OPERATION TYPHOON

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CREDITS

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card to which they are attached by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game @ http://www.worldatwarmagazine.com

1.0 INTRODUCTION

1.1 Premise

Operation Typhoon (OT) is a simulation that covers the final advance toward Moscow of Germany's Army Group Center late in 1941. You actively command the German forces, while the rules system directs you in the handling of Soviet forces. You win or lose, ultimately, based on the timely seizure of key areas on the map.

1.2 Scale

Each game turn equals one or two weeks. Each hexagon represents 7.5 miles (12 km) from side to opposite side.

1.3 Die Roll Modifiers

In all situations, all applicable die roll modifiers are cumulative in their effect.

1.4 Team Play

Though designed for solitaire play, OT is easily adaptable to cooperative team play. One person can administratively handle the Soviets while the other actively commands the German force. Alternatively, one player can command the three northern German armies and panzer groups while the other commands the three southern formations.

2.0 COMPONENTS

2.1 Included in this Game

The components for a complete game of OT include these rules, the map-sheet and 280 die-cut counters (also called units and unit counters). Players must provide themselves with at least one (preferably more, for convenience sake) standard (six-sided) die to resolve combat and other probabilistic events during play. You will also need a large-mouth opaque container (such as a coffee mug or cereal bowl) to serve as the Soviet breakout force pool (11.2).

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2.2 The Game Map

The game map represents the militarily significant terrain found in the area around Moscow in 1941, when portrayed at this scale. A hexagonal (hex) grid is printed over the map to regulate unit placement and movement like the way squares are used in Chess and Checkers.

- A unit is always in only one hex at any one instant.

- Each hex contains natural and/or manmade terrain features that may affect movement and combat.

- The map's terrain representations have been altered slightly from their exact real-world configurations to make them conform to the hex-grid. The terrain relationships from hex to hex are, however, accurate to the degree necessary to present you with the same space/time dilemmas faced by your real-world counterparts in the actual (and possibly extended alternative history) campaign.

- Each hex on the map has a unique four-digit number printed in it. They are provided to help you find specific locations referred to in the rules

Example: Smolensk is in hex 1019, and to allow you to record unit positions if a match must be interrupted and taken down before it can be completed.

Map Errata:
Terrain Effects Chart, Note, 2: The word Hexside is misspelled.
Regular Combat Fire Precedence Table: Is numbered incorrectly, should be 1 through 5.
Game Turn Record Track: Turn 3, add Front Integrity Check.

2.3 Counters

Many of the counters represent combat units; others are provided as memory aids and informational markers. Carefully punch out the counters. Trimming the dog ears from their corners with a fingernail clipper greatly facilitates handling and stacking during play and enhances their appearance. Each combat unit-counter displays several types of information: nationality and organizational affiliation, type, combat dice rolled and specific historic identifications.

2.4 Sample Unit

A panzer division is pictured below. It has a combat dice roll strength (CDR) of 7. On one side, the unit is printed showing its full two-step strength, while on the other side of the counter it's shown at its reduced one-step strength with a CDR of only 3.

Designer's Note: If Army/Panzer Group number is followed by an upper-case "A," that means Army; if it is only a number, that means it is a panzer group.

Example: Units with "2A" as their affiliation belong to 2nd Army, while units with only a "2" belong to Panzer Group 2.

2.5 Step Strengths

All combat units in the game contain one or two strength steps (also referred to as step strength or simply steps). Strength or steps are arbitrary terms used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its robustness in current US Army jargon).

- If a full-strength (two-step) unit suffers a step loss, it is flipped so its reduced (one-step) side shows.

- If a one-step unit (or a two-step unit that had already been reduced) takes a step loss, it is removed from the map and placed off to the side.

- No unit may ever give, loan or otherwise transfer a step to another unit.

2.6 Sides & Colors

Each unit's nationality and other organizational characteristics are shown by its color scheme. Remember: you, as the player, actively command (decide the details of their movement and combat) all German units in the game. The activities of the Soviet units will be determined by the strictures given below. Of course, you will still also take some part in that process by placing Soviet units and rolling dice for their various activities, but only as and when dictated by the rules.

German Units
 Panzer Group 2: White on dark grey
 Panzer Group 3: Black on light gray
 Panzer Group 4: White on blue
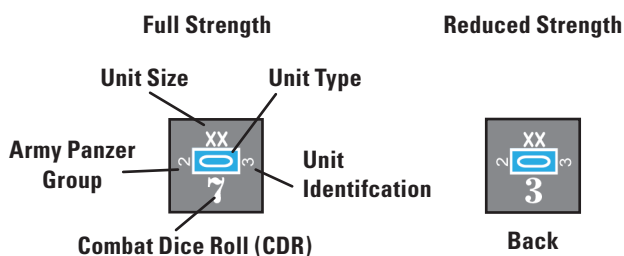 **2nd Army:** Black on light green
 4th Army: Black on tan
 9th Army: White on leaf green

Soviet Units
 Guards Divisions and Airborne Corps: White on orange
 All Other Units: Black on orange

Full Strength — Reduced Strength
Unit Size — Unit Type
Army Panzer Group — Unit Identifcation
Combat Dice Roll (CDR)
Back

2.7 German Unit Types & Mobility Classes

All German unit types fall into one of two broad mobility categories: mechanized or non-mechanized (8.0).

German Non-Mechanized Units

Infantry   **Horse Cavalry**

German Mechanized Units

Motorized Infantry   **Panzer**

2.8 Soviet Unit Types

Soviet units are not organized by mobility class; they are delineated by their combat-arms.

Guards   **Airborne**

Tank, Motorized Rifle, Rifle & Cavalry Brigades

Designer's Note: *These units are purposefully left further undifferentiated to best reflect their role in this system (10.0).*

Rifle Divisions   **Heavy Howitzer**

Heavy Mortar (Katyusha Rockets)   **Combat Air Support**

Note: Heavy Howitzer and Heavy Mortar units are artillery for purposes of 8.2 and 10.4)

Designer's Note: *Unlike most wargames, there are no movement points on any of the counters. Soviet units do not actually move across the map in the usual sense of that term, so no such points are needed for them. German units all have their MP allowance designated for each turn.*

2.9 Unit Organizational Sizes

The historic organizational size of the various units is listed below from largest down to smallest.

XXX: Corps
XX: Division
X: Brigade
III: Regiment
II: Battalion

2.10 Abbreviations

The abbreviations on the counters are defined as follows.

G: Guard
GD: Gross Deutschland
L: Lehr
S: Sturm (Assault)
SS-R: SS Das Reich

2.11 Other Counters

The following counters (markers) are also included in the game as informational and memory aids. Their functions are explained in the relevant portions of the rules.

Front Line (3.4 & 3.5)   **German Victory Points (4.3)**

Soviet Pocket Size (4.2)   **Movement Points Remaining (9.10)**   **Turn (5.0)**

3.0 SET UP, FRONT LINE & HEX CONTROL

3.1 Soviet Set Up

When preparing to play, you should first deploy all the Soviet units within easy reach off to the side of the map. Units should be organized into their specific types. Ten rifle divisions should be set aside, each will only be used if a guard division or airborne corps is eliminated (8.3).

3.2 German Set Up

All the German combat units are color-coded by army and panzer group. Those higher organizational affiliations may not be changed during play: all units remain in their initially assigned formations throughout play.

• Set up all the German units in the first three hex rows lying immediately to the west of the initial front line printed on the map. Stacking restrictions must be adhered to (7.0).

• All units of each German Panzer Group and Army must be placed within the appropriate sector designated on the map by the German army boundaries.

Example: All units belonging to Panzer Group 2 (2.6) will be set up within three hexes of the front line in hexes from 1733 to the south map edge.

3.3 Markers
Markers are placed on the map sheet as follows:

Turn Marker: In the Turn "1" box on the Game Turn Record Track.

Soviet Pocket Markers: In the "0" box on the Sudden Death Victory Point Track.

German Victory Point Markers: In the "0" box on the Sudden Death Victory Point Track.

German Movement Point Remaining Marker: In the "0" box on the German Movement Points Remaining Track.

3.4 Soviet Front Line
At the start of play, the Soviets control (Soviet hexes) every hex lying east of the initial front line printed across the map. The Germans control (German hexes) all hexes to the west of that line.

• During play, every time a German unit or stack (force) enters a Soviet hex, temporarily halt that force's movement and roll a die to generate the defending Soviet force for that hex.

• After resolving that battle, if the German force defeated the Soviet force, that hex is now German controlled.

• To manage which hexes are controlled by each side, players should use one of the two methods below.

1) Soviet Markers: Place a Soviet front line marker in each Soviet hex on the front line. Each time a German force enters a Soviet hex and wins the ensuing battle, remove that marker and place additional Soviet markers to show the new front line. If a Soviet pocket is created, the player will need to show all hexes (including those in the pocket) that are Soviet hexes.

Example 1: Prior to German Move

Example 2: After German 5th Panzer Division has defeated the Soviet units in hex 1315.

Example 3: (see next page) After a German force has moved to close off a pocket.

2) German Markers: Place German front line markers in German hexes if a hex is not currently occupied by at least one German combat unit and that hex borders Soviet hexes.

Example 4: (see next page) The diagram shows an example of using German front line markers. In this case two German panzer divisions have moved to seal off a Soviet pocket. The German markers show the hexes the German units moved through and which now are German controlled.

Players may use either option to depict which hexes are Soviet and German controlled.

Designer's Note: *Given the fact that the initial front line is printed across the map, it is not necessary to place a line of control markers to duplicate that in 3-D during set up, unless doing so aids in your overall visualization of the situation. You only need keep track of the hex-control situation in that way in the area to the east of the initial front line.*

3.5 Hex Control
A hex's control status switches from Soviet control to German control as described above.

• Such control switching never occurs more than once in each hex during each game.

• Once a hex is controlled by the German side, the Soviets will never regain control of that hex during play.

• Hex control is also important for purposes of determining victory (4.4).

4.0 HOW TO WIN

4.1 Objectives
In your role as the commander of Army Group Center, your overarching goal is to capture or surround Moscow. Additionally, during the Victory Check Phase of Turns 2 and 4, you must pass intermediate progress

EXAMPLE 3

EXAMPLE 4
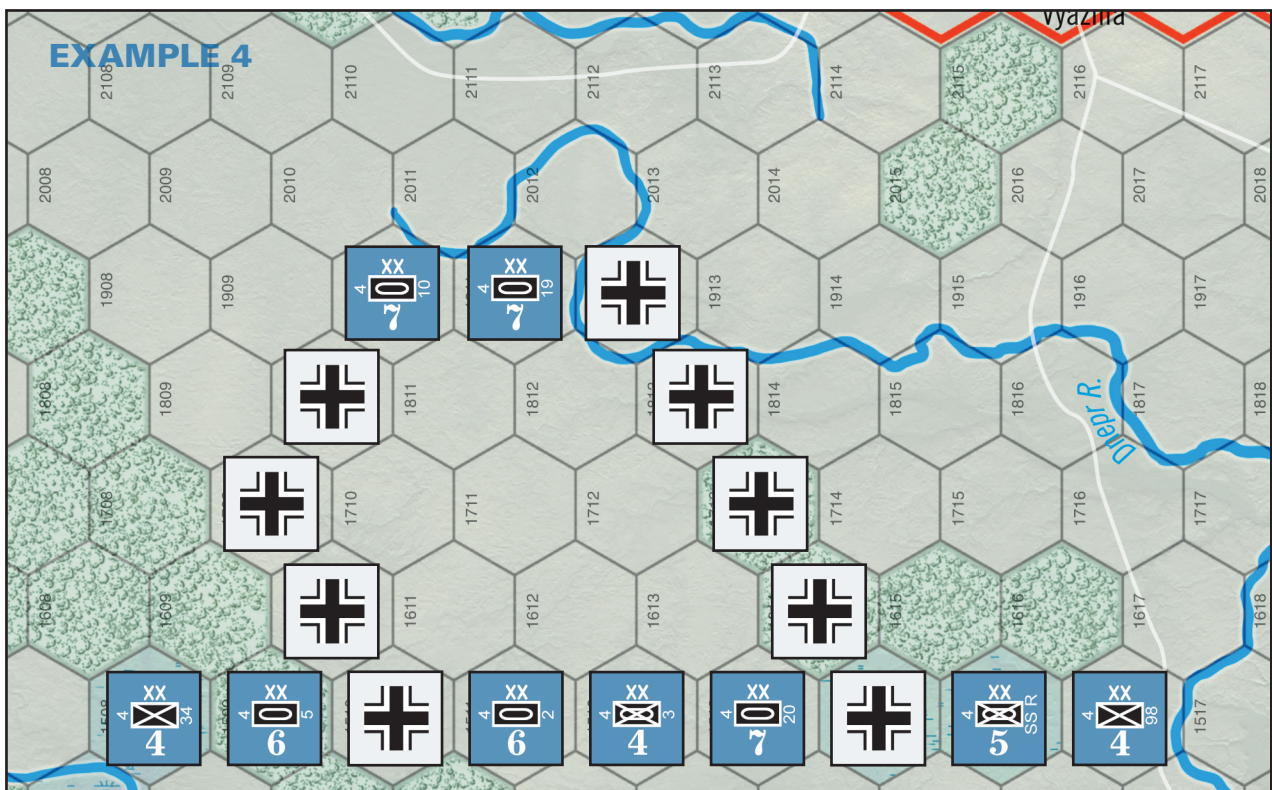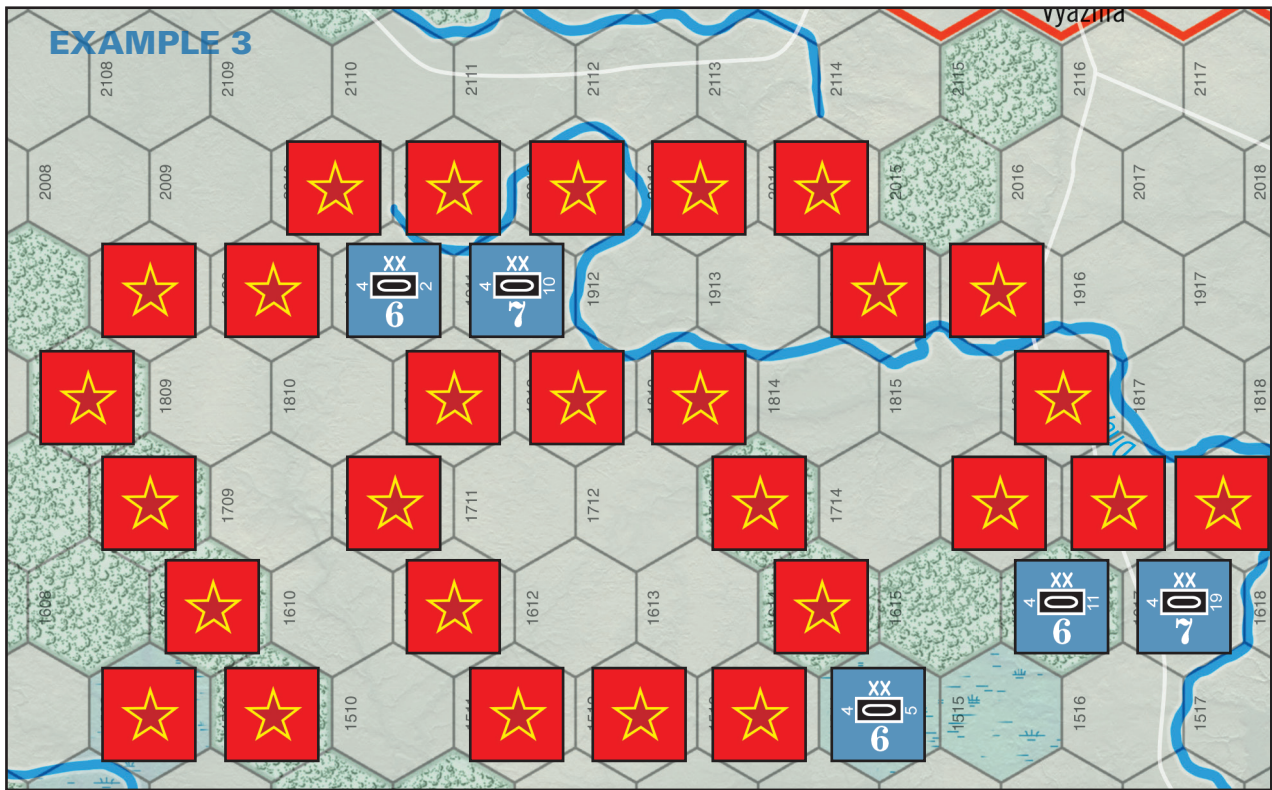
checks to be allowed to continue striving to reach your final objective. There are no drawn games.

4.2 Turn 2 Pocket Check
During Turns 1 and 2, use the Soviet pocket marker to keep count of how many hexes you gain control of by forming pockets (11.0). Each time you successfully close a pocket (after a failed breakout attempt (11.4), count the number of Soviet hexes inside the pocket and add that to the tally on the track.

• If, during the Victory Check Phase of turn 2, that tally is less than 200, play stops, and you have lost the game. If that tally is 200 or more, play continues. Beginning on turn 3, you no longer need to track the Soviet pocket hexes.

Designer's Note: *This victory check is in place for two reasons: one historical and the other competitive. Historically, the German command was enamored of the Kesselschlacht (pocket battle) as the royal road to victory. More specifically they believed that, with the closure of one or two more large pockets, the Red Army would be permanently finished as a cohesive fighting force. In planning Operation Typhoon, they therefore rejected the proposal to gather all three panzer groups together into one consolidated force and rush straight to Moscow with it. That brings us to the competitive reason for the victory check: due to the advantage granted by historical hindsight regarding the ongoing viability of the Red Army, any gamer not otherwise influenced against it would do just that (rush straight toward Moscow without bothering about pockets). Along that same path, also keep in mind that you are counting hexes acquired (not Soviet units destroyed in pockets). Consider you are doing this to satisfy the demands of your higher command authority regarding the operational characteristics of your initial overall offensive. It does not really matter how many Soviets you bag, or let get away; the Red Army will continue to fight.*

4.3 Turn 3 Front Integrity Check
During the Victory Check Phase of turn 3, the German player must determine if he has front integrity. To claim front integrity all German controlled hexes that are adjacent to at least one Soviet controlled hex must:

• Be occupied by a German force; or,

• Be within the zone of control (6.0) of a German force.

If it is determined that the German side cannot claim front integrity, play stops, and you have lost the game.

Designer's Note: *During the initial stages of the offensive German commanders were very concerned about front integrity due to the proven Soviet ability to infiltrate small units through the gaps in the line. In the later stages of the final offensive, the Germans were intent upon the capture and or pocketing of Moscow and were less sensitive to the condition of the rest of the front.*

4.4 Turn 4 Loss Check
During Turns 1 through 4, use the German victory point markers to keep count of how many towns and city hexes you have captured. Count towns and cities east of the initial front line only. Each town hex is worth one victory point (VP). Each city hex is worth two VP.

• If, during the Victory Check Phase of Turn 4, either the VP total is less than 16, or, if the Soviets control any hex west of the 29xx row, play stops, and you have lost the game.

• If the total VP is 16 or greater and the Soviets do not control any hex west of the 29xx row; play continues.

Designer's Note: *Historically, early in November, during their Rasputitsa stand-down, the Germans seriously considered the idea of stopping where they were for the winter to facilitate preparation for a final push the following spring. That idea was rejected, and the decision was taken to push on. The VP requirement simulates the individual army commander's desire to capture suitable winter quarters for their troops. When that decision was made (as determined above) the Germans had 16 VP. So, if you fail to get at least that many VP, the Germans are considered to have gone into winter quarters early in November. That undoubtedly would have worked out better for them in the real world; however, it works out poorly for you in competitive game terms.*

4.5 Victory at Moscow
If, during the Victory Check Phase of any turn, one of the two conditions listed below are true, play stops. You have won the game.

• German forces control at least one Moscow hex; or,

• German forces have formed a pocket that contains both Moscow hexes (11.0).

Designer's Note: *Of course, it's possible the Soviets would not have collapsed even if the Germans captured Moscow. For measuring competitive achievement in game play, we will take the isolation or capture (partial or full) of the city as worthy of declaring you the victor. Essentially, by achieving one of the above, you have far outperformed your historic counterparts.*

5.0 TURN SEQUENCE

5.1 Phases
Every turn of OT is divided into phases, which are then subdivided into individual actions within each phase. You should conduct all your various actions, and complete the phases of each turn, as given in the outline below.

5.2 Turn Sequence Outline

  I. German Movement & Combat Phase
  II. Victory Check Phase
  III. German Regroup Phase (Turn 1 through 5 only)

5.3 Ending a Turn
After the resolution of the current turn's Phase III, assuming neither side has won the game at that time, move the turn marker ahead one box on Game Turn Record Track and start a new turn with Phase I. All turns are identical in their overall phase structure and sequence.

Note: *After turn 5, Phase III is skipped. Starting turn 6 you follow the procedures in 5.3 after Phase II.*

5.4 Ending Play
The game ends as described in 4.0, or whenever you, in your role as German commander, become convinced you can no longer win and concede defeat to the system.

6.0 ZONE OF CONTROL (ZOC)
The six hexes surrounding every German force on the map constitute that force's zone of control (ZOC). ZOC is an abstract term used to connote a force's ability to control terrain around its main location via patrolling and long-range fire. German ZOC extend into all non-Soviet controlled hexes surrounding a German occupied hex and in all German occupied hexes. Terrain has no effect on a force being able to project a ZOC into a hex. There are no Soviet ZOC.

Example: In the diagram, the German ZOC would extend into the German occupied hex and hex 2512, 2513, and 2614. The unit would not exert a ZOC into the three hexes occupied by Soviet makers, as those hexes are Soviet controlled.
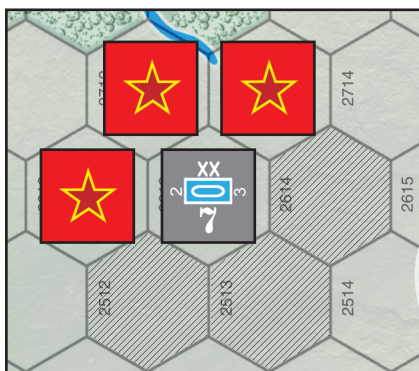
7.0 STACKING
Stacking is the term used to describe the piling of more than one unit of the same side in the same hex at the same time. Stacking restrictions are in effect throughout each game turn.

7.1 German Divisional Stacking Limit
A maximum of three German divisions may be in one hex at any given time, including while moving. Divisions that have been reduced to one step still count as one division.

Example: During Phase I, if a hex contains three German divisions, another division could not enter that hex, even to just move through the hex.

7.2 German Non-Divisional Stacking
The two German units in the game that are smaller than division-size (Lehr Brigade and the GD Regiment) each count as half a division for stacking purposes.

7.3 German Inter-Army & Panzer Group Stacking
During turns 1 through 4, German units from one army or panzer group may not enter a hex containing a unit from any other army or panzer group. Beginning turn 5, this restriction is no longer in effect.

7.4 German Stacking & Mobility Categories
German mechanized and non-mechanized units may not move as a stack. Mechanized and non-mechanized units may stack together; however, they cannot move together as a stack.

7.5 Soviet Stacking
The stacking of Soviet units will be determined by force determination die rolls (8.0 & 11.0).

7.6 Mutual Exclusivity
Both sides' stacking limits are mutually exclusive. The number of German units in a hex in no way affects the stacking limit of Soviet units in that hex and vice versa.

8.0 SOVIET FORCE GENERATION
Soviet units do not move about the map in the manner of German units. Instead, each time a moving German force (a single unit or stack of units) enters a Soviet controlled hex, you must pause its movement in that hex and conduct a Soviet force generation die roll for that hex.

8.1 Procedure
When a German force enters a Soviet-controlled hex, the German force temporarily pauses its movement and the player conducts the following procedure:

• Refer to the Soviet Defending Force Generation Table, and locate the line containing the type of terrain in the hex. If a hex contains more than one type of terrain, use the terrain most beneficial to the Soviet side.

• Roll one die and apply the below modifiers (if applicable). All modifiers are cumulative.

  +1: During game turns 3 and 4.
  +2: During game turns 5 through 8.
  +3: If the hex is one of the two Moscow hexes.

• Cross reference the modified die roll with the previously identified terrain line.

• Each result contains either a dashed line or a list of Soviet units.

Example: During turn one, a German force enters a clear terrain hex. There are no modifiers during this game turn. The result of the die roll is 5. The player cross references the die roll with the "Clear, Forest, or Marsh hex" line. The Soviet defending force will consist of two RD (rifle divisions) and one brigade (B).

8.2 Soviet Force Mix
The Soviet Defending Force Generation Table results contain abbreviations detailing the type of units defending the hex. The number in front of the abbreviation denotes the number of that type of unit that is in the defending force.

--: No Soviet defending forces. The German force automatically gains control of the hex and may continue moving (if the force has movement points remaining). If required, determine Soviet breakout force (11.0).

A: Randomly pick the number of Soviet artillery units indicated. The player should turn these units face down or put them in an opaque cup and randomly pick the artillery units that are in the defending force.

AC: Airborne Corps. Select one airborne corps (if available). If all airborne corps have been eliminated, select one rifle division.

B: Brigade. Select the number of brigades indicated.

> *Note: Soviet brigades are undifferentiated by type. Soviet brigades represent the tank, motorized rifle, rifle or cavalry brigades used by the Soviets during this stage of the war. The type of brigade has no bearing on the game.*

CAS: Combat air support marker is selected.

GD: Guards Division. Select the indicated number of guards divisions. If all guards divisions have been eliminated, select one rifle division to replace each guards division that is unavailable.

> *Note: The full name for the guard units would be guards rifle divisions; however, to avoid all chance of confusing them with the non-guards rifle divisions in the counter-mix, we have omitted it from their title.*

RD: Rifle Division. Select the indicated number of rifle divisions.

8.3 Guards Divisions & Airborne Corps
Guards Divisions & Airborne Corps are the only Soviet units that have specific historic identifications on them (the 1st through the 8th, and the 4th and 5th, respectively). Whenever any of these units are eliminated in combat, permanently eliminate the unit. When each of these units is eliminated, replace it in the force pool with one rifle division.

8.4 Successful Hex Defenses
If the Soviet defending force defeats the attacking German force (10.0), place the victorious defending force back in the pool of available Soviet units. If that same hex comes under attack again that same phase by another German force, roll up a new defense force and conduct a new combat from scratch in that hex.

8.5 Pocket Breakout Battles
The procedures outlined above are for Soviet defending force generation only. See 11.0 for details when conducting a Soviet breakout battle.

9.0 GERMAN MOVEMENT
The German units and stacks in the various hexes across the map at the start of each of the German Movement & Combat Phases are each termed a force. Each force moves and conducts combat one force at a time. Once you have begun the movement and/or combat of one German force, you may not begin that of another force until you have completed the actions of that first force.

9.1 Assigning Luftwaffe Air Support
At the start of any Phase I (German Movement and Combat Phase), if you have one or two Luftwaffe combat air support units available (as noted on the Game Turn Record Track (GTRT)), you may assign available air units to any one or two German ground forces anywhere on the map. Place available air support units on a specific German force. No more

than one air support unit can be placed on any one German force. Once assigned, an air support unit stays with that force throughout Phase I. If the force splits up during a move, the aircraft may go with the still-moving portion of it. German air support units are never eliminated or reduced in combat. They are removed at the end of Phase I and returned to the pool and are available to be reassigned the next turn if called for by the GTRT.

9.2 Singularity of Movement
All German movement takes place from hex-to-hex within the strictures given on the Terrain Effects Chart (TEC).

- No force may ever give or loan movement points (MP) to another force.

- Hexes cannot be skipped over during movement.

- MP cannot be accumulated from turn to turn.

- All movement is from hex to adjacent hex across traversable hexsides, with the moving force deducting the MP needed to pay all involved costs as it moves.

- No unit may ever move farther than allowed by its remaining MP, nor is any moving force guaranteed any minimum movement capability.

9.3 Movement Categories
The number of MP available to German units are determined by their mobility category.

- There are two mobility categories: mechanized and non-mechanized (2.7).

- The number of MP available to each category is listed on a turn-by-turn basis on the German Movement Points Table.

- Both categories start out relatively fast, but then lose MP as time, distance, logistical shortfalls, weather, and casualties have their effect.

9.4 Terrain Movement Costs
All MP costs on the TEC are paid on a per-hex basis by terrain type. Each hex contains only one in-hex natural terrain type. The river hexside crossing costs (shown with "+" plus signs) are paid in addition to the cost involved for the terrain in the hex into which the moving force is crossing.

Example: A unit crosses a river hexside into a marsh hex on Turn 1. If the moving force is mechanized, it would cost the force 5 MP (3 MP for the marsh hex and +2 more MP for the river hexside). If the moving force is a non-mechanized force, it would cost the force 3 MP (2 MP for the marsh hex and +1 MP for the river hexside).

9.5 Movement Dynamics
- A moving force may drop off, but not pick up, units as it moves. Units dropped off from a moving force end their activities for that phase. They may not move or conduct combat after being dropped off.

- German units that started the phase in a hex in which other units were dropped off may still conduct their movement/combat. Dropped off units and units that started the phase already in the drop off hex aren't considered to reconstitute into a new force until the end of that phase.

- When you initially start moving a force, you may decide to do so with some or all units that began the phase in the hex. Each unit or units that move out of the hex immediately constitutes a new force. Stacking restrictions (7.0) apply throughout the movement of each force (i.e., no more than three divisions can ever be in a hex at any moment).

- There is no movement penalty for entering a Soviet controlled hex.

9.6 Combat & Movement
Combat is a function of movement. Each time a German force enters a Soviet controlled hex, combat may occur in that hex. Temporarily halt the German force's movement and conduct the Soviet force generation procedure (8.0).

9.7 Combat Rounds
A battle may consist of more than one round. Each round of combat after the first costs that force 1 MP.

9.8 Resuming Movement
If a round of battle ends with all Soviet defenders having been eliminated, the German force has won the battle. The German force may resume its movement, including entering additional Soviet controlled hexes. A German force may continue moving and conducting combat, as long as it has enough MP to do so and that German force has not suffered a defeat in battle.

9.9 Required Movement Halt
If a round of battle ends with Soviet defenders still in the hex, and either you do not wish to conduct another round of combat, or the force does not have at least one MP remaining, the battle ends in a German defeat. Retreat the German force back into the hex from which it entered the current hex. The force may not move and/or conduct any further combat that game turn.

9.10 German Movement Points Remaining Table
To keep track of a moving force's remaining MP, use the table printed on the map sheet along with the marker provided.

9.11 Mnemonics
To aid in remembering which forces have moved and which have not, maintain a common facing with all German forces; then rotate each one 180 degrees as it finishes its movement and combat.

9.12 Repeated Attacks
Within the strictures of 7.0, 8.0, 9.0, 10.0, 11.0 and 12.0, any Soviet-controlled hex may potentially be attacked any number of times in a single turn, by any number of German forces, in any number of combat rounds.

10.0 REGULAR COMBAT

10.1 Combat Results Table (CRT)
Refer to the CRT on the map. It has three columns: Die Roll, German Fire, and Soviet Fire.

- When conducting fire, cross reference the modified die roll (die roll modifiers are found on the TEC) with the side that is firing (i.e., either Soviet or German).

- Each roll on the CRT is either a hit or a miss.

- Hits are designated on the CRT by requiring the elimination of one or two steps.

- Misses are designated by dashes (-) on the CRT and are operatively no effect results.

10.2 In-Hex Terrain Effects
The TEC lists the effects of the various in-hex terrain and river hexsides. When determining terrain effects, use the terrain that is in the disputed hex, and the hexside crossed when the attacking forces entered the hex. Always use the terrain most advantageous to the defending force.

Important: The Combat Die Roll Modifiers listed on the right of the TEC are die roll modifiers. Do not change the CDR of the firing unit.

10.3 River Hexsides
Defending Soviet ground units, and German ground units defending against breakout attempts, receive a +1 die roll modifier when the attacking German force or Soviet breakout units crossed a river hexside to enter the hex. This modifier is only applicable during the first round of combat.

10.4 First Combat Round Procedure
After you have determined the Soviet defending force in a hex (7.0), you will initiate the combat sequence. Conduct the combat steps below in the order given. In each step set aside all eliminated units, they cannot participate in any subsequent combat steps or rounds.

1) Fire Soviet Combat Aviation: If Soviet Combat Air Support (CAS) was not determined to be part of the Soviet defending force, skip this step. If CAS is involved the CAS unit attacks each German unit individually. Roll one die (do not apply any die roll modifiers) against each German unit in the attacking force. Consult the CRT and implement any hits immediately (10.6). Place the Soviet CAS unit off to the side; it will not participate in any later rounds.

2) Fire German Combat Air Support: If German CAS is not present, skip this step. If German CAS is present, The CAS unit attacks each Soviet unit individually. Roll one die (do not apply any die roll modifiers) against each Soviet unit. Consult the CRT and implement any hits immediately (10.6). The German CAS unit will conduct this step each round. Soviet fire has no effect on a German CAS unit (10.3).

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3) Fire Soviet Artillery, Guard and Airborne Units: If none of the listed unit types is present, skip this step. If at least one of the listed unit types are present, then for each unit in turn, roll one die for each factor of that unit's CDR. Apply all applicable die roll modifiers to each unit's fire (modifiers may differ per unit type). Consult the CRT and implement any hits immediately (10.6). Set aside all Soviet Artillery units; they will not participate in any later rounds.

4) Fire all German Ground Units: For each unit in turn, roll one die for each factor of that unit's CDR. Apply all applicable die roll modifiers to each unit's fire (modifiers may differ per unit type). Consult the CRT and implement any hits immediately (10.6).

5) Fire all Remaining Soviet Units: Surviving Soviet rifle divisions and brigades each roll one die for each factor of their CDR. Apply all applicable die roll modifiers to each unit's fire. Consult the CRT and implement any hits immediately (10.6). Set aside all surviving brigades; they will not participate in any later rounds.

10.5 Subsequent Combat Round Procedure

If a combat round ends and there are one or more surviving involved units on both sides, you, in your role as German commander, need to decide if you will initiate another round of combat or retreat from the hex. If the German force does not have at least one MP remaining, you must retreat. If the German force has at least one MP remaining, you may choose to:

Initiate Another Combat Round: The German force pays one MP. You then conduct steps, 2, 3, 4, and 5. You may choose this option as many times as you wish, if you have at least one MP remaining each time.

Conduct a Retreat: The German force retreats into the hex from which it entered the Soviet controlled hex. The force may not expend any additional MP (effectively ending its movement for this game turn).

10.6 Allocating Step Losses

Soviet and German CAS fire is conducted on individual units and step losses (if any) are inflicted on the specific unit you fired at. Excess hits on a unit are ignored. When conducting fire with ground units, each unit fires individually and all hits are apportioned as desired, except no hits may be taken on a one-step unit (brigades and artillery units) until all two-step units have suffered at least one hit.

10.7 Determine Winning Side

German Win: If all Soviet defending forces are eliminated, the German side has won the battle. The hex in which the battle took place becomes German controlled (3.4 & 3.5). The force, including returned eliminated units (10.9), may, if they have MP remaining, continue movement (including entering another Soviet controlled hex).

Soviet Win: If all German units in the attacking force are eliminated, or if there are surviving Soviet forces and you decide not to conduct another round of combat (by choice or due to not having at least one MP remaining to pay the cost of another round) the Soviet side has won the

battle. The hex in which the battle took place remains in Soviet control. All surviving German units (if any) are moved back to the hex from which they entered the combat hex (see 10.9 for further instructions).

10.8 Soviet Units After Combat

After you have completed all desired or possible combat rounds in a hex, Soviet units are regenerated as listed below. Soviet victory or defeat has no effect on these procedures.

CAS, Artillery, Rifle Divisions and Brigades: These units are returned to the pool of available units. Rifle divisions that suffered one step loss are returned to their full strength.

Guard Divisions and Airborne Corps: Any of these units that survived the combat are returned to full strength and returned to the pool. Guard divisions and airborne corps that were eliminated are removed from play and replaced in the pool with a rifle division. Eliminated guards and airborne units may not return to play.

10.9 German Units After Combat

If the German force won the battle, all eliminated units are placed in the combat hex. German units that were eliminated return to play with one-step. German two-step units that were reduced to one-step remain in that state. Returned eliminated units have the same remaining MP as any surviving German units (i.e., they may continue moving with the victorious force). If the German force was defeated (10.7), eliminated German units are returned to play as above, except they rejoin the force in the hex that the Germans were forced to retreat into.

10.10 German Unit Regroup

German units are never permanently eliminated from play. When any one-step (or previously reduced two-step) German unit sustains a hit, simply place that unit temporarily off to the side of the map. All such units are returned to play as soon as that battle is over. Returnees are always returned to play with one-step. On turns one through five, during the German Regroup Phase, all two-step units that are showing their one-step side are flipped back to full strength. Do not conduct the German Regroup Phase after turn five.

Designer's Note: *The idea behind the above rules for Soviet units is that most categories of Soviet units are effectively just 'speed bumps,' (units too small to hold up for long in this intensity of combat). The relatively elite Soviet guard and airborne units, however, are in finite supply and may be fully used up before this campaign is over. The concept of the immortality of German units is that it represents the most direct way to illustrate the point that the Soviets were unable to completely knock out German units of these sizes during this campaign (which, of course, would change in later campaigns).*

11.0 SOVIET POCKETS

A Soviet-controlled hex, along with the Soviet units that may appear in it as its defensive force, are in supply, if you are able to trace an uninterrupted path of contiguous Soviet-controlled hexes from the hex in question to any hex along the east map edge. When tracing this path, ignore all hex and hexside terrain.
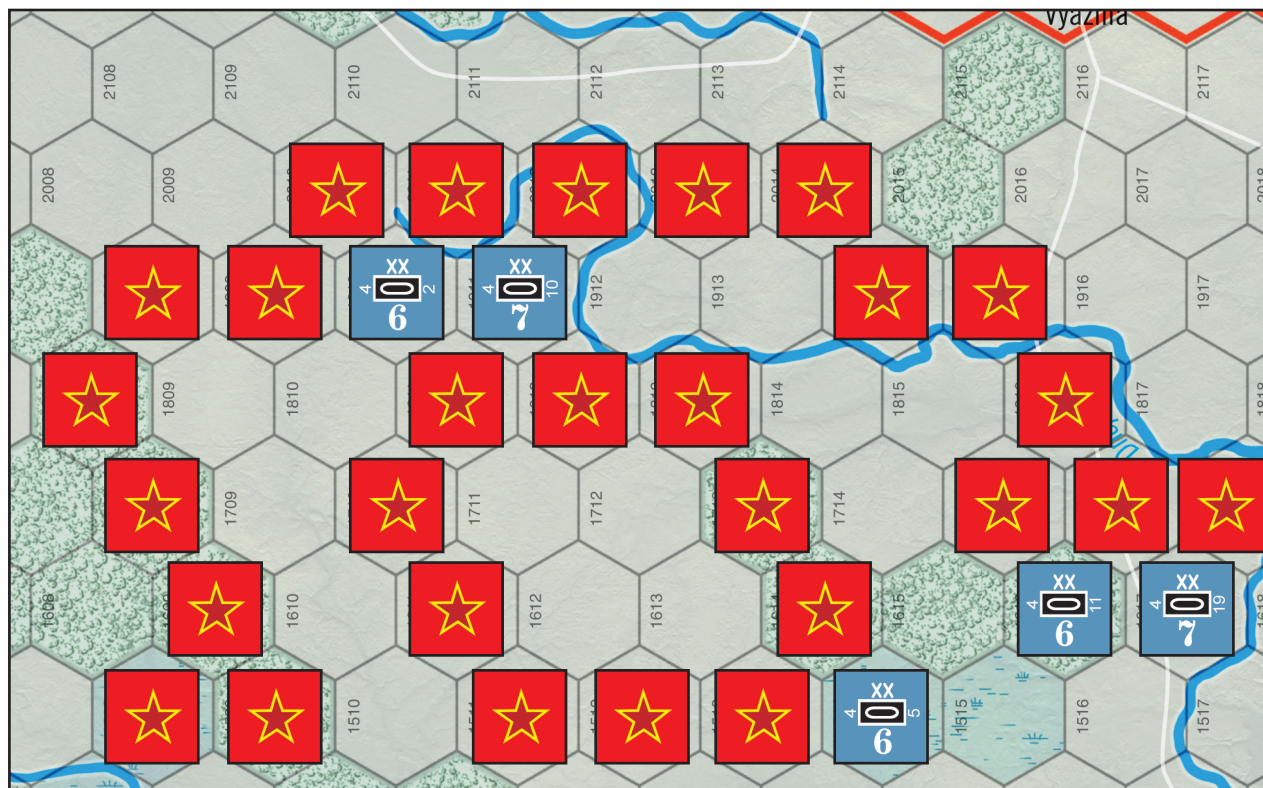
11.1 Formation of Soviet Pockets

Any time during a German Movement and Combat Phase that the changed control-status of a hex renders one or more other Soviet-controlled hexes cut off from supply as described above, a pocket has been formed and a pocket breakout attempt must be made by the Soviet side.

Example: The 14 Soviet controlled hexes in the center of the diagram are cut off from supply and thus are counted when determining Soviet breakout forces. This is a good example of using Soviet markers rather than German markers (3.4).

11.2 Pocket Breakout Battles

As soon as a pocket is formed, temporarily stop German movement, and resolve the situation by executing a Soviet pocket breakout attack. The breakout attempt is conducted within the hex in which the German force that cut off the pocket is located. Follow the steps below.

1) Form the Pocket: Immediately arrange the control markers to show the newly formed pocket and new Soviet front.

2) Determine Pocket Size: Count the number of Soviet controlled hexes in the pocket (those hexes that are cut off).

3) Determine the Number of Soviet Breakout Units: Roll one die and consult the Soviet Breakout Force Generation Table. Cross reference the number of pocket hexes with the die roll. The resultant number is the number of Soviet units in the breakout force.

4) Determine the Soviet Breakout Force Composition: Place all currently available Soviet rifle divisions, artillery units, and brigades

in an opaque cup and then randomly pick the number of units arrived at in step 3.

5) Resolve Breakout Combat: Unlike a standard battle, breakout battles consist of only one round. In this case, the German Force is the

defending force. Conduct steps 2, 4, and 5 from 10.4. Eliminated units are handled in the same manner as 10.8 and 10.9.

Note: In breakout battles, Soviet artillery units fire in step 5.

Designer's Note: The Soviets never break out of a pocket containing Moscow. If you succeed in closing a pocket containing Moscow, play stops, and you have won the game (4.5).

11.3 Successful Breakouts

If all German units in the breakout hex are eliminated, the breakout has been successful.

• All Soviet units are returned to the pool.

• Place all eliminated German units in the hex from which they entered the current hex. German two-step units are returned to play with one-step. The German force has completed its movement and may not conduct any further actions this game turn.

• The hex where the breakout combat took place remains in German control.

• If it is Turn 1 or 2, multiply the number of pocket hexes by five and subtract the result from the total number of pocket hexes tallied in 4.2. Total pocket hexes cannot be reduced below zero (0).

• Rearrange front line markers to show that all pocket hexes are now German controlled (this includes the hex where the pocket breakout battle occurred).

11.4 Failed Breakouts
If at the end of the breakout battle, there are surviving German units in the breakout hex, the breakout attempt has failed.

• All Soviet units are returned to the pool.

• Surviving German units are left in the breakout hex, and all eliminated German units are placed in the breakout hex. Eliminated two-step units are returned to play with one-step. The German force (including returned eliminated units) may continue its movement, if it has MP remaining.

• If it is Turn 1 or 2, add the number of pocket hexes to the total currently shown on the Sudden Death Victory Point Track (4.2).

• Rearrange front line markers to show that all pocket hexes are now German controlled (this includes the hex where the pocket breakout battle occurred).

Designer's Note: *Given the above procedures, the Germans have scant motivation to form pockets except for two reasons: 1) to satisfy the sudden death victory rules (including winning the game by encircling Moscow), 2) or to quickly switch the control status of some important map area, such that other German forces are thereby freed to move across it more speedily than if it were still being defended hex-by-hex.*

12.0 SPECIAL RULES

12.1 Turn 5, Rasputitsa Stand-Down
Turn 5 is a two-week combined turn. During turn 5 only, German forces that start their movement on turn 5, on or north of the xx40 hex row may not enter Soviet controlled hexes. Do not go through the game turn sequence twice.

12.2 Inter-Army Stacking
Beginning turn 5, the German Inter-Army & Panzer Group stacking rule is no longer in effect (7.3).

12.3 Turn 6 Combat Bonus
German first round fire in all regular battles conducted during turn 6 only gain a die roll modifier of +1.

13.0 CLENCHED FIST, AN ALTERNATIVE HISTORY SCENARIO

In the run up to the launch of Operation Typhoon, there was debate within the German high command as to how it could be optimally conducted. The plan adopted historically is the one modeled in the rules above concerning the set up and victory conditions for the game.

The suggested alternative was a clenched fist approach. That would've entailed taking extra time, prior to the start of the attack, to gather all the mechanized units available for the offensive into one mass near the center of the army group front. Then, as the actual drive began, rather than being concerned with setting up pocket battles, the goal would've been to drive straight to Moscow (like a boxer jabbing with a clenched fist) as quickly as possible, trusting that city's sudden loss would finally be enough to bring on the overall political collapse of the Soviet Union.

Historically that approach was rejected for two reasons. First, it was feared the time needed to accomplish its called for redeployment of the armies and panzer groups would've taken up too much of what little remained of that scant resource prior to the anticipated start of the autumn rainy season. Second, that same delay would've also allowed the Soviets that much longer to go on strengthening their defenses.

That alternative strategy, however, can be easily modeled in the game by using the following rules:

13.1 Uniformity
Except as added to, amended, or deleted in this section, all the standard scenario rules given in the sections above still apply in the play of this scenario.

13.2 Game Start
The game starts on Turn 2 (Oct II).

13.3 Set Up
During set up, German forces may be organized in any way the player desires. That is, rule 7.3 is ignored all through play, and none of the units of the various armies and panzer groups need be set up within the historic front boundaries shown along the initial front line.

13.4 Deleted Rules
The victory checks mandated in rules 4.2 and 4.4 are deleted from play.

13.5 Modifier
In addition to all the standard modifiers, whenever you roll to determine a Soviet force, whether for regular or pocket breakout combat, always add one to that result before consulting the appropriate table.
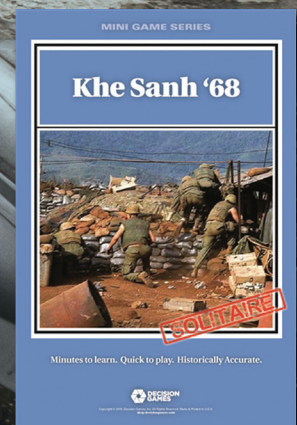
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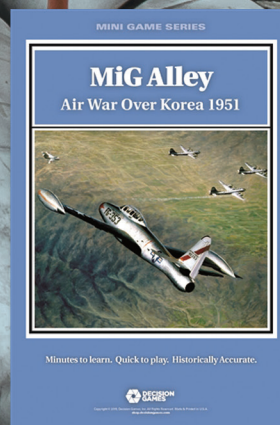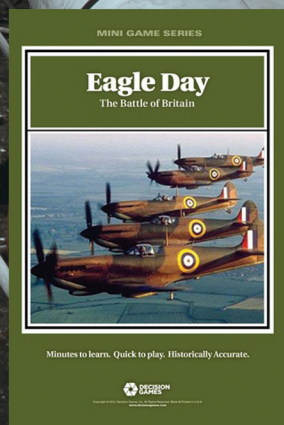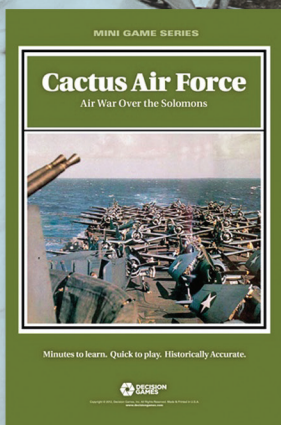#### Air War over the Kuban Peninsula, 1943
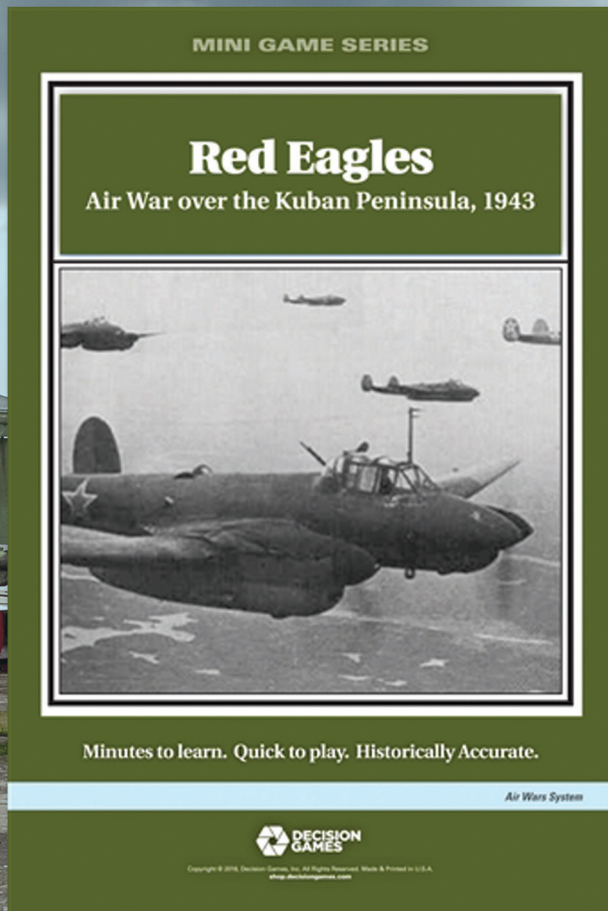
Red Eagles
Air War over the Kuban Peninsula, 1943

The Red Air Force challenged the Luftwaffe in a series of air battles over the Kuban Bridgehead in early 1943. The lessons learned by the Soviet airmen would help them gain air superiority on the Eastern Front later that year.

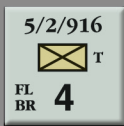Contents: One 11x17 inch Map, 40 die cut counters, 18 Campaign Cards, Four page system rule booklet plus exclusive scenario rules

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