swamp, which looks like Forest, is identified if players take care to look. Our thought here was, that higher level HQs ordering units about from a map, at the start of the winter, might not take great care where they sent units either.

We thought about this effect a great deal, the fact is that some units did find themselves in this predicament, but not a lot. We considered altering the terrain on the map to make this

more visible, but discounted that as it would not really be that clearly marked on maps that commanders would have available at the time. We also considered letting such units move one hex at a time, but we saw how this could be used to a gamey effect from roads in swamp and marshy areas. We even thought about eliminating such units if caught in this dilemma, but felt that was too drastic. So, our point here is that this effect if, or rather, when it occurs, is by design, and not a bug, even though players may find it a pain – it is just like stepping on your own minefield accidentally, but it did happen.

Customizations for Moscow '41

Players familiar with the Panzer Campaign Series and the scale of 2 hours per turn in the day, and 4 hours at night, may have become accustomed to the 10 turns per day standard. Here, in Moscow '41, we are depicting the most northerly battles yet, along with R '42, that are taking place close to, and in part over, the winter solstice, the shortest day of the year.

So for Moscow '41, players will see 9 turns per day, as there are three 4 hour night turns. Also, we still have scenarios with start times ranging from October to December, therefore, two different turn schemes are used. Daylight remains common in both periods for the four full daylight turns on, 1000, 1200, 1400 and 1600 hrs. But in early scenarios there are two additional full daylight turns at 0600 and 0800 hrs. Then there are three 4hour night turns at 1800, 2200 and 0200. In the later scenarios, we keep the core daylight the same, but introduce two turns of half daylight for Dawn and Dusk on the 0800 and 1800 hr turns, with Night turns then at 2000, 0000, and 0400hrs.

The optional Rules for Moscow call for all the Alternative and Optional Fire rules to be "Off". Players are of course free to experiment with these, but changing them doesn't make the game more realistic, rather it changes how the losses are calculated, in some cases more, and for others less, kills. The net result will be invalidation of the Victory levels as we feel they should be for any given scenario.

Virtual Supply Trucks are set "On" by default in this game and that I believe is a first. While experienced players generally use VST Supply, John Tiller has resisted making it a default rule because the PCs Processor does take a while to calculate the local supply values for each occupied hex at the start of the scenario, and when each player's turn is finished. The amount of time required for this processing will depend largely upon the speed of your PC and the size of the scenario, but usually is not a huge amount.

For the Axis player in the later campaigns, the distance to the supply source for the calculation of Local Supply Values is fairly long and, so as to prevent gamey play by a Human Russian side, a number of smaller supply sources have been added to the German side of the line. These will also help to keep the Axis troops from being isolated too easily. We felt that the Germans would be penalized enough with the weather and low supply values, so making them too easily isolated was too much of a handicap. Furthermore there are references in Guderian's "Panzer Leader" stating *"The 1941 harvest had been a rich one throughout the country and there was ample grain for bread. Nor was there any shortage of cattle ... indeed stock sufficient to last until March 31st, 1942 was issued now and ... the Russians had built huge grain silos in which the golden harvest was stored...."*

Explicit Supply is possible for the later campaign and, here again, players who enjoy this supply model can use it. We estimated the supply requirement as best as we could but, during the playtest, we focused on Virtual Supply as the mode to set our victory levels. Players will find using Exp Supply will make it even more challenging for the Germans, who have their work cut out for them in their effort to capture Moscow in 1941.

Low Visibility Air Effects and Optional Weather should be "On" as well. Turning Low Vis Effects "Off" will provide the Luftwaffe will many more air missions.

Panzer Campaigns Series changes made with Moscow '41

In addition to the Frozen Penalty already discussed, recently there were a number of changes to the Panzer Campaign Engine completed as the result of player input, made personally to John Tiller and other designers at the Tillercon held in Richmond, Virginia, in June 2005.

The main concern players voiced was with Anti-Tank Guns. Players found that in the game they were just not as effective against tanks as they felt they should have been. Furthermore, they were easily destroyed at a high cost in victory points and, so we were told, in a number of matches they were being used for tasks other than that for which they had been designed. These included building lines of Improved Positions and Trenches for the defender, or being used to hold up non-armored forces by exerting a ZOC equal to any other combat unit.

Therefore we implemented these changes. There already were a few units which did not exert a Zone-of-Control, these included HQ, Supply Units, Broken, and Units which had a Facing, so now Towed Anti-Tank guns are included with this group. The effect will be that players will be encouraged to deploy their AT Gun assets on the line with infantry, or other combat units, to support them.

To counter their vulnerability to retreat we created a Special Retreat Rule. Normally, units that must be in Travel Mode to move, cannot retreat as a result of combat and are automatically eliminated if they are forced to retreat. There is now an exception to this rule. Towed Anti-Tank guns (that are not immobile) suffer 50% losses to their strength after the assault is resolved, but are allowed to retreat and automatically enter Travel Mode.

Finally, to address the effectiveness of AT Guns without changing all the OOB values in on the games created so far, a special Disruption rule was created. As a result of being fired upon, the target unit may have to take a morale check to determine its Disruption and Broken status, as described in the section on Combat Results. Now there are some modifiers to this effect. When an indirect fire unit fires on a Hard Target, either hard vehicles or units deployed in a hard fortification, then the Disruption effect is twice that of normal. Also, when towed anti-tank guns fire on a hard vehicle, the Disruption effect is twice that of normal.

These changes we feel will enhance the combat model for the Series, which with Moscow '41, now includes 14 titles with more new titles on the way!

One final point, we were asked to make the Railroad Graphic look more like ... well ... railroads, with the hash marks as often seen on other maps. We made that change for the user in this game as well. For this we started with a modification of our game file created by long time Panzer Campaign player, Larry Boulton, and modified it to the current images in this game. You can see them best in the winter maps and we hope you all like them better.

For the last words, or thoughts, on the game, I'd like to once again acknowledge our playtesters. What a great bunch of guys!!! They are there for each new title, dedicating many hours of their time in service to the wargaming community. I'd also like to thank Joerg Lissa, our German partner, for getting this title started, as well as his assistance and patience in getting the game ready for final release. And to Greg 'Sturmer' Smith who entrusted Blackie and I to complete the game after he built the Order of Battles and Campaigns for the later period of the game.

Sturm, we sure hope we made the second part as close to your vision as possible, and do wish you a safe return at the end of your tour in Iraq.

Take Care and Safe Home!

III. Historical Timelines



As a wargamer, and a history buff myself, interested in the East Front and other aspects of World War II, I like to refer to historical events as I play a new wargame. While there are numerous published sources anyone could access at a public library, I thought it prudent to include a very brief synopsis of events on this section of the East Front in the period covered by this game.

For this I would like to thank Garreth Hughes from "World War 2 Timeline"

(<http://www.worldwar-2.net/>) for the use of his dates and facts. Players interested in all the details are encouraged to visit the full list of events at his website.

October

02/10/1941 Army Group Centre launches operation 'Typhoon', the main offensive towards Moscow. Hitler tells his troops: 'Today is the beginning of the last great battle of the year'. Army Group South begins an advance against Kursk and Kharkov.

03/10/1941 Hitler tells the German people that Russian 'has already been broken and will never rise again'. Troops of Army Group Centre capture Orel.

07/10/1941 Stalin lifts ban on religion in Russia to boost morale. German advance on Moscow continues with the capture of Vyasma.

09/10/1941 Hitler announces that the war in the East, for all intents and purposes, has already been decided in favour of the Reich.

11/10/1941 Rumours of an impending capture of Moscow by the German Army cause thousands of civilians to flee the city.

12/10/1941 Army Group Centre captures Kaluga and Bryansk. Women and children evacuated from Moscow.

13/10/1941 German forces of Army Group Centre capture Kalinin, just 100 miles to the West of Moscow.

14/10/1941 Army Group Centre wipes out the Russian pocket at Bryansk, but only capture about 50,000 prisoners. The rain and mud begins to impede the German advance, but German troops manage to capture Rzhev. Hitler orders that Moscow is to be enveloped, rather than assaulted directly. Russian troops fall back in the southern Ukraine as the Germans make for the port of Rostov.

16/10/1941 Moscow now considered in real jeopardy. Following the evacuation of the Soviet government and diplomatic corps from Moscow to Kuibyshev, panic begins to spread among the civilian population, with thousands fleeing the city to places further east, but Stalin decides to stay. Odessa falls to the Romanians after a Soviet evacuation by sea. During the 2 month siege, the Romanians have suffered 98,000 casualties.

18/10/1941 German units are now only 80 miles west of Moscow.

19/10/1941 Army Group Centre finally clears the Vyazma pocket capturing 670,000 Russians, 1,000 tanks and 4,000 guns. Stalin declares state of siege in Moscow and orders its defence to the last.

27/10/1941 The Russians launch numerous counter-attacks around Moscow in an attempt to halt the German advance.

30/10/1941 The worsening weather and seas of mud bring the German offensive against Moscow almost to a standstill. This gives the Red Army precious time to reinforce their defences in front of Moscow.

November

06/11/1941 Stalin claims Axis casualties on Eastern Front now 4.5 million, when actually less than 700,000. The first cases of frostbite in the German Army are recorded.

07/11/1941 Speaking from Red Square in Moscow, with the spearheads of the Wehrmacht less than 100 miles from the capital, Stalin predicts that 'the Fascist German invaders are facing disaster'. The German High Command decides to resume the advance on Moscow as soon as possible, although by now it is estimated that 80 Russian divisions stand in their way.

13/11/1941 Temperature near Moscow drops to -80°F (-22.2°C).

15/11/1941 In temperatures of -20°C, Army Group Centre resumes its offensive against Moscow, employing Panzer Groups 1, 2 and 3, as well as the 2nd, 4th and 9th Armies.

17/11/1941 Siberian troops are heavily engaged in front of Moscow.

23/11/1941 German troops are now only 35 miles north-west of Moscow.

25/11/1941 The Germans continue their advance against Moscow, throwing all their available strength in to the attack in a final attempt to capture the Russian capital.

27/11/1941 German Panzer's only 19 miles from Moscow. Some armed patrols have penetrated in to the western suburbs of the city and managed to get a good look at the Kremlin.

29/11/1941 Depleted by continuous savage fighting, blizzards and sub-zero temperatures, Army Group Centre's offensive begins to grind to a halt as German units find it increasingly difficult to make ground.

December

02/12/1941 Germans patrols are just five miles from the Kremlin.

04/12/1941 Temperature falls to -31°F (-37°C) on Russian Front.

05/12/1941 With the main forces of Army Group Centre just 19 miles from Moscow, Hitler abandons the offensive for winter and agrees to some local withdrawals to more defensive terrain. Zhukov launches a counter-offensive across the frozen upper Volga in the area of Kalinin, to the northwest of Moscow. He uses Konev's Kalinin Front for the purpose, but despite the severe cold and exhaustion of the German troops, his forces meet severe resistance, with only the 31st Army enjoying any success as it pushed towards Turginovo. Hungary declares war on Britain. Romania declares war on Britain.

06/12/1941 Zhukov extends the Red Army's counter-offensive along the whole Moscow axis in an attempt to prevent Panzer Groups 3 and 4 from outflanking Moscow from the northeast. To launch this offensive, Zhukov uses 4 armies on the right flank of his own West Front.

07/12/1941 Field Marshal von Brauchitsch after suffering a recent heart attack tenders his resignation to Hitler, although this is not accepted immediately. Zhukov issues orders to the left flank armies of his West Front to begin offensive operations against Panzer Group 2,

which is attempting to withdraw out of a salient near Tula. The aim of this offensive would be to cut off Panzer Group 2 and destroy it in the area of Stalinogorsk.

08/12/1941 The Soviet offensive against Army Group Centre succeeds in breaking through the German lines in many places, causing hasty withdrawals by ill-prepared and frost-bitten troops that are forced to abandon much heavy equipment that was immobilised by the below-zero weather.

09/12/1941 The Red Army recaptures Tikhivin. Zhukov issues an order forbidding frontal attacks, in favour of envelopments and outflanking maneuvers, as he says frontal attacks merely allow the Germans to withdraw in good order.

13/12/1941 The Soviet press issues a triumphant statement on the repulse of the German Armies before Moscow. The Red Army launches a new counter-offensive using Timoshenko's South West Front in an attack northwest against the juncture of Panzer Group 2 and the German 2nd Army between Yelets and Livny. This results in Panzer Group 2's right flank being left open as the 2nd Army is forced to withdraw in order to save itself. Field Marshal von Brauchitsch meets Field Marshal von Bock, C-in-C of Army Group Centre and decide that Army Group Centre must withdraw some 90 miles west to take up a 'winter line'. Secret orders are passed to this effect.

14/12/1941 As German forces evacuate Kalinin, 100 miles to the Northwest of Moscow, Hitler furious at what he sees as weakness by his Generals, countermands Field Marshal von Brauchitsch's plans for withdrawal.

15/12/1941 Stalin orders all functions of the Soviet state to relocate back to Moscow now that he is sure that the threat to the capital has been removed. Stalin also orders that the counter offensive should be extended along the whole of the eastern front. Klin is recaptured by the Red Army. Stalin orders that Army Group Centre should be destroyed by a double envelopment from the north and south.

18/12/1941 Field Marshal von Brauchitsch's resignation as head of OKH is accepted by Hitler, who now assumes personal command of the Army and its operations on the Eastern front. Hitler sacks Army Group Centre's commander, Field Marshal von Bock and replaces him with Field Marshal von Kluge. Stalin creates the Bryansk Front, which is to operate between the West and South West Fronts and lend added weight to the southern prong of the double envelopment of Army Group Centre.

19/12/1941 Hitler orders that there should be 'No withdrawal' by the German Army and that it should stand and fight where it is.

20/12/1941 German forces of Army Group Centre retreating from before Moscow reach a new defensive line more than 100km to the west, where, following strict orders by Hitler, they are to stand and fight off any further Soviet advances.

21/12/1941 Typhus reported to be sweeping through the German forces along the Russian front.

25/12/1941 Over 3,000 starve to death in Leningrad. Hitler removes Guderian from command of Panzer Group 2.

26/12/1941 The Russians land on the Kerch Peninsula in an attempt to relieve the siege of Sevastopol.

27/12/1941 The Red Army continues its counter-offensive in the Kalinin area.

III. The Scenarios

#00_Started	Getting Started: "The Frozen Offensive"
#1001_01_Yelnya	1001_01: They Won't Know What Hit Them
#1001_02_Yelnya	1001_02: On the Rebound
#1002_01s_Vyazma_Campaign	1002_01: Vyazma Campaign - The Last Blitz
#1002_02_Novo-Perovo	1002_02: 6th Panzer Breakthrough
#1002_02a_Novo-Perovo	1002_02a: 6th Panzer Breakthrough [Stronger Russian]
#1007_01_Chelnyk	1007_01: Fanatics
#1013_01_Kalinin	1013_01: Tail Wagging the Dog?
#1013_01a_Kalinin	1013_01a: Tail Wagging the Dog? [HTH]
#1018_01_Maloyroslavets	1018_01: Final Push
#1018_01a_Maloyroslavets	1018_01a: Final Push [HTH]
#1027_01_Tula	1027_01: Tula Little, Tula Late
#1027_01a_Tula	1027_01a: Tula Little, Tula Late [HTH]
#1102_01_Teploye	1102_01: Fancy Meeting You Here!
#1115_01s_Typhoon_Campaign	1115_01s: Operation Typhoon - Campaign Game
#1115_02s_Typhoon_No_Crete_CG	1115_02s: Operation Typhoon - "No Crete" Campaign
#1115_03s_Typh_Max_GE_No_Crete_CG	1115_03s: Operation Typhoon - "Max Axis Effort- No Crete"
#1115_04s_Typhoon_Max_GE_Effort_CG	1115_04s: Operation Typhoon - "Max German Effort"
#1115_05_Typhoon_small	1115_05: The Main Event - Operation Typhoon
#1119_01_Kashira	1119_01: Guards Cavalry to the Rescue
#1120_01_Istra	1120_01: The Gap
#1120_01a_Istra	1120_01a: The Gap [HTH]
#1120_02_Klin	1120_02: Rokossovsky's Rocky Road
#1120_02a_Klin	1120_02a: Rokossovsky's Rocky Road [HTH]
#1201_01_Kubinka	1201_01: Close Call at Kubinka
#1201_01a_Kubinka	1201_01a: Close Call at Kubinka [HTH]
#1202_01_Krasnaya	1202_01: Seventeen Kms to Moscow

Getting Started: "The Frozen Offensive"

Yakhroma, 50 km N of Moscow, Nov 28th 1941: With the weather turning ever worse, the Panzers were still gnawing their way forward when, in a surprise move, elements of the 7th

Panzer Division surged forward and captured intact a bridge over the Volga-Moskava Canal. [Size, small]

1001_01: They Won't Know What Hit Them

Yelnya, 90 km SW of Vyazma, Oct 1st 1941: After the attacks of Guderian's 2nd Panzer Army in the Briansk Front sector on September 29th, STAVKA believed that the rest of Army Group Center would also be going on the offensive. To disrupt this plan, Stalin ordered a limited counteroffensive to tie down additional German troops and prevent the offensive. The Western Front Commander Konev thought the best place to attack was the stretched German line on the southern flank of AG Center. There were already strong Soviet tank forces in this area, so this would be the place where the German invaders would be made to bleed. [Size, medium] Designer Note: This is a "What-If" scenario.

1001_02: On the Rebound

Yelnya, 90 km SW of Vyazma, Oct 1st 1941: After the attacks of Guderian's 2nd Panzer Army in the Briansk Front sector on September 29th, STAVKA believed that the rest of Army Group Center would also be going on the offensive. To disrupt this plan, Stalin ordered a limited counteroffensive to tie down additional German troops and prevent the offensive. The Western Front Commander Konev thought the best place to attack was the stretched German line on the southern flank of AG Center. There were already strong Soviet tank forces in this area, so this would be the place where the German invaders would be made to bleed. [Size, medium] Designer Note: This is a "What-If" scenario. In this variant, the Germans respond to the attack depicted in scenario #1001_1 by sending two infantry divisions to start a counteroffensive towards Yelnya.

1002_01: Vyazma Campaign - The Last Blitz

40 km NE of Smolensk, Oct 2nd 1941: The whole of Army Group Center is going to attack the new Russian defense line along the Vop river. The Plan: Encircle the Russian forces at Bryansk and Vyazma, and then destroy them. If successful, proceed and take Moscow before "General Winter" arrives. This scenario covers the initial phase of "Operation Typhoon" in the northern and central sectors of Army Group Center, around the city of Vyazma from Oct 2nd until Oct 12th. [Size, large] Designer Note: There are German reinforcements arriving on the southern edge of the map with PROTECTED entry hexes, starting on the Oct 4th. Therefore the Russian Player should avoid hexes on the southern edge of the map.

1002_02: 6th Panzer Breakthrough

Vop river, 120 km E of Vyazma, Oct 2nd 1941: As part of the initial phase of "Operation Typhoon", the LVI Corps had orders to break through the Soviet defensive line on the northern wing of Army Group Center. The 6th Panzer Division had established a small bridgehead over the Vop River in preparation for the planned breakthrough attempt. German

recon reported a Russian tank brigade in the area and some Guards Katjuschas hidden in the woods. [Size: small]

1002_02a: 6th Panzer Breakthrough [Stronger Russian]

Vop river, 120 km E of Vyazma, Oct 2nd 1941: As part of the initial phase of "Operation Typhoon", the LVI Corps had orders to break through the Soviet defensive line on the northern wing of Army Group Center. The 6th Panzer Division had established a small bridgehead over the Vop River in preparation for the planned breakthrough attempt. German recon reported a Russian tank brigade in the area and some Guards Katjuschas hidden in the woods. [Size: small] Designer Note: In this scenario an additional Russian Tank Brigade arrives at the scene.

1007_01: Fanatics

25 km NE of Vyazma, Oct 7th 1941: STAVKA realized the dangerous implications of the huge pocket to the west of Vyazma and released units from the Reserve to try to break the ring formed around the trapped armies. The Russians advanced along the line of the Moscow - Vyazma highway. However the Germans dispatched the SS Das Reich Motorized Division plus some Corps support to counter this threat. [Size: small] Designer Note: This is a "What-If" scenario.

1013_01: Tail Wagging the Dog?

Kalinin, 180 km NW of Moscow, Oct 13th 1941: The 1st Panzer Division of XXXXI Pz Korps was making the best use of the Staritsa - Kalinin highway. This was one of the few usable roads left in this sector. 1st Panzer, along with the 900th Motorized Infantry Brigade, had pushed way ahead of the rest of the Korps and was trying to regroup to take Kalinin. In the meantime, the Russians were desperately trying to organize counter attacks of their own on the vulnerable tail of the Korps. [Size, medium] Designer Note: The time period of this event has been condensed from 10 to 5 days.

1013_01a: Tail Wagging the Dog? [HTH]

Kalinin, 180 km NW of Moscow, Oct 13th 1941: The 1st Panzer Division of XXXXI Pz Korps was making the best use of the Staritsa - Kalinin highway. This was one of the few usable roads left in this sector. 1st Panzer, along with the 900th Motorized Infantry Brigade, had pushed way ahead of the rest of the Korps and was trying to regroup to take Kalinin. In the meantime, the Russians were desperately trying to organize counter attacks of their own on the vulnerable tail of the Korps. [Size, medium] Designer Note: The time period of this event has been condensed from 10 to 5 days. Best played Head-to-Head.

1018_01: Final Push

Maloyroslavets, 80 km SW of Moscow, Oct 18th 1941: The 19th Panzer Division had rushed into Maloyroslavets on the main highway to Moscow from the south west. There they had stalled, being held up by stubborn resistance, primarily from the Russian 312th Rifle Division with a few attached units. The main part of 19th Panzer was now being employed clearing the small pockets of resistance around the town. A final push was required to keep the momentum going by clearing the highway to the north east. To perform this task, an advance guard of 19th Panzer was hastily put together, consisting of 19th Panzer Recce with a few tanks and panzer grenadiers. [Size, small]

1018_01a: Final Push [HTH]

Maloyroslavets, 80 km SW of Moscow, Oct 18th 1941: The 19th Panzer Division had rushed into Maloyroslavets on the main highway to Moscow from the south west. There they had stalled, being held up by stubborn resistance, primarily from the Russian 312th Rifle Division with a few attached units. The main part of 19th Panzer was now being employed clearing the small pockets of resistance around the town. A final push was required to keep the momentum going by clearing the highway to the north east. To perform this task, an advance guard of 19th Panzer was hastily put together, consisting of 19th Panzer Recce with a few tanks and panzer grenadiers. [Size, small] Designer Note: Best played Head-to-Head.

1027_01: Tula Little, Tula Late

80 km SSW of Tula, Oct 27th 1941: The "Rasputitsa", the season of rain and mud, had arrived on the scene. The advancing Panzer columns were now severely handicapped by the weather and the "flying artillery" of the Luftwaffe was hampered by the bad visibility. Supply convoys were reduced to worse than a crawl, with tracked vehicles towing trucks from the glutinous mud. The XXIV Pz Korps had been ordered by General Heinz Guderian to press on to Tula, with its mobile elements using the only road capable of any such movement. As they moved up the road it disintegrated under the heavy traffic, but they pressed on, harried all the way by remnants of the 49th and 50th Armies. [Size, medium] Designer Note: The 49th and 50th Armies at this time consisted of fragments of their former units with much of their artillery lost. Historically, the Russians did manage to halt the Germans 2 miles south of Tula; in this scenario you may capture the city.

1027_01a: Tula Little, Tula Late [HTH]

80 km SSW of Tula, Oct 27th 1941: The "Rasputitsa", the season of rain and mud, had arrived on the scene. The advancing Panzer columns were now severely handicapped by the weather and the "flying artillery" of the Luftwaffe was hampered by the bad visibility. Supply convoys were reduced to worse than a crawl, with tracked vehicles towing trucks from the glutinous mud. The XXIV Pz Korps had been ordered by General Heinz Guderian to press on to Tula, with its mobile elements using the only road capable of any such movement. As they moved up the road it disintegrated under the heavy traffic, but they pressed on, harried all the way by remnants of the 49th and 50th Armies. [Size, medium] Designer Note: The

49th and 50th Armies at this time consisted of fragments of their former units with much of their artillery lost. Historically, the Russians did manage to halt the Germans 2 miles south of Tula; in this scenario you may capture the city. This scenario is best played Head-to-Head.

1102_01: Fancy Meeting You Here!

Teploye, 80km S of Tula, Nov 2nd 1941: General Guderian had several reports of Russian units arriving from the east, in view of this, he felt compelled to use LIII Korps (minus 56th ID) as a flank guard facing east. As the Korps' leading elements approached Teploye, they were surprised to run into the enemy. This turned out to be a strong, though disorganized, Russian force with elements from 3 to 5 Rifle and 2 Cavalry Divisions, plus a tank brigade in support. It was assumed that this force was enroute to attack the flank and rear of XXIV Pz Korps. Both sides were equally surprised, and a long drawn out battle was fought over the next several days before the arrival of XXIV Korp's armor tipped the balance in favor of the Germans. [Size, medium] Designer Note: This battle has been condensed to 4 days.

1115_01s: Operation Typhoon - Campaign Game

Moscow area, Nov 15th 1941: The main historical campaign game for Operation Typhoon. On Nov 15th 1941, the German forces arrayed in front of the Russian capital kicked off what would be the last serious attempt to take Moscow. The operation was doomed to failure for a multitude of reasons, including the vicious weather, large amounts of fresh Russian troops, and friction of fighting at the end of a 2000 kilometer supply line. Still, the Germans came incredibly close to Moscow itself before the Russian counterattack pushed them back. [Size, large]

1115_02s: Operation Typhoon - "No Crete" Campaign

Moscow area, Nov 15th 1941: "What if" Crete hadn't occurred in 1941? The Germans would have had airborne forces available for the invasion of Russia, and perhaps for the final push to Moscow. This "what-if" scenario is identical to the main historical campaign game for Operation Typhoon, with the addition of the airdrop of the 7th Flieger Division in one of three locations. [Size, large]

1115_03s: Operation Typhoon - "Max Axis Effort- No Crete" Campaign

Moscow area, Nov 15th 1941: This hypothetical campaign game is based heavily on the historical campaign, but allocates extra forces to the Germans that were in the area, busy off the map, specifically, elements of 2nd Panzer Army and a few divisions in the north. It also has no Axis FIXED Units at the start, and includes a hypothetical airborne drop of the 7th Flieger Division as Crete is assumed to have not occurred. Probably, of most importance is the continued support of elements of the 2nd Luftflotte, which historically left for the Mediterranean about this time. [Size, large]

1115_04s: Operation Typhoon - "Max German Effort" Campaign

Moscow area, Nov 15th 1941: This hypothetical campaign game is based heavily on the historical campaign, but allocates extra forces to the Germans that were in the in the area, busy off the map, specifically, elements of 2nd Panzer Army and a few divisions in the north. It also has no Axis FIXED Units at the start. Probably, of most importance is the continued support of elements of the 2nd Luftflotte, which historically left for the Mediterranean about this time. [Size, large]

1115_05: The Main Event - Operation Typhoon

Moscow area, Nov 15th 1941: The main event, or the most serious of all the drives for Moscow, was delivered by PzAOK.3 and PzAOK.4 amassed directly in front of Moscow. It was these panzer forces that continued to claw their way forward to the very outskirts of the Soviet capital. The operation was doomed to failure for a multitude of reasons, not the least of which was the weather. However, as you will see in this scenario, large amounts of fresh Russian troops were still within the path of the German Army driving for the Kremlin. This scenario is a shortened campaign, in this central sector, with an end date of 27 November. This date was chosen because the attacking German is heavily outnumbered anyway and, after this date, the Soviets continued getting more reinforcements, leading eventually to the historical outcome where the attacking initiative is lost to the Soviet counter offensive. [Size, large]

1119_01: Guards Cavalry to the Rescue

Tula, November 19th 1941: Guderian ordered XXIVth Panzer Korps to take Tula from both east and west. 17th Panzer Division was to advance ahead of the main attack to Kashira. The purpose of this move was to capture the Oka river bridges, thus preventing the arrival on the battlefield of any reinforcements sent south from Moscow. [Size, medium] Designer Note: This is a "What If" scenario based on the historical attack, but has been shortened, and some units added or moved. The actual attack started on November 18th and continued until November 30th. This scenario uses a custom pdt file for automatically blowing bridges as the Axis player advances. manual bridge destruction is therefore not possible.

1120_01: The Gap

Istra, 80 km W of Moscow, Nov 20th 1941: There was a gap between the Russian 16th Army and the 5th Army to the south. To make matters worse, it was at the town of Istra, an important road and rail junction. The 78th Rifle Division had been pushed into the gap and had held on for 3 desperate days. Then the Germans began another series of attacks to try to bypass and encircle this opposition. [Size, small] Designer Note: Axis players must be ruthless using their troops to achieve success in this scenario.

1120_01a: The Gap [HTH]

Istra, 80 km W of Moscow, Nov 20th 1941: There was a gap between the Russian 16th Army and the 5th Army to the south. To make matters worse, it was at the town of Istra, an important road and rail junction. The 78th Rifle Division had been pushed into the gap and had held on for 3 desperate days. Then the Germans began another series of attacks to try to bypass and encircle this opposition. [Size, small] Designer Note: This scenario is best played Head-to-Head.

1120_02: Rokossovsky's Rocky Road

Klin, 75km NW of Moscow, Nov 20th 1941: The 7th Panzer Division reached the road to Klin but could not press on without support. Then the 14th Motorized Infantry Division made contact with both the 6th and 7th Pz Divs. This completed the mechanized units of the LVI Pz Korps and they proceeded to advance on Klin and the Moskva-Volga canal. The 16th Soviet Army, under the command of Lt Gen Rokossovsky, fought a delaying battle to the east, mining much of the territory they gave up. Rokossovsky personally took charge of the defense of Klin. [Size, medium]

1120_02a: Rokossovsky's Rocky Road [HTH]

Klin, 75km NW of Moscow, Nov 20th 1941: The 7th Panzer Division reached the road to Klin but could not press on without support. Then the 14th Motorized Infantry Division made contact with both the 6th and 7th Pz Divs. This completed the mechanized units of the LVI Pz Korps and they proceeded to advance on Klin and the Moskva-Volga canal. The 16th Soviet Army, under the command of Lt Gen Rokossovsky, fought a delaying battle to the east, mining much of the territory they gave up. Rokossovsky personally took charge of the defense of Klin. [Size, medium] Designer Note: This scenario is best played Head-to-Head.

1201_01: Close Call at Kubinka

Kubinka, 60km SW of Moscow, Dec 1st 1941: With the more moderate weather of the end of November behind them, General Kluge's 4th Army was finally able to join the drive on Moscow. Right away, as the 292 Infantry Division began to cross the start lines with its neighbors it began to gain ground along the line north of Naro-Fominsk. Aided by elements of the 19th Panzer Division, the Germans broke the line in the sector held by the 222nd Rifle Division. They overran the divisional HQ taking the divisional commander prisoner. But the flanking divisions were slow to support the drive and in the face of even colder weather, the advance and exploitation of this promising drive quickly ground to a halt. [Size medium]

1201_01a: Close Call at Kubinka [HTH]

Kubinka, 60km SW of Moscow, Dec 1st 1941: With the more moderate weather of the end of

November behind them, General Kluges 4th Army was finally able to join the drive on Moscow. Right away, as the 292 Infantry Division began to cross the start lines with its neighbors it began to gain ground along the line north of Naro-Fominsk. Aided by elements of the 19th Panzer Division, the Germans broke the line in the sector held by the 222nd Rifle Division. They overran the divisional HQ taking the divisional commander prisoner. But the flanking divisions were slow to support the drive and in the face of even colder weather, the advance and exploitation of this promising drive quickly ground to a halt. [Size, medium]
Designer Note: This scenario is best played Head-to-Head.

1202_01: Seventeen Kms to Moscow

Solnechnogorsk, 60km NW of Moscow, Dec 2nd 1941: The 2nd Panzer Division, which was attacking on the left flank of the army, advanced along the Moscow road then to the east capturing villages along the way. They continued through a snowstorm to take the villages of Krasnaya Polyana, Puschki, and Gorki. The 38th Engineer Battalion blew up a railroad station close by, from which it was exactly 17 kms to Moscow and 27 km to the Kremlin!
[Size, small]

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