











39 - [TYPHOON] GATES OF MOSCOW - OCTOBER 18, 1941



Setup order

- 1  x14
- 2  x9
- 3  x6
- 4  x6
- 5  x2
- 6  x2
- 7  x5
- 8  x2

Historical Background

In October, the German High Command launched the final offensive of 1941 - Operation Typhoon. The Initial German success on the Eastern Front had put them deep into the Soviet Union on all fronts, but the advance slowed before they could reach the key cities of Mother Russia. The Soviets used their large population to continuously produce more military forces. Although poorly equipped and inexpertly led the Soviet soldiers were deployed in a last desperate line of defense to keep the German army from reaching Moscow.

Mozhaisk, the last major town on the direct route to Moscow was captured but the German advanced stalled. The exhausted army had no additional reserves for the final push on into Moscow.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player
Take 5 command cards.
You move first.

Russian Player
Take 5 Command cards.

Conditions of Victory

An Axis unit that captures the East bridge or the town of Mozhaisk counts as one victory Medal. Place an Objective Medal on the Bridge or Town hex, it continues to count toward the axis victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

Blitz rules are in effect (see p.4).
Russian Command rules are in effect (p.3).