



The Moscow Campaign

STRIKE AND COUNTERSTRIKE Russia, 1941

Introduction

The Moscow Campaign is a simulation of the historical events of the German offensive in September and November toward Moscow, and the Soviet counter-offensive in December. Also simulated are several of the other possibilities in the German forces that could have occurred had circumstances been different. There are three basic scenarios, based on the September, November, and December offensives. These have different starting points in time, and may last just that month, or extend beyond it.

GAME EQUIPMENT

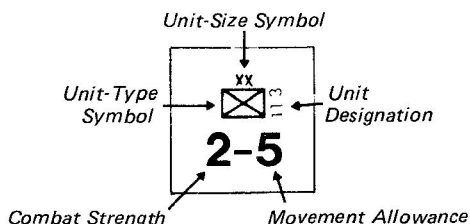
The Game Map: The 22" by 28" mapsheet portrays the area of Central Russia in which the decisive operations of the Moscow Campaign (1941) took place. A hexagonal grid is superimposed upon the mapsheet in order to regularize the movement and position of the playing pieces.

Game Charts and Tables:

Various visual aids are provided for the player to simplify and illustrate certain game functions. These are the **Combat Results Table**, and the **Reinforcement & Turn Record Chart**, the **Terrain Effects Chart** and the **Order of Battle Alternatives Chart**. Each of these charts are fully explained where they are presented.

The Playing Pieces:

Two differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the opposing armies in the campaign, that did, or could have, fought the original battles. The opposing German and Soviet Forces in each of the varying Orders of Battle are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the players sort and store their units by type and color, and keep them segregated. This greatly facilitates setting up the game. The playing pieces are distinguished by type, strength, and mobility, as represented by various numbers and symbols printed on their faces.



UNIT TYPES:

- ☒ Infantry
- ☐ Armor
- ☒ Motorized infantry
- ☐ Cavalry

UNIT SIZE SYMBOLS

x= Brigade

xx= Division

xxx= Corps

Definition of Terms:

Combat Strength is the basic offensive and defensive power of a unit, quantified in terms of Strength Points.

Movement Allowance is the basic movement ability of a given unit, quantified in terms of Movement Points. Basically, a unit expends one Movement Point of its total Movement (point) Allowance for each hex it enters in the course of a given Movement Phase.

All units carry historical designations, i.e., the historical "name" of the unit that existed in the actual campaign.

For game purposes, when the phrase "German mechanized" units is used, it refers to German armor and motorized units.

Game Scale

Each Game-Turn represents two days real time. Each hex is equivalent to 9.6 kilometres (6 miles) in real distance.

Game Components

The Moscow Campaign

Equipment Inventory & Replacement Price List

Game Map	\$3.00
Rules of Play	\$2.00
Counters (complete set)	\$1.50
Die (one supplied with game)	\$1.00 per pkg of 20

If any of the above parts are missing or damaged, please write to:

Customer Service Dept.
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

(please return any damaged parts for replacement)

General Course of Play

Moscow Campaign is basically a two-player game. Each Player moves his units and executes attacks in turn with the objective being to destroy Enemy units, while minimizing Friendly unit losses. Combat is resolved by comparing the strength-numbers of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units being attacked. (See Combat Results Table for greater detail.)

The Sequence of Play:

Moscow Campaign is played in turns. Each **Game-Turn** is composed of two **Player-Turns**. Each **Player-Turn** is composed of a certain number of **Phases**. A typical **Game-Turn** would proceed as follows:

A. **German Player-Turn**, (composed of three phases):

1. **Initial Movement Phase:** German Player may move all of his units in any direction up to their full Movement Allowance, with restrictions as outlined in the Movement rule. Overrun attacks are resolved at the end of this phase.

2. **Combat Phase:** German Player may attack those Enemy units adjacent to his units, at his option.

3. **Mechanized Movement Phase:** German Player may move (again) only his mechanized units, up to their full Movement Allowance, in any direction within the restrictions as outlined in the Movement Rule. This movement is in addition to the Initial Movement Phase.

No combat occurs after this Phase.

B. **Russian Player-Turn**, (composed of two phases):

1. **Movement Phase:** Russian Player may move all of his units in any direction up to their full Movement Allowance, with restrictions as outlined in the Movement Rule. Overrun attacks are resolved at the end of this phase.

2. **Combat Phase:** Russian Player may attack those Enemy units adjacent to his units, at his option.

The Russian Player does not have a Mechanized Movement Phase.

C. **Game-Turn Indicator** Players indicate the passage of one **Game-Turn** on the Turn Record Chart.

MOVEMENT

General Rule:

During the Movement Phase of a Player's turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

Procedure: Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:

(A) Movement is calculated in terms of hexagons. Basically each unit expends one **Movement Point** of its total Movement (point) Allowance for each hex entered. To enter some types of hexes, more than one Movement point is expended. See the Movement section of the Terrain Effects Chart for a full list of these different "entry costs."

(B) In any given Movement Phase of a Player-Turn, the Player may move all, some or none of

his units (with the exception that only mechanized units may be moved during the Mechanical Movement Phase). Movement is never required; it is voluntary.

(C) Units are moved individually, in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning-Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement points however, may not be accumulated from Phase-to-Phase or transferred from unit-to-unit.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase. (Exception: See Overrun Rule.)

(G) Units may never enter or pass through a hex containing Enemy units. (**Exception: see Overrun Rule.**)

(H) In a given Movement Phase, once a unit has been moved and the Player's hand withdrawn from the piece it may not be moved again nor may it re-trace and change its move.

(I) Units may move over different types of terrain-hexes in the same Movement Phase as long as they have enough Movement Points to expend as they enter each hex.

(J) A unit may, unless otherwise indicated, always move one hex, even without being able to expend sufficient Movement Points, unless it is moving directly from one Enemy Zone of Control to another Enemy Zone of Control.

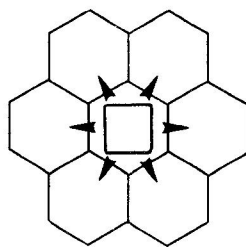
(K) Soviet units (including arriving reinforcements) may move by rail; **see the Rail Movement Rules.**

(L) Units may not move through Lake hexsides, nor may they engage in combat through such hexsides. However, units moving by rail may move through Lake hexsides, and EB units may also cross these hexsides. (Note: The trestles crossing these lakes were unsuitable for ordinary ground movement.)

ZONES OF CONTROL

General Rule:

The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit's Zone of Control. These Zones of Control have an inhibiting effect upon Enemy movement, but do not affect Enemy combat. Hexes upon which a unit is exerting its Zone of Control are called **controlled hexes**.



Procedure:

All units must expend three **additional** Movement Points (MP), above and beyond the ordinary movement cost, to enter an Enemy controlled hex from another, **uncontrolled** hex.

(B) It costs two **additional** Movement Points to **leave** an Enemy controlled hex, above and beyond the ordinary movement cost.

(C) If you move directly from one controlled hex of an Enemy unit to another controlled hex of the same or any other Enemy unit, it costs five **additional** Movement Points (three plus two, as outlined in Cases A and B).

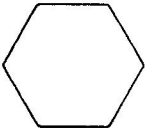
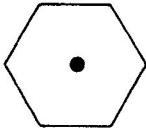
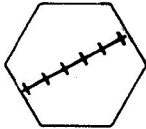





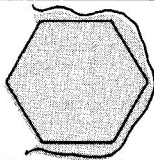


(D) If a hex is controlled by more than one unit, it still costs only three additional Movement Points to enter such hex. This is true for all movement costs, e.g., entering a hex with more than one Zone of Control **never** costs more additional Movement Points than entering a hex with one Zone of Control.

(E) For movement purposes Enemy Zones of Control **do** extend into hexes occupied by Friendly units. For supply purposes Enemy Zones of Control **do not** extend into hexes occupied by Friendly units. See Supply Rule. For retreat purposes, Enemy Zones of Control **do not** extend into hexes occupied by Friendly units.

(F) Each hex surrounding a unit is a separate Controlled hex, i.e., the negation of one controlled hex does not interfere with the others being controlled by the same unit.

(G) All effects of movement inhibition are **cumulative**: in certain situations units may be prevented from moving altogether, due to accumulating penalties. (See *Movement, Case J*).

(H) German controlled hexes which are not occupied by Soviet units, prohibit Soviet supply lines from being traced through that hex. Russian controlled hexes have no effect on German supply lines. See *Supply rules*.

TERRAIN EFFECTS CHART			
TERRAIN		MOVEMENT Movement Point cost to enter or cross	COMBAT Effect on attacker's die roll when defender in terrain
	Clear	1 M.P.	none
	City	1 M.P.	none
	Rail Hex	1 M.P. (A)	none
 	Forest and Swamp (B)	1 M.P. for non-mechanized units; 3 M.P. for mechanized units	 two
	River Hexside (C)	None additional	If all attacking units are attacking through such hexsides,  two
	Lake Hexsides (C)	Prohibited	Prohibited; no attacks may be made
	Fortified Line Hexside	two additional; see Fortified Line rules	 two; see Fortified Line Rules
<div>Notes:</div> <div>(A) See rail movement rules.</div> <div>(B) Although Russian armor and motorized units have no Mechanized Movement Phase, for movement purposes they must pay these movement costs.</div> <div>(C) Beginning Game-Turn 16, these terrain features are treated as plain hexsides, i.e., they lose all effect. See also Movement, Case L.</div> <div>If any portion of a hex or hexside contains a terrain type, the whole hex or hexside is considered to be that terrain.</div>			

STACKING

(more than one unit per hex)

General Rule:

A maximum of *three units* of any kind may be stacked in one hex. Opposing units in the same hex due to Overrun attacks do not count toward Friendly stacking limitations.

Cases:

(A) EB units count as one unit for stacking purposes; game markers do not affect stacking.

(B) Units that would violate the stacking rule when retreating are eliminated instead.

(C) Stacking rules only apply at the *end* of a Movement Phase, and all *during* the Combat Phase.

SUPPLY

General Rule:

Units must be in supply to use their full Combat Strength and Movement Allowance; if they are not in supply, they are penalized with respect to Movement and Attack abilities.

Procedure:

Units are determined to be in supply for movement purposes at the *beginning* of each Movement Phase, even if they should move out of supply during that Phase. Units are determined to be in supply for combat purposes *at the instant of combat*, i.e., if an attacking unit had been in supply at the beginning of the Combat Phase, but another preceding combat had resulted in the supply line being cut, the unit would *not* be supplied for its own combat. To be in supply, a unit must be able to trace a supply line to a **supply source**.

Cases:

(A) German Supply

German units must be within twelve hexes of a **rebuilt** rail line to be in supply. At the beginning of each scenario the rebuilt rail lines are those darker lines originating from the **West** or south edge of the map to the beginning position designated by date. As the EB unit advances, it immediately clears the rail hexes it enters, opening them up as supply sources. Each rail hex must be connected to east or south edge of the map by other cleared rail hexes. Thus if the Soviet Player cuts the rail line behind the more advanced EB unit, the cleared rail hexes thereby cut off may not be used as supply sources.

See EB unit and Rail line rules for certain definitions and rules.

(B) Soviet Supply

All Soviet units must trace a path, no more than six hexes in length, to a rail hex; this rail hex must then be connected by an uncut rail-line to the north, south or east map edges. The entire length of this rail-line must be east of the scenario's Front Line, and may not pass through any "cut" rail-line hexes (see EB units and Rail-lines rules).

(C) Effects of supply

All units are either supplied or unsupplied; if a unit is unsupplied, its Combat Strength for both attack and defense, and its Movement Allowance are halved. Supplied units may use their full (printed) Combat Strength and Movement Allowance.

(D) Supply lines (either by ground or railroad lines) may be cut in the following ways:

(1) The intervention of an Enemy unit or units;

(2) The intervention of a German controlled hex. Russian controlled hexes **do not** cut German supply lines. Enemy controlled hexes do not interfere with supply lines being traced through Friendly units, i.e., the presence of a

Friendly unit in an Enemy controlled hex negates the effect of cutting supply lines.

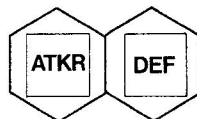
(E) Units may remain out of supply indefinitely, i.e., units are never lost through lack of supply alone.

(F) Any number of Friendly units may be supplied through the same path of hexes. Any number of paths may be traced to supply units in different locations. Supply lines may be traced through any type of terrain and through any number of Friendly units.

COMBAT

General Rule:

Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is. The Player whose Combat Phase it is, is considered to be the **Attacker**; the other Player is considered to be the **Defender**.



Procedure:

Total-up the Combat Strengths of all the attacking units involved in a specific attack and compare it to the total Combat Strengths of the unit(s) in the hex under attack. State the comparison as a probability ratio: Attacker's Strength-to-Defender's Strength. Round-off the ratio downward to conform to the simplified odds found on the Combat Results Table; roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before going on to resolve any other attacks being made during the Combat Phase.

Cases:

(A) During the Combat Phase of his turn, a Player may only attack those Enemy units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon the Enemy unit.

(B) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to utilize every adjacent unit if he does decide to attack. Attacking is completely voluntary.

(C) No unit may attack more than once per Combat Phase. No Enemy unit may be attacked more than once per Combat Phase.

(D) An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear. Conceivably, as many as six stacks of units could be brought to bear against an Enemy-held hex.

(E) Not every unit in an attacking stack must participate in the attack.

(F) Combat odds are rounded-off in favor of the Defender. For example: An attack of 26 Strength points against 9 Strength points would round-off to a "Two-to-One" odds situation.



(G) Whenever a German Mechanized unit with a Combat Strength of "four" or more suffers a Combat result of "eliminated" it becomes a **Kampfgruppe** (KG) unit instead. If a combat result of "retreat" is suffered by a German Mechanized unit which has no avenue of retreat, and it would thereby be eliminated, reduce it to a **Kampfgruppe** unit instead; the unit does not retreat. Kampfgruppen are the "2-8" German mechanized units marked with a "KG".

(H) If, as a result of an attack, a hex is completely cleared of defending units (unless because of result "Br"), then the attacking units responsible may advance into that hex during the Combat Phase. Such an advance may not

take place if the eliminated defending unit is replaced by a Kampfgruppe unit (German Mechanized units only). This one hex advance does not expend Movement Points. Such an advance must be executed immediately after the

GERMAN COMBAT RESULTS TABLE

Die Roll	Combat Odds (Attacking Strength-to-Defending Strength)											
	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1
-1	Ae	Ae	Ae	Ae	Ae	Ar	Ar	Ar	Br	Br	Br	Ex
0	Ae	Ae	Ae	Ae	Ar	Ar	Br	Br	Br	Dr	Dr	Ex
1	Ae	Ae	Ae	Ae	Ar	Ar	Br	Br	Ex	Ex	Ex	Ex
2	Ae	Ae	Ae	Ar	Ar	Br	Dr	Ex	Ex	De, Ad	De, Ad	De, Ad
3	Ae	Ae	Ar	Ar	Br	Dr	Ex	Ex	Ex	De, Ad	De, Ad	De, Ad
4	Ae	Ae	Ar	Br	Br	Dr	Ex	Ex	De, Ad	De	De	De
5	Ae	Ar	Ar	Br	Dr	Ex	De, Ad	De, Ad	De	De	De	De
6	Ae	Ar	Ar	Dr	Dr	Ex	De, Ad	De	De	De	De	De

COMBAT RESULTS

Combat Odds of greater than 11-1 are treated as 11-1; Combat Odds of less than 1-2 are treated as 1-2.

From Game-Turn 1 through 4 only, all German Combat Odds are increased automatically by one column. Thus a 10-1 attack would become an 11-1 attack, and qualify for the Overrun rule.

EXPLANATION OF RESULTS:

Ae= attacker eliminated; all units that were attacking are removed from the map, but not units that were in the same hex as the attacking unit, but were not participating in the attack.

Ar= attacker retreats; all attacking units are moved one hex from their present position by the defender; units which must exceed stacking limitations in retreating are eliminated instead. Enemy controlled hexes do not extend into hexes occupied by Friendly units for retreat purposes.

Br= both retreat; defending units are first moved one hex by the attacker; then the attacker is retreated one hex by the defending Player. Units are eliminated if unable to retreat, as outlined in "Ar."

EX= Exchange; all defending units are removed from the map, and the attacker must remove Combat Strength Points equal to, or greater than, the defender's losses; the attacker chooses which units he loses first. Any remaining attacking units may advance into the vacated defender's hex (or hexes). All units in an exchange situation are rested as if their face value Combat

Strength (the printed value) were being used, regardless of any effect taken into account for the odds computation (halving, etc.).

½EX= same as EX, except the attacker need only remove units equalling one-half (or more) of the defender's losses in terms of Combat Strength Point losses.

De= defender eliminated; all defending units are removed from the map. The attacker may advance into the vacated defender's hex (or hexes).

For **EX** and **½EX**, see Combat, Case G.

Dr= defender retreats; all defending units are moved one hex from their present position by the Attacker; units which must exceed stacking limitations in retreating are eliminated instead. Units which must retreat through Enemy controlled hexes are eliminated instead. For retreat purposes, Enemy controlled hexes do *not* extend into hexes occupied by Friendly units. Any of the attacking units may move into the vacated defending unit's hex(es).

De, Ad= defender eliminated, attacker disrupted; the defending units are eliminated (see **De** above), and the attacker must disrupt units at least equal to the defender in Combat Strength Points; the attacker chooses which units are disrupted. Disrupted units are unable to move or attack for one full Game-Turn; they are denoted by being placed face down on the map. Disrupted units may not advance into the vacated defending units' hex.

RUSSIAN COMBAT RESULTS TABLE

Die Roll	Combat Odds (Attacking Strength-to-Defending Strength)											
	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1
-1	Ae	Ae	Ae	Ae	Ae	Ar	Ar	Ar	Br	Br	Br	Ex
0	Ae	Ae	Ae	Ae	Ar	Ar	Br	Br	Br	Dr	Dr	½Ex
1	Ae	Ae	Ae	Ae	Ar	Ar	Br	Br	Ex	Ex	Ex	½Ex
2	Ae	Ae	Ae	Ar	Ar	Br	Dr	Ex	Ex	½Ex	½Ex	De
3	Ae	Ae	Ar	Ar	Br	Dr	Ex	Ex	½Ex	½Ex	½Ex	De
4	Ae	Ae	Ar	Br	Br	Dr	Ex	½Ex	½Ex	De	De	De
5	Ae	Ar	Br	Br	Dr	Ex	½Ex	½Ex	De	De	De	De
6	Ae	Ar	Br	Dr	Dr	Ex	½Ex	De	De	De	De	De

hex is cleared, before any other attacks are resolved.

(I) Defending units that force attacking units to retreat or to be eliminated may **not** advance as a result of such combat.

(J) When unit-strengths are "halved," the fractions are **NOT** rounded off.

(K) For the Combat results of "Ex" and " $\frac{1}{2}$ Ex" the Soviet Player must, if German Motorized units are attacked, lose units that are equal to or greater than the **full**, original Combat Strength of such units, i.e., not the units' Combat Strength minus its Kampfgruppe replacement's Combat Strength.

(L) The Attacker has the option to decrease his attacking strength by stating what he is reducing it to before rolling for combat. All units involved follow the results of the Combat Results Table, at the **reduced** odds.

(M) The Attacker also has the option to ignore "Defender Retreat" combat results on the Combat Results Table. If "Defender Retreat" is indicated by the Combat Results Table, the result is ignored and the die is rolled again, until a different result is obtained. The Attacker must announce that he is ignoring "Dr" results before rolling for the combat.

(N) More than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units); that is to say, different defending units on different hexes may be treated as the objects of attacks which might be made by a one-hex group of attacking units if the attacking unit happens to be adjacent to two or more Enemy-occupied hexes and provided that all attacking units are adjacent to all defending units.

(O) The effects of terrain on combat are **not** cumulative, i.e., the attacker can never be forced to subtract more than "two" from the die roll.

(P) Under no circumstances may the units on any one hex be divided and attacked separately, nor may one unit's Combat Strength be divided and attacked individually, nor may only some of the units on any one hex be attacked, and the others on such a hex be ignored.

(Q) A unit that retreats as a result of Combat, may retreat again (or be eliminated) if the unit or units stacked with it are subsequently attacked and are also forced to retreat (or suffer elimination). A unit or units that as a result of Combat have retreated, and that are not with other Friendly units that have not been attacked, may not be attacked again in the same Phase.

(R) Kampfgruppen replacing German Motorized units after an attack may advance after Combat.

automatically eliminated without a need to roll the die. When stacked with a Friendly non-bracketed Combat Strength unit, the Combat Strength of the bracketed is unaffected. When stacked with a parenthesised unit, the bracketed unit may only use its strength defensively.

OVERRUN

General Rule:

During any Movement Phase of a Player-Turn, a Player may **overrun** Enemy units. This is **not** considered combat, and the overrunning units may participate in combat during the Combat Phase of that Player-Turn.

Procedure:

Move units, whose total Combat Strength is at least eleven times that of the defending unit(s)' Combat Strength, adjacent to the defending unit(s). Invert the defending unit and ignore the unit until the end of the Movement Phase (treat the hex as if it were vacant). The overrunning units may move no further in that Movement Phase, but may attack, during the ensuing Combat Phase, other adjacent Enemy units.

At the end of the Movement Phase, roll the die and consult the "11-1" column on the proper Combat Results Table. Apply the results as in normal combat.

Cases:

(A) Units may advance one hex after completing an overrun attack.

(B) Terrain and other effects on Combat Strength and die rolls must be considered when resolving Overrun combat.

(C) Other units may join in the overrun even after the necessary "11-1" odds have been obtained. Thus, after armor has obtained the needed odds, infantry can be brought up, ignoring the Zone of Control of the Defending unit and take the losses in case of a possible "EX" Combat result.

CONTINUOUS LINE

General Rule:

Each Player must keep a line of units or their controlled hexes from the north edge of the map down to the south edge. This is to recreate the fact that there was a front to the north of the map which must be connected up to, and to demonstrate the fact that raiding parties could slip through the holes in lines.

Procedure:

At the end of each Friendly Player-Turn, that Player examines the map to see if there is any point at which he does not have a continuous line of units or controlled hexes. If there are any hexes not so covered between portions of this line, he is penalized.

Cases:

(A) For purposes of this line, Zones of Control **do** extend into Enemy occupied hexes.

(B) If at the end of any particular Friendly Player-Turn, a Player is unable to fulfill the above conditions, he is penalized: For each hex of the required line not covered by units or their controlled hexes the opposing Player receives one Victory Point.

WEATHER

General Rule:

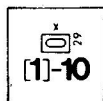
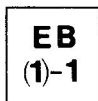
During the game, several changes occur in the weather and in the strategic position of the campaign. These have a varying effect on each Player.

Procedure:

As noted in the Time Record and Reinforcement Chart, the weather changes at several points throughout the game. The **Weather Effects Chart** shows the restrictions placed on units because of the weather.

parenthesised unit

bracketed unit



(S) Certain units have qualified Combat Strengths. Those units with their Combat Strength in parentheses "()" may only use that strength defensively; they may not apply it offensively. Those units with their Combat Strengths in brackets "[]" are able to use that strength, offensively or defensively, but only when stacked with another Friendly unit with an unbracketed Combat Strength. These bracketed units, when by themselves in a hex, may simply be moved through by the opposing Player's units at no additional Movement Point penalty (except for entering and leaving its Zone of Control); this action eliminates those units. If attacked alone by an adjacent Enemy unit, it is

SUMMARY OF WEATHER EFFECTS

[see also the respective Reinforcement Charts on the Map].

EFFECTS ON GERMAN UNITS

Game Turn 5 — **RAINS** — Movement Allowance cut in half; Combat Strength cut in half when attacking (do not round off resulting strength fractions).

Game Turns 6 through 15 — **MUD** — Movement Allowance reduced to one hex per Movement Phase (regardless of normal terrain/movement cost); Combat Strength cut in half when attacking and when defending (do not round off resulting strength fractions).

Game Turns 23 through 31 — **WINTER** — Mechanized units (only): Movement Allowance cut in half; Combat Strength cut in half when attacking (don't round off resulting strength fractions).

EFFECTS ON SOVIET UNITS

Game Turns 6 through 15 — **MUD** — Movement Allowance cut in half.

EFFECTS ON BOTH PLAYERS' UNITS:

Game Turns 16 through 31 — **FREEZE** — All lakes and rivers are frozen and no longer affect combat.

FORTIFIED LINES

General Rule:

Fortified Line hexsides aid the units behind them in the defense. They also inhibit Enemy movement through them the first time.

Cases:

(A) Only Russian units receive any benefit from the Fortified Lines. Russian units are not affected by movement through Fortified hexsides. Only German combat and movement are affected by the Fortified Lines.

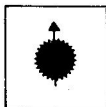
(B) German attacks conducted solely through the fronts of Fortified hexsides must subtract "two" from the die roll before reading the combat resolution.

(C) The first time that a German unit moves through a particular Fortified hexside, that unit must pay an additional movement penalty of two Movement Points. Any other units moving through that hexside thereafter, even in the same Movement Phase, need not pay that movement penalty. The **hexside** is considered destroyed (see Case E).

(D) The fortified hexsides are directional, with a general orientation to the west. German movement and combat directed from the inside of the Fortified Lines are unaffected by the usual penalties.

(E) Fortified line hexsides may be destroyed as in Case B above. Once a particular hexside is destroyed, there are no movement or combat penalties applied.

(F) There are five Fortified Lines on the map, composed of contiguous Fortified hexsides. In any one of these lines, once five of the fortified hexsides are destroyed, the entire line is considered to be destroyed, with the effects as detailed in Case E.



(G) Destroyed Fortified hexsides are denoted by placing a "Destroyed" marker in one of the adjacent hexes, with the arrow pointing toward the affected hexside.

RAIL MOVEMENT

General Rule:

Soviet units may move by rail and thereby increase the extent of their movement. **Only** Soviet units may move by rail, and they may only move along rail hexes which are in a normal condition (see EB units and Rail Lines rules). The Soviet Player may not have more than nine

units entrained during a particular Movement Phase.

Procedure:

There are three steps to moving by rail: First the unit must be on a rail hex, whether by starting the Movement Phase there, or having moved there. Then it must expend one-half (50%) of its Movement Allowance to **entrain**; place an Entrained marker on the unit to denote this. Second, entrained units may move up to thirty hexes along the rail line for each Movement Point expended. Third, it must expend one-fourth (25%) of its Movement Points to **detrain**; (remove the entrained marker).

Round off all fractions of Movement Points **up** to the next highest whole number, e.g., an entrained unit moving thirty-three hexes along a rail line would expend two Movement Points (rounded up from 1.1). Units may only detrain if they have sufficient Movement Points to do so.

Example: a Soviet [1]-10 reinforcing unit enters the map entrained, and is moved thirty-three hexes to the point of detraining, expending two Movement Points. Then it is detrained, expending a further three Movement Points. The unit may still be moved for another five additional Movement Points by normal ground movement.

Cases:

(A) All Soviet reinforcing units enter entrained onto the map, and these count against the maximum of nine units that may be entrained in a given Movement Phase.

(B) All rail movement takes place in the Initial Movement Phase of the Soviet Player.

(C) Units may end their rail movement entrained. If they are entrained and attacked, they defend at one-half their normal Combat Strength.

(D) A unit moving on a rail-line is defined as one which is moving from one rail hex to another across rail hexsides connected by the rail line itself. Units may not move by rail directly from one rail hex to another which are not connected.

(E) Units may not move by rail, entrain or detrain in hexes occupied or adjacent to Enemy units.

(F) Soviet units may only be moved by rail on rail hexes which are in a normal condition. They may not move by rail on repaired or destroyed rail hexes (see EB units and Rail lines rules for definitions).

(G) German units have no rail movement privileges at all.

EB (Eisenbahn Baudruppen) UNITS AND RAIL LINES

EB
(1-1)

General Rule:

Rail lines may be in three conditions: **normal**, **repaired** or **destroyed**. All rail-line hexes to the west of a particular scenario's Start Line are considered to be "destroyed," except those heavier lines from which the German units draw supply (see Supply rules), which are considered to be "repaired." All rail lines east of a scenario's Start Line are considered in a "normal" condition.

Procedure:

Rail line hexes are reduced from a normal or repaired condition to a destroyed condition by the act of Enemy units moving into that hex. Destroyed rail line hexes are repaired by Friendly EB units moving into them.

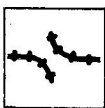
Cases:

(A) Normal and repaired rail lines may be used to furnish a "supply head," from which supply may be traced to Friendly units. Normal rail line hexes may be used by the Soviet Player to move

his units by rail. Destroyed rail line hexes may not be used for any purpose.

(B) The German Player receives three EB units at the beginning of each scenario, and the Soviet Player receives twelve EB units. The Players' EB units function somewhat differently, although both may repair destroyed rail lines and open supply routes in prescribed manner. The German EB units move and engage in combat in a similar manner to other units, within the limits of its Movement Allowance and Combat Strength. If it is destroyed in combat, it is permanently lost. It must move through the hexagonal grid in the same manner as other units. The Soviet EB units may be removed from the map (even if surrounded or cut-off) at the beginning of any Soviet Movement Phase and placed on any other Normal rail hex, before moving. The Soviet EB units may be destroyed in combat, but are replaced at the beginning of the next Friendly Movement Phase by another EB unit in Moscow. If Moscow is German-occupied, however, it is then permanently lost. Soviet EB units may be moved by rail in the same fashion as other Soviet units.

(C) If an Enemy unit moves onto a Friendly normal or repaired rail hex, it destroys that rail line hex; place a "Rail Cut" marker on that hex to indicate this. Units may not move by rail or trace supply by rail through a rail hex which contains a cut marker. Rail Cut markers are removed when a Friendly EB unit moves into that hex.



Players are encouraged to remove obviously unnecessary rail cut markers from the map to avoid unnecessary clutter.

(D) If, for some reason, the furthest repaired rail hex does not have a Friendly EB unit in it. Players may place a "Supply Head" marker on that hex to designate this source of supply. These have no game function, except as a source of information, and are freely moved if the Supply Head should be pushed back by Enemy occupation.



(E) EB units may only move along rail lines. If forced to retreat they may only retreat along repaired or normal rail line hexes.

German Replacements

The Germans could have made more replacements available to the Eastern Front than they did, to fill out the cadres of burnt-out divisions. Thus in certain circumstances the Germans may return to play (as replacements) one 2-5 unit per Game-Turn at the beginning of the Initial Movement Phase. These arrive in the same manner as reinforcements. These units may only be chosen from 2-5 units eliminated during the course of the scenario.

VICTORY CONDITIONS: How the Game Is Won

The winner is determined on the basis of **Victory Points** which are awarded for the Combat Strengths of Enemy units eliminated and for capturing and holding certain geographic objectives. At the end of the last Player-Turn of a particular game, play ceases and the Players evaluate their performances on the basis of the Victory Conditions. Subtract the Axis Victory Points from the Soviet Victory Points, and consult the Victory Point Table to award victory.

Victory Point Schedule

These Victory Points are awarded to the indicated Player(s) for the following items:

1 Victory Point for each Enemy, non-motorized Combat Strength point eliminated.

2 Victory Points for each Enemy armor or motorized Combat Strength point eliminated.

Note: before calculating Soviet Victory Points awarded for destroying German Mechanized units, subtract the Strength Points of the replacing Kampfgruppe.

3 Victory Points for the Russian Player for each Combat Strength Point of German Kampfgruppe eliminated.

5 Victory Points for the Germans for each German unit (supplied or not) within four or five hexes of Moscow at the end of the game.

10 Victory Points for the Germans for each German unit (supplied or not) within three or less hexes of Moscow at the end of the game.

50 Victory Points for the Germans for taking Moscow* at any time during the game and holding it (must be in supply) at the end of any Soviet Combat Phase.

50 Victory Points additional for either Player for holding Moscow* (in supply) at the end of the game.

10 Victory Points for each hex more than ten that the Russian Player has a supplied unit past his start line in a westerly direction at the end of the game.

*"taking and holding Moscow" is defined as having Friendly units in at least one of the Moscow hexes and maintaining all of Moscow free of Enemy units (although not necessarily free of Enemy Zones of Control).

Levels of Victory

As we all know, victory comes in many varieties, and what may legitimately be claimed as a current victory is not decisive enough to help one's cause. These different levels measure what each side needed for a particular type of victory.

After each Player has totalled the Victory Points he has achieved, the totals should be expressed as a ratio of **German** Victory Points to **Soviet** Victory Points. After computing this ratio, compare it to this table to determine who has won and how well.

VICTORY POINT TABLE

German Victory Points
to Soviet Victory Points

1:1 or less	Soviet Decisive Victory
2:1 or less	Soviet Substantial Victory
3:1 or less	Soviet Marginal Victory
more than 3:1	German Marginal Victory
more than 4:1	German Substantial Victory
6:1 or more	German Decisive Victory

HOW TO SET UP AND PLAY THE GAME

There are twenty-four available scenarios in *The Moscow Campaign*. The **Scenario Chart** details what forces each Player starts with (Order of Battle), which Reinforcement Option the German Player will use (the Russians always receive the same reinforcements), which Start Line will be used, what the Game Length will be and which Game-Turns on the Turn Record and Reinforcement Chart will be used. It also indicates whether the German Player will use the Replacement Rule or not.

After choosing a scenario, consulting the Order of Battle, and sorting out their beginning units, the Players may place them on the map. The Soviet Player places all of his units first, followed by the German Player. In this initial placement, both Players **must** cover every hex in the row of hexes that is the Start Line, with

Friendly controlled hexes. Units may *not* be placed directly on the Start Line hexes.

The Soviet Player places his units to the east (in general) of the Start Line, while the German Player places his units to the west.

All Soviet units must be placed within eight hexes of the Start Line of the scenario, except for ten units (of the Soviet Player's choice), which may be placed anywhere to the east of the Start Line.

The German Player must place his EB units directly on the hexes indicated; this also represents the furthest supply head on the shaded rail hexes.

All units must be deployed initially within ordinary stacking limitations.

After the German Player has finished his initial placement, he begins play according to the Sequence of Play.

SCENARIO CHART

Scenario number	Game-Turns	Start Line	Soviet Order of Battle	German Order of Battle	German Reinforcement Option
1	1-8	Sept	1	A	U
2	1-8	Sept	1	A	U and V
3	1-8	Sept	1	A	U and W
4	1-8	Sept	1	B	U and X
5	1-8	Sept	1	A	U, V and W
6	1-8	Sept	1	B	U, V and X
7	1-8	Sept	1	B	U, V, W and X
8	1-8	Sept	1	A	U, W and X
9*	1-8	Sept	1	A	U
10*	1-8	Sept	1	C	U
11	1-31	Sept	1	A	U
12	1-31	Sept	1	A	U and V
13*	1-31	Sept	1	A	U, W and X
14*	1-31	Sept	1	C	U
15	16-23	Nov	2	D	U
16	16-23	Nov	2	E	U and Y
17	16-31	Nov	2	D	U
18	16-31	Nov	2	E	U and Y
19*	16-23	Nov	2	D	U
20*	16-31	Nov	2	D	U
21	24-31	Dec	3	F	U
22	24-31	Dec	3	F	U and Z
23*	24-31	Dec	3	F	U
24*	24-31	Dec	3	F	U and Z

*Use German Replacement Rule in these scenarios.

see the Initial Forces Charts and Reinforcement Chart on the Game map.

Explanation of Orders of Battle:

A- historical September of Battle.

B- September Order of Battle including additional forces from France.

C- September Order of Battle including additional mobile forces taken from Army Group South.

D- historical November Order of Battle.

E- November Order of Battle including additional forces from France.

F- historical December Order of Battle.

With all Orders of Battle, the German Player receives three EB units, which must be placed on the map at the indicated hexes.

Explanation of German Reinforcement Options

U- historical reinforcements.

V- additional mobile troops from Army Group South diverted to offensive in September. Advance on Rostov halted.

W- additional mobile troops from Army Group North diverted to offensive in September. Advance on Tikhvin halted.

X- France stripped of infantry for September offensive.

Y- France stripped of infantry for November offensive.

Z- France stripped of infantry for December defense.

MATCH GAME

In order that Players might have a way to determine their relative skills, the **Match Game** system has been devised.

Any two Players should play the game twice, changing sides in the second game (but using the same Orders of Battle for that side in each game).

Each Level of Victory is worth a given number of Match Points: Marginal=1; Substantial=3; Decisive=6. At the end of the two game match, each Player adds his match points, and the Player with the fewer Match Points subtracts his score from the winning Player. The winning Player takes the results and divides by two. This final number is expressed as a Match Victory Level using the values given at the beginning of this procedure.

Example: Player "A" wins a Substantial Victory as the Germans and Player "B" wins (in the second game) a Marginal Victory with the Germans. Player "A" subtracts "1" from "3" and divides by two to get a final match score of "1" (which equals a Marginal **Player-Victory** for the match).

Series Play and Handicapping: The same two Players should play a **Series** of three complete matches.

At the end of the three match series, the Players total up their Match Points. The winning Player subtracts from his score the points achieved by the losing Player and divides by three. The result is his Series Level of Victory (determined by using the Match Game Victory Level values). In order to determine the **relative handicap** (for use in subsequent single games between two Players who have played at least one series with each other) take the value of the Series Level of Victory achieved by the winner, divide by two, and use the resultant number as the **Victory Point Multiplier** for the weaker Player. The Victory Point Multiplier is used to adjust the single-game Victory Point score of the weaker Player—simply multiply the points scored times the VPM and use the adjusted Victory Point score in conjunction with the Standard Game Victory conditions.

Example: Player "A" has racked-up a Match Point total for a Series of 12 Match Points. He divides this number by six (12-3-2) obtaining a Victory Point Multiplier of "2". He and Player "B" play a single, non-match game. Player "B" achieves 83 Victory Points as the Soviet Player and Player "A" achieves 334 Victory Points as the Germans. This would normally mean a Substantial Victory for the Germans (better than a 4:1 ratio) but when the VPM of "2" is applied to the Russian Victory Points, the ratio becomes 334 to 166 (i.e., slightly higher than 2:1, which means the Russians have a Marginal Victory).

THE MOSCOW CAMPAIGN

The Wehrmacht's First Defeat

DESIGNER'S NOTES

The Germans were the losers during the Moscow Campaign (Sept. 20 to 31 Dec. 1941). The Germans lost more because of their own mistakes than because of anything the Russians did (or could have done). There were a number of reasons for the German defeat (or collapse, which may be more accurate). The Germans began the campaign understrength and nearly out of supply. Soon after they began their final push on Moscow they *were* out of supply, and this condition worsened as the end of the year approached. The weather also changed, for the worse. First came the mud, and then the snows. The intense cold caused the German transport

system (primarily railroad) to collapse. Without supply, the already outnumbered and weakened German divisions were still more than an even match for the more numerous and supplied Russian divisions.

Between June and September 1941 the Germans had destroyed whatever military forces the Russians put in their way. But this effort had taken its toll. German units were understrength and far from their original bases of supply. German railway troops rebuilt supply lines as quickly as they could, but it was a hopeless task. For the Russians, the situation improved as the German's worsened.

Despite the enormous losses, the Russian armies were not destroyed. Russian forces were in a considerable state of disorganization. Masses of men and equipment were called "divisions" and literally thrown in the way of the advancing Germans. This usually slowed down the Germans, the Russians involved often did not survive. In the end the Germans were unable to overrun all the Russian units thrown in the way. The arrival of stronger Russian units from Siberia in November and December gave the Russians an offensive capability of sorts. By itself, this mass of Russian units should not have proven nearly fatal to the Germans. But the Germans had shot their bolt making one last grab for Moscow. Their failure to take Moscow (which was, if nothing else, a key rail center) left them in an exposed position. Up the creek without a paddle.

The Russians had thrown up some fortified lines. These helped slow down the Germans. Destroyed Russian units were in the habit of turning into partisan groups. This not only slowed down the Germans, it proved very inconvenient to have Russians behind them when the Russians in front of them got out of hand.

Not only did the Russians get out of hand, they came very close to destroying the German armies before Moscow. The Russians, gathering before Moscow everything they could lay their hands on, had done their best. And it was enough. The Germans hadn't, and it wasn't. The scenarios in the game show what additional efforts the Germans were capable of. These consisted, for the most part, of putting more strength in front of Moscow where it was needed most.

The Moscow Campaign is a continuation of the World War II Division-level game series begun with **The Battle of France: 1940** (S&T 27 and later an Avalon Hill game) and **Kursk** (which was published first although designed after **France: 1940**). This series also includes **The Battle of Stalingrad**, **Breakout & Pursuit** and **The Destruction of Army Group Center**, etc. The same basic "system" is used in all of these games. The uniqueness of each situation is reflected in whatever changes have to be made. These are often considerable from game to game. Different Combat Results Tables are used in some of the games, as well as different supply and movement rules. Each of the games also employs the use of scenarios to depict the various situations within each game. In **The Moscow Campaign** this consisted, basically, of the two German drives on Moscow in September and November as well as the Russian offensive in December.

The Moscow Campaign: Design Credits

Game System Design: James F. Dunnigan. **Physical System Design and Graphics:** Redmond A. Simonsen. **Game Development:** Stephen Betum, John Young, and William Sullivan. **Rules Editorial and Composition:** John Young and Redmond A. Simonsen. **Production:** Manfred Milkuhn.