SCENARIO: OPERATION TYPHOON

Russia, October 1941, Germany's Army Group Centre pushes deep into the heart of the Soviet Union towards its target of Moscow. Hitler declared that the Russian capital must be taken, because of its industrial, political and emotional importance to the Soviet people. It was predicted that the collapse Moscow would slow down the Soviet war effort to a crawl. The German High Command named this operation Typhoon.

The German army expected the Soviet forces to crumble under the weight of over a million men and thousands of tanks, planes and artillery. The Soviet divisions did not surrender easily and fought on fiercely.

TERRAIN

The Soviet leadership gave the orders to the Russian people to fortify the outskirts of Moscow, so deep anti-tank trenches and barriers were constructed.

This scenario is designed to be played on six by four feet gaming surface. Anti-Tank trenches and barricades can be used in this scenario. Their special rules are listed below.
OPPOSING FORCES

This scenario is designed to be played between a German and Soviet force. You may use different nations to play this scenario if you wish.

The German platoons should be taken from the 1941 – Operation Barbarossa in the Armies of Germany book.

The Soviet platoons should be taken from the 1941 – Operation Typhoon in the Armies of Soviet Union book. No tanks may be included in the Soviet Platoons as this section of the Moscow suburbs is under supplied. The force must include at least one artillery (howitzer or AT) unit.

SET-UP

The Soviet player must deploy half of his force (rounding up) in his set-up area within 12” of the north table edge. These Soviet infantry units may start the game in Ambush.

The German player must deploy half of his force (rounding up) within 12” of the south edge of the table. The Soviet and German units which are not set-up at the start of the game are reserves (see Reserves page 119).
OBJECTIVE
The German player must try to move as many of his units off the north table edge. The Soviet must try to stop him, inflicting maximum damage. Note that in this scenario the German units are allowed to move off the north table edge only.

GAME DURATION
6 turns, on a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn (as per Rule Book).

VICTORY!
At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points that the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!
The German player scores 1 victory point for every enemy unit destroyed. He also scores 2 victory points for each of his own vehicles and 4 victory points for every infantry and artillery unit that has moved off the north table edge before the end of the game.
The Soviet player scores 2 victory points for every enemy unit destroyed.

SPECIAL RULES
Anti-Tank Trenches: All vehicles moving within this kind of terrain on 1 to 5 on d6 are immobilised as per the Damage Results for Armoured Targets chart result 2, for the rest of the game. A further immobilisation result and the vehicle is destroyed. This terrain type is also impassable to cavalry, motor bikes and bicycles. Infantry treat Anti-Tank trenches as heavy cover.

Anti-Tank Barricades (Dragon Teeth, Hedgehogs etc.): All vehicles, cavalry, motor bikes and bicycles cannot move through this kind of terrain and treated is as impassable. Infantry treat Anti-Tank Barricades as light cover and as obstacles for assault purposes.

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