

by Dave Williams

Dave Williams has also designed ANZIO, ANZIO BEACH HEAD, FLIGHT OF THE GOEBEN and numerous other unpublished games. He is currently working on a BATTLE OF KURSK game.

Designer's Notes

Overrun on the frontier, smashed at Minsk, encircled in the Ukraine, bottled up in Leningrad, the Red Army by October 1941 had virtually lost all hope of victory over the Nazis.

In a desperate attempt to stave off defeat, and with a cynical understanding of what drove the German war machine, the Russians massed the best of their forces before Moscow. These weren't much, and as events would show, the Germans would destroy the bulk of the remnants of the Russian regular army in a fortnight when they attacked.

Yet they proved to be enough. Reserves from the East, greatly overrated later in strength though not in combat effectiveness; new armies designed along the principles of a nation in arms; a new obstinacy among the rank and file; and the weather would stop the Germans and almost destroy them. All these were to take part in the rescue.

The situation is ideal for a wargame: a greatly superior offensive against a distant geographical objective protected by an increasingly effective defensive.

It was, in fact, so similar to the original Stalingrad game situation, and other AH classic

game situations, that the opportunity could not be missed.

It was decided to design a game with all the classic AH characteristics, but incorporating the best of the S&T and TEST SERIES GAMES; innovations.

The German offensive, called OPERATION TYPHOON, came to encompass three phases. It wasn't planned that way.

The first, opened on 30 September, 1941 bogged down mostly by weather in early November. Then the weather cleared, and the Germans pushed on a again, to be stopped in early December. One final try at the capital of the Soviet Union failed mere miles from the Kremlin.

The Germans had a superb offensive force. It was impossible for the Russians, given fair conditions, to stop a German offensive in 1941-42.

But the Germans accepted uneven conditions when they attacked Moscow: to the north of the main effort were the easily defended Valdai Hills, to the south, below Voronezh, poor communications. Between these there was not enough room for the Germans to operate due to the poor road communications available.

The Russians simply had to concentrate what they had in the area, and hope. Or pray, for those who could still get away with it.

The rain, and with it the mud, came early in 1941 in Russia. So did the frost and snow. The German supply system, and the materials to be fed through the system, were lacking.

When Hitler refused to consider the supply fiasco, and the flexible defensive it called for, he broke the back of both the system and the men who depended on it. In short, he set the scene for a Russian counterattack should the Germans fall short of success anywhere.

The Germans failed to take Moscow because they lost the communications race: the blitzkrieg couldn't function in bad weather over poor road communications.

A look at the Combat Results Table will show that the Russians will win a head-on slugging match, and the Germans will lose a head-on struggle, no matter who is attacking or defending. This is a result of the Russian replacement rate and of the different "styles" of two forces. More about this when we look at the Russian and German Order of Battle.

When the German is attacking, odds of 5-1/6-1 will only be marginally productive. The exchange rate is unfavorable in light of German replacements, and further, the chance exists that Russian survivors, in retreating, will obstruct second impulse movement.

Odds of 3-1/4-1 will be disastrous. Thus, the German can't afford to fight the Russian. He has to chop up the Red Army—fast—by surrounding as many Russian units as possible.

In the first turns of the game this will be possible, and the Germans will make spectacular gains just as they did in 1941.

Then, with the weather turning bad and enemy units astride his communications in the rear, the German will find he's using his tanks as bludgeons. Far in advance of the German infantry, the Panzers will be attacking head-on against Russian units in order to creep square by square closer to Moscow, the German losses will mount.

In the game's first prototype actual supply units were used a la AFRICA KORPS, except that each supply unit could supply a limited number of units in combat, not an unlimited number of battles. In addition, both sides had railroad repair units.

While the system was realistic, there were two problems. First, an excessive amount of testing was needed to balance the number of supply units. Second, the system was too cumbersome to play.

We found that we needed a new definition of "communications." When a force uses a road or rail line as an axis of attack, the road or rail isn't used for transport. Instead, it is used as clear geographical objective: the offensive, if successful, can count on reinforcement and supply along the axis AFTER the road is cleared of mines or the rails are rebuilt. Along the axis of attack the offensive will find towns, depot facilities, and telegraph lines. Finally, the presence of the road threatens the defender with a very deep penetration should the attack completely break through.

Therefore, the communications line provides only an indirect impetus to an attack. Hence, supply is too complex to be represented by special counters.

Logically, mechanized units have mechanized tails. With this in mind we decided that all units could be supplied at a distance from their

supply-head which was a function of their movement rate. This rule creates for the German player many of the original problems faced in real battle.

The two impulse movement system we stumbled upon as the only way to recreate the real effect created by an offensive in the original campaign. The Russians simply couldn't react to a German breakthrough in time to prevent a major penetration. It may seem the German player is getting two turns before the Russian gets one, but weather and supplies will cut into these German opportunities.

Of course, the Russian player gets two impulses also, but his army isn't really geared to take advantage of them.

There is little question but that the Germans could have won the battle—even with their self imposed handicaps—given a fair break in the weather. The poorest German player will probably win BATTLE OF MOSCOW if he gets consistent breaks with the weather. That's simply the way the real battle was.

However, the odds are against this happening. The German player will have to plan his campaign as if all the weather will be against him. If he doesn't play as if good weather is good fortune (and not bad weather bad fortune) he will lose.

While the Russians suffered few of the disadvantages which the Germans did when the countryside turned to mud, they were handicapped by snow. We decided to let the Russians ignore weather handicaps—and terrain handicaps—because the problems these presented the Germans were immeasurably greater.

In many ways the Russian disadvantages in snow were offset by improved material, manpower, organization and leadership they were receiving in the winter of 1941. We sort of let the two cancel each other out.

The game's orders of Battle are another departure from the norm because of the particular problems presented by the organization of the original armies. Actually, in October the Russians changed their entire organizational structure, which had been patterned on the German and French armies.

While nominally organized in corps and divisions, the Russians in front of Moscow were the remnants of the troops that had been overrun on the frontier and the reserves which the Germans had simply pushed aside as they advanced into Russia. These forces were virtually destroyed in huge encirclements at Bryansk and Vyasma, and their remnants and the new Russian forces were reorganized without corps into small armies.

From a purely mechanical point of view, the German forces couldn't be represented in the game by anything smaller or larger than a division. There would either be too many units or too few.

To represent the Russians on a division basis would have also been too cumbersome, not to mention the large number of independent brigades and regiments involved in the battle. But by representing the Russians as army sized units we tried to capture the sluggish command structure they suffered under at the time.

Finally, when we decided what the game's time and space limits would be, we think we gave it the most logical perspective. The Siege of Leningrad was an integral part of the original Battle of Moscow, and in a game the players had to be allowed to determine the allocation of offensive and defensive resources between the two.

A game should try to be a closed system, and this is especially important in a campaign where the front lines extend far beyond the scope of the game. We solved this by including Leningrad and the stagnant Finish front in the north. In the south, a natural gap between the northern and southern fronts had developed because of the lack of east-west communications south of Kursk.

Timewise, we extended the game well into 1942 to allow the Russians a chance to counterattack. The actual Battle of Moscow ended far sooner, when the Germans ran out of steam in early December.

Players are encouraged to end the game well before the half way point and declare a Russian victory if the German has bogged down. They are also encouraged to start a new game at that exact point, this time to see how well the Russian can pull off a winter counterattack against the overextended Germans.

Rules of Play

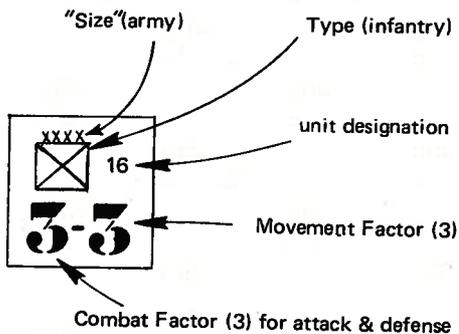
THE MAPBOARD

The mapboard shows the region of north-central Russia where the last major German offensives of 1941, the Battle of Moscow and the early stages of the siege of Leningrad, were fought. A hexagonal grid has been superimposed to determine movement and delineate terrain features. Hexagons will hereafter be referred to as hexes.

(See Terrain Effects Chart)

The Unit Counter Sheet contains the 1/2 inch unit counters that represent the military units which took part in the campaign. These can be mounted on cardboard (14 ply mounting board or anything thicker than the counter sheet itself will do) with rubber cement or 'Elmers Glue-All.' Then cut them out.

Typical unit



Some Russian units have factors of the type 0-1-0 or 3-2-4. In these cases the first number is the unit's attack factor, the second its defense factor, the third its movement factor.

UNIT TYPES

Infantry	
Armored Infantry	
Cavalry	
Armor	
Security	
Workers	
Partisans	
Fortress infantry	
Paratroops	
Replacements	
Russian Guards	

UNIT SIZE

Russian Operational Group	
Regiment	
Division	
Corps	
Army	

GAME PROCEDURE

Sequence of Play

The game is played in turns, each player moving and having combat sequentially. Two "Player Turns" equals one complete "Game Turn".

Step 1 - German player moves as many of his units as he wishes or is able to move, checks Order of Appearance Card for reinforcements and takes any replacements due him. Also moves by railroad if he wishes. This is the German "First Impulse".

Step 2 - German player now resolves all the battles he has created, one at a time, in any order he wishes. This ends the "First Impulse".

Step 3 - The German player may now move again all the supplied units he wishes to move. Units may only move half their movement factor (Russian 3's move one hex). No railroad movement is allowed, no replacements or reinforcements are taken. Combat situations may be created. This is the German "Second Impulse".

Step 4 - The German player now resolves any new battles in any order he wishes. He also examines the board to see if he has any isolated units and, if so, he removes them as per the supply rule. This is the end of the German "Second Impulse". This also ends the German "Player Turn".

Step 5 - The Russian player now repeats steps 1-4. After the Russian player is finished, one complete "Game Turn" is completed. This signifies the passage of one complete week. Mark off one week on the Time Record. The game begins with the first week in October (or October 1) and ends no later than the second week of December (December 11).

HOW TO WIN

The Game ends, and the German player wins, when the Germans have occupied MOSCOW for four consecutive turns OR:

When the German has isolated BOTH Leningrad and MOSCOW simultaneously for four consecutive turns.

The Russian player wins by having a unit in, or being the last to pass through, every city on the board on the last turn of the game.

The Germans, therefore, must occupy MOSCOW or isolate Leningrad and MOSCOW no later than turn 7. The game ends on turn 10 (or sooner, if the Germans no longer have a chance of winning).

A city is considered isolated when all rail connections with the EASTERN edge of the board are cut. That is, a German unit must actually be on the railroads or have them in German Zones of Control.

SETTING UP THE GAME

Lay the mapboard out on a flat surface (you might wish to mount the mapboard). Sort the counters out on the Order of Appearance Cards. The Russian player then takes the appropriate units from his card and places them where indicated on the mapboard. The other units indicated may be placed anywhere on the east side of the "Front Line." The German player then deploys as he wishes. Once the German player has completed placing his units the game is ready to begin.

When the game starts, no units are allowed to actually be ON the Front Line. Note that in the north the Front Line doesn't correspond exactly to the Leningrad fortifications, and extends north of the city and along the SVIR river. Finnish units must be placed in Finland.

MOVEMENT

A unit's movement factor is the maximum number of hexagons it can normally move on its first impulse. Movement can be affected by terrain, weather and supplies. And the fact that a unit is moving in its second impulse.

In your turn (impulse) you may move any, all or none of your units you are able to move. You may move in any direction or combination of directions. You may move over, through and on top of your own, but not your enemy's units. Movement rates are not transferable nor can they be accumulated.

RAILROADS

Units are allowed special movement over friendly railroads, and they also receive supplies over friendly railroads.

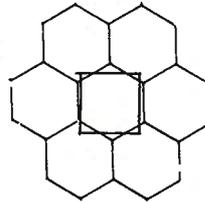
FRIENDLY RAILROADS. A section of railroad is friendly if a player can trace the railroad back to the west edge of the board (for the Germans) or the east edge or Moscow or Leningrad, for the Russians. The railroad must be free of enemy units or zones of control. Obviously, an enemy unit in your rear areas can render whole sections of track useless, and cut off supplies for many of your units.

USE OF RAILROADS. Railroads are unaffected by terrain or weather. The Germans may move SIX units by rail each turn, the

Russians may move FOUR units. In addition, both players may also move all the new units (reinforcements) they receive that turn (replacement counters can't be moved at all, however).

TO MOVE BY RAIL simply move to a friendly rail hex and move as far as you wish along friendly rail hexes. That is, rail movement is free and unlimited. At the end of the rail move, the unit may move any additional parts of its movement factor it hadn't used getting to the rail line. Units that move by rail can't attack in that impulse (that is, they can't move into an enemy zone of control). A unit can only change railroads at junctions.

ZONES OF CONTROL. The six hexagons around a unit are its ZONE OF CONTROL. Normally when a unit enters the zone of control of a hostile unit it must stop and a battle must take place. That is, it must attack that unit.

**STACKING**

GERMANS may stack three units of any type in an hexagon.

RUSSIANS may have only two infantry type units (that is, units with a movement factor of 3) or cavalry units in a hex. In addition, they may have one armored unit, and as many specialized types (partisan, workers, fortress, replacement) as they wish in that hex. They may never have more than six replacement factors in a hex.

Stacked units may move through each other, and may stay together or split up at any time.

WEATHER

Russian movement is never affected by weather. Nor is Russian supply affected by weather.

Before each turn the German player rolls the die for the weather table to determine what the weather will be that turn. The types of weather are;

FAIR: normal movement; the rules are written assuming fair weather.

MUD: ALL hexes on the board are considered rough terrain except roads. In rough terrain a unit needs two movement factors to enter a hex. Road movement is treated as "Clear Terrain" movement. Rail movement isn't affected. German supply line is cut in half.

HARDFROST: Same as FAIR except; 1) units are no longer doubled when defending behind rivers. 2) Swamps are considered frozen and are treated as clear terrain.

SNOW: same as MUD except; 1) No doubling behind rivers. 2) all bodies of water except the Gulf of Finland are considered frozen and are treated as clear terrain by the Russians ONLY. Swamps are frozen also. (Note; this rule can affect the supply situation of Russian units in Leningrad.)

SPECIAL TERRAIN RULES (also see Terrain Effects Chart) Swamps, forests and hills are all considered rough terrain. The Russian player can ignore all rules inhibiting movement in these areas.

SWAMPS: For the Germans it takes two movement factors instead of one to move into a swamp hex. Supply line length counts double across swamp hexes.

FORESTS: Same as SWAMPS (except forests don't freeze over).

HILLS: Same as FORESTS except both German and Russian units double their combat factors in defense only when in hill hexes.

ROADS: Movement factors are double on roads (that is, it takes ½ movement factor to enter a road hex). Road movement is cut in half by mud and snow but not by the terrain it passes through. Roads may also be used to stretch supply lines from railroads.

NOTE: In mud and snow turns, rough terrain doesn't get any rougher.

COMBAT

The player moving is considered the attacker. When he creates a battle (by moving into an enemy unit's zone of control) the other player is the defender. Before a battle can be fought, battle odds must be determined. Add up the total of the attacker's attack (combat) factors, and then compare them to the total of the defender's defense (combat) factors. Reduce this ratio to an odds comparison found on the combat results table. Odds are rounded off in favor of the defender (that is, 29 to 10 is 2 to 1). The battle is resolved by rolling the die and reading the result from the CRT.

ATTACKING: You move all your units before resolving any battles, and you may move more than one unit into enemy zone of control in order to get better odds against that unit.

MULTIPLE UNIT BATTLES: An attacking unit adjacent to more than one enemy unit may attack either one in an impulse, as long as both the defending units are attacked by something, and as long as all of the player's

TERRAIN FEATURE		EFFECT ON MOVEMENT		EFFECT ON DEFENSE	
		German	Russian		
Swamps 	Forests 	Costs 2 MF to enter	Costs 1 MF to enter	None	
Hills 		Costs 2 MF to enter	Costs 1MF to enter	Defender Doubled	
Clear Terrain (also coast hexes) 		Normal Costs 1 MF to enter		None	
Cities 	Roads 	Costs 1/2 MF to enter		None	
Railroads 		Unlimited Movement		None	
Rivers 		Normal		Defender doubled if all attackers on River.	
Fortified hex 	Fortified Cities 	Half Forts 	Normal		Defender Doubled (see Fort Rules)
Lakes & Sea Hexes 		No Movement through			

MF = Movement Factor

units adjacent to the enemy attack something. Units in the same stack may attack different units, but units in a defending stack may only defend as if they had one combined defense factor. A unit may never attack nor defend more than once in an impulse, even if enemy units are adjacent at the end of an impulse or a turn. In the latter case, if they are adjacent at the end of the first impulse, the attacker must either withdraw or fight another battle at the end of the second impulse. If they are adjacent at the end of a turn, the new attacking player must then withdraw or attack.

A player may sacrifice units at poor odds in order to get better odds against other enemy units. This tactic is called "soaking off".

RUSSIAN DEMORALIZATION: In each turn that both Moscow and Leningrad are isolated at the beginning of the Russian player's turn, OR, in each turn in which a German unit is in Moscow at the beginning of a Russian player's turn;

The Russians attack by adding one to all their die rolls. When the above conditions are met at the beginning of the German player's turn, the Germans SUBTRACT one from their die rolls. You can't subtract one from one, or add one to six on the CRT. Merely treat a six-plus-one as a six, and a one-minus-one as a one.

CITY ISOLATION: For the purpose of Russian Demoralization a city is considered isolated when all rail connections with the EAST edge of the board are cut.

SUPPLY

A unit's ability to move and fight is affected by whichever of the three "supply situations" it is in;

SUPPLIED: the unit is within its own movement factor of a friendly rail hex (or road hex that leads to a friendly rail hex.) It moves and fights normally on the first impulse. It may also move and fight on the second.

UNSUPPLIED: the unit is twice its movement factor or less from a friendly railroad. If it is German, its movement factor is cut by half; if Russian, its movement factor is cut by a third (fractions being lost). May not move on second impulse but may attack if adjacent to an enemy unit. Defends at full factor, attacks at half of combat factor.

ISOLATED: More than twice its movement factor from road/railroad hex. Attacks at half factor, defends normally. Germans move at one-quarter movement factor, Russians at one-third (fractions lost).

The supply situation depends on a unit's condition at the BEGINNING of an impulse. For instance, a unit may move during an impulse from an unsupplied to a supplied state, but it would still attack at half factor. **EXCEPTION:** units which are still isolated at the end of a player's second impulse and second combat, suffer losses because of this isolation, irrespective of how long they have been isolated. At the end of his turn, a player must remove units whose combat factors are equal to one third of the factors in each isolated "group" he has. He loses the benefit of fractions. (NOTE: Russian armored units follow the rules for German '4' factor units as far as supply is concerned.)

Supply restrictions are in addition to weather and terrain restrictions.

MOSCOW AND LENINGRAD: These cities have special properties. MOSCOW may provide supplies for up to 40 factors of mobile Russian units (units that can move), LENINGRAD for up to 20 combat factors of mobile units. Both of these units include replacement units but not other specialized units (workers, partisans and fortification troops). Always count the unit's defense factor. The LENINGRAD limit may also supply the trapped 8th Army on the Gulf of Finland. However, all factors supplied by Moscow and Leningrad alone, and not railroads from the east edge of the board, are considered as in "unsupplied" status and must attack at half factor. Any units over the 40 or 20 factor limit (you must be able to supply all the factors in each unit) are considered "isolated". Replacements may not be created in these cities over the limits.

REPLACEMENTS

RUSSIAN

Beginning on the first turn the Russian player receives replacements. These replacement units MUST be taken from those units which were previously destroyed. If there are none available the Russians may use replacement counters on the board. Each turn the Russian player receives the following units (combat factors) at the following locations.

4 factors anywhere on the east edge of the board. 4 factors in Moscow. 3 factors in Voronezh, or on any hex east of Voronezh along the south edge of the board.
4 factors in Leningrad.

Only infantry may be taken. But, each turn you may also replace one cavalry and one armor unit (this cannot be accumulated), from the replacement factors available to you.

Replacements for Moscow and Leningrad must be taken in the respective cities. If a city is "isolated" from the east edge of the board its replacement rate is cut in half that turn. (This is the case for Leningrad at the beginning of the game.)

CITY ISOLATION: For the purposes of Russian replacement a city is considered isolated when all rail connections with the EAST edge of the board are cut. That is, German units must actually be on the railroads or have them in German zones of control.

REPLACEMENT COUNTERS: Often the Russian player won't have the proper units available to meet the replacement capacity of each of the four places from which he gets replacements. Sometimes he will want to accumulate factors there. Therefore, instead of keeping a side record of how many replacement factors are being accumulated, and just where they are, special 0-1-0 counters have been provided. When the Russian player has an excess of replacement factors these counters are simply put on the hex where the replacements were to have originated. That is; Moscow, Leningrad, somewhere on the east edge of the board or the south edge east of and including Voronezh. They may not move, even by railroad, but they may defend and their defense is doubled in cities.

These 0-1-0 counters are incorporated into regular units with replacement factors (or

other replacement units) at a later date. They are eliminated if forced to retreat. Remember, each replacement unit represents ONE combat factor. Thus a 4-3 infantry unit would require four of them to be formed. For armored units you use the attack factor to determine the number of replacement counters needed.

TIKHVIN: If a German unit occupies Tikhvin then, at the beginning of Russian player's turn, the Russian player loses two replacement factors each turn. They can be taken from any replacement source EXCEPT isolated cities.

40th ARMY: The Russian 40th Army, which starts in Voronezh, may not move until at least one German unit ends its turn within one turn's move of that city (that is, an armored unit would have to be eight hexes away from Voronezh in fair weather, an infantry unit four hexes away in snow, etc.). On the turn after the 40th Army is allowed to move, the German 168th and 299th divisions may enter the game on any south edge hex west of the Kursk railroad exclusive.

GERMAN

Beginning on the second turn the Germans receive replacements. These replacements MUST be taken from those units which were previously destroyed. If there are none available the Germans may accumulate them from turn to turn. They may also accumulate them if they wish to bring on a more powerful unit from the destroyed units available. The German player gets three infantry combat factor's worth of units each turn. They also get one combat factor's worth of armored or motorized units (units with a movement factor of 8) each turn.

FORTIFICATIONS

Any hex which has all six of its sides covered by heavy lines (such as Moscow) is considered a fortified zone. Units in a fortified zone may ignore the zones of control of units adjacent to them, but the adjacent German units must attack the Russian units in the fortified hex (but not the other way around, only Russian units benefit from this advantage.) Units defending behind fortified hex sides are doubled. This also applies to the "half forts" in the vicinity of Moscow (hexes with only three sides "fortified"). The advantages of fortifications may only be used by the Russian player. If the Russian player loses them, and then recaptures them, they may be reused.

FORTIFICATION TROOPS: These are 0-1-0 and 0-2-0 units. These units do have a zone of control and are eliminated if German units are adjacent to them on the unfortified east sides of the fort hexes. They are doubled when attacked from the fortified side of the fort hexes. They need no supplies and need not attack German units adjacent to them on their fortified sides.

SPECIAL UNITS

GERMAN

SECURITY TROOPS: These units may attack at a factor of one when fighting PARTISANS only. Otherwise they have no attack factor and defend at a combat (defense) factor of ½.

FINNS: At the beginning of the game the Germans must split the Finns evenly between the Svir and Leningrad fronts. During the game the Finns may not be shifted from one front to another. Finns may ignore (just like the Russians) all rules of terrain, movement, supplies, weather, etc.

Finns, however, may never attack unless SUPPLIED by a normal German supply line from the west edge of the board. That means, for a Finnish unit to attack, the German player will usually have to take Leningrad. It may be possible for individual Finnish units to infiltrate through the Russian lines and get to the German sector of the front. There are no Finnish replacements.

RUSSIAN

PARTISANS: Enter the game in two ways;

1-Every time a regular Russian unit (that is, a unit that can normally both move and attack) is destroyed because it can't retreat, it is replaced by a partisan counter. All partisan counters are 0-1-1. The counter is placed on the hex where the battle took place (the one the destroyed unit was on).

2-At the end of a player's turn all isolated groups on the board are reduced one-third. This often doesn't work out evenly for the Russian player. For example, if the remaining two-thirds of that Russian unit equals at least one defense (combat) factor then it is replaced with a partisan counter. But no more than one partisan unit per regular unit. This is the way you would normally "reduce by one third".

Partisans need no supplies. They have no zones of control, except the hex they physically occupy. They cannot attack. They move one hex per turn, during the first impulse only. They cannot be doubled on defense. Regardless of the actual odds, partisans may not be attacked at more than 3 to 1 odds.

Partisans can ignore German zones of control and may be forced to retreat through German zones of control. They may not retreat through German units, though German units may retreat through partisan units, moving an extra hex if necessary. Partisans may not use railroads.

When partisans are stacked with regular Russian units, the partisans are ignored when the stack is attacked. They remain on the hex at the end of the battle regardless of the outcome, and can only be attacked when stacked alone or with other partisans.

WORKER UNITS: These units may never move, and are eliminated if forced to retreat. They may never attack. However, they need not attack if they are adjacent to a German unit (that is, they are not affected by the enemy's zone of control). On the other hand, worker units have no zone of control. Worker units are never doubled. Worker units cannot be replaced and need no supplies.

PARATROOPS: During the game the Russian player, and the Russian player only, gets and may use several paratroop units. They enter the game just as normal reinforcements. The Russian player has the choice of; 1) Allowing

the paratroops to enter the game as 2-3 counters, and fight normally as infantry for the rest of the game; or 2) dropping them. To do this he must withhold the unit, or units, entirely from the game (off the board) until he is ready to use them. Up to two factors of paratroops may be dropped in any SNOW turn. Replace the 2-3 counter with two 0-1-1 counters and place them anywhere on the board within four hexes of a Russian unit. The dropped units must also be within twelve hexes of Moscow and cannot land on German units or zones of control or hexes that are normally forests, hills or cities. You may not replace paratroop units. After they are landed they may not move for the remainder of the turn. After that they may move just like partisans.

NOTES

FRACTIONS: whenever a unit's movement or combat factor is cut to a fraction, the remainder is dropped. For instance, while road movement, plain and rough terrain movement may be combined, a remnant fraction of a movement factor wouldn't allow a unit to move into the next hex.

UNIT IDENTIFICATION: Both the German and Russian unit counters are highly stylized in the game. This has been done to allow players to ignore tedious sorting of units by exact identification. Therefore, when setting up units and placing counters on the Order of Appearance cards, you may ignore unit identifications and sizes; merely pay attention to type and combat factor.



IMPORTANT CORRECTION !

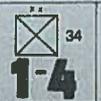
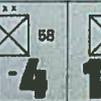
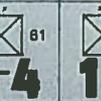
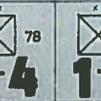
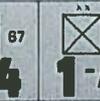
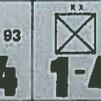
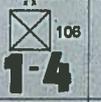
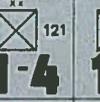
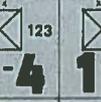
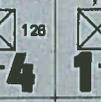
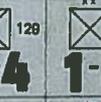
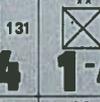
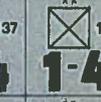
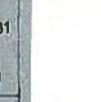
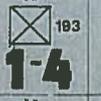
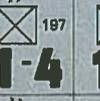
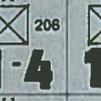
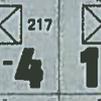
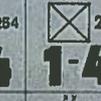
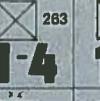
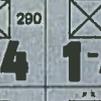
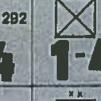
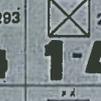
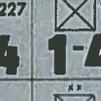
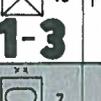
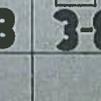
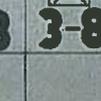
Two Russian units start the game in the Southeast Leningrad-Fort hex:

The 42nd inf (3-3)

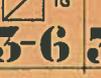
one 0-2-0"F"unit

COUNTERS BY KEN PALATORI

GERMANS FINNS

 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4
 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4
 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4
 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4
 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4	 1-4
 2-4	 2-4	 2-4	 2-4	 2-4	 2-4	 2-4	 2-4	 2-4	 2-4	 2-4	 2-4	 2-4
 1-6	 1-8	 1-8	 (1)2	 (1)2	 (1)2	 (1)2	 (1)2	 (1)2	 (1)2	 1-3	 1-3	 1-3
 1-3	 1-3	 1-3	 1-3	 1-3	 1-3	 1-3	 1-3	 1-3	 4-8	 4-8	 4-8	 3-8
 3-8	 3-8	 3-8	 3-8	 3-8	 3-8	 3-8	 3-8	 3-8	 3-8	 3-8	 3-8	 3-8
 3-8	 2-8	 2-8	 2-8	 2-8	 2-8	 2-8	 2-8	 2-8	 2-8			

RUSSIANS

 4-3	 4-3	 4-3	 4-3	 4-3	 4-3	 4-3	 4-3	 4-3	 4-3	 4-3	 4-3	 4-3
 5-3	 5-3	 5-3	 5-3	 5-3	 5-3	 5-3	 5-3	 5-3	 5-3	 5-3	 5-3	 5-3
 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 6-3	 6-3	 6-3
 6-3	 6-3	 2-3	 2-3	 2-3	 2-3	 2-3	 2-3	 2-3	 2-3	 2-3	 2-6	 2-6
 2-6	 2-6	 040	 040	 030	 020	 020	 020	 010	 010	 010	 010	 010
 010	 010	 010	 010	 010	 010	 010	 010	 010	 010	 010	 010	 010
 010	 010	 011	 011	 011	 011	 011	 011	 011	 011	 011	 011	 011
 011	 011	 011	 3-6	 324	 324	 1-6	 214	 214				

RUSSIAN ORDER OF APPEARANCE - Quantity & Designations (QUANTITIES ARE CIRCLED)

TYPE	STARTING UNITS (position as per map-key letters)																	START	REINFORCEMENTS			
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	ANYWHERE East of Front	Oct IV	Nov II	Nov IV
6-3																						(5) 1G 2G 3G 4G 60
5-3																			(2) 16 20			(3) 26 39 59
4-3	(1) 23	(1) 8											(1) 5						(8) 3 4 11 13 22 29 34 43		(2) 10 61	
3-3				(1) 55				(1) 31	(1) 32		(1) 49		(1) W	(1) 33		(1) B	(1) 40	(8) 19 24 27 30 50 52 54 NAG		(1) KO		
2-3					(1) 7(-)	(1) 7(-)	(1) 7(-)									(1) 1G			(2) YE BO			
2-3																				(1) 5	(1) 4	(1) 8
3-6																				(1) 1G		
2-6																			(1) DO	(2) 2G 2		(1) 5
1-6																						(1) 11
3-4																					(1)	(1)
2-4										(1)		(1)										
0-40		(1)										(1)										
0-30																(1)						
0-10																			(8) in cities only			
0-20			(1)	(1)																		
0-10	one in each Half-Fort																					