

DESIGNER NOTES & HISTORY DOCUMENT

Rule 1, on page 1 of the book of war, is: "Do not march on Moscow". Various people have tried it, Napoleon and Hitler, and it is no good ...

Field Marshal Bernard Montgomery, in the House of Lords, 30 May 1962

THE CAMPAIGN

Moscow '42 was the first successful operation for the Soviet forces in Russia. It marked the end of the Barbarossa tragedy and the prelude to the Soviet Kharkov operation in May 1942. It was a sweeping campaign, with the Germans pushed back large distances and both sides struggling with manpower and supply.



This operation follows on from the situation simulated in Moscow '41, which focused on Operation Typhoon, the German attempt to capture Moscow in the autumn and winter of 1941. Though Moscow '41 included the Soviet reinforcements that carried out the December counter offensive it was never the centrepiece of that release. The intention for releasing Moscow '42 is to ensure the Soviet attacks are fully represented.

When looking at the Soviet counter offensive it became apparent that there were three distinct phases in the battle.

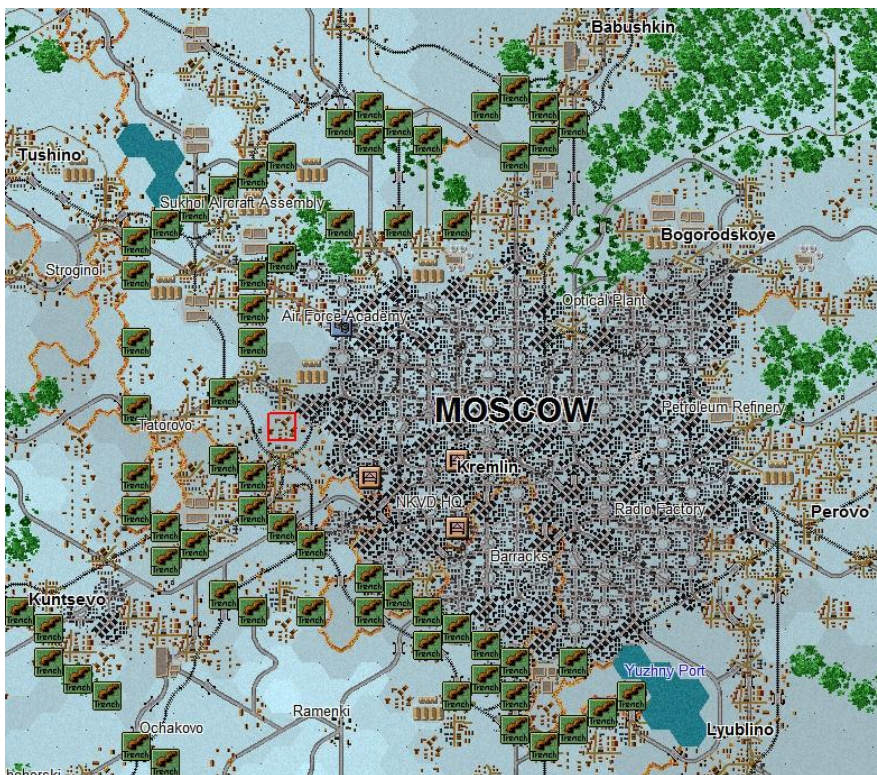
- The Soviet December Offensive – protecting Moscow's flanks, Dec 6th to Jan 5th.
- The Soviet January Offensive – the attempt to broaden the Soviet offensive and capture Rzhev and Vyazma, Jan 6th to Feb 6th.
- The Tipping Point – where both sides had broken the front line but had little in the way of manpower or supplies to encircle or exploit their exhausted adversary, Jan 22nd to Feb 15th.

It was decided to create a base campaign for each of these periods, as well as a 'mega campaign' that covered the complete period from Dec 6th to Feb 15th.

Once the campaigns had been mapped out it was easy to determine the range of scenarios to be included. Very few players have the stamina or time to play a 576 turn campaign, but are more likely to give a shorter campaign or scenario a try.

THE MAP

The map used for Moscow '42 was more than just an expansion of the Moscow '41 map. Hexes were added to three sides of the original. In the west, Smolensk was included to reflect its importance as a supply hub for Heeresgruppe Mitte. On the southern border a new section of map containing the key cities of Bryansk and Orel was included, allowing the German retreat from Tula to be represented. Finally, a further section was added to the south east corner to represent the drive by Guderian's Panzergruppe 2 beyond Tula. This became the southern bulge that Zhukov was keen to crush using the left flank of Western Front. The map covers the major operations around Moscow by Kalinin, Bryansk & Western Front. NorthWestern Front was also conducting major offensives to the north of the Moscow '42 map. With the expanded area, this map is now the largest of all the Panzer Campaigns released to date.



Minor changes have been made to the road network and other features, as the Moscow '41 map was one of the earlier releases. It is now up to a standard with later maps in the series.

A winter planning map has been included with the game and can be accessed from the Moscow '42 menu under John Tiller Software. You can print this out or zoom in. Additionally two scenarios with the complete map without units are included. These will enable search for location:

[#a998_Map_Viewer_Winter](#) & [#a999_Map_Viewer_Summer](#)

THE ORDER OF BATTLE

There are a number of decisions that need to be made when building an order of battle (OB) for a Panzer Campaign's game. After a review of the Moscow '41 order of battle it was decided to completely rebuild the OB from scratch for Moscow '42. This was in the main due to the large change in army structures by December '41 and a different design philosophy based on some of the unique features of the Soviet counter offensive.

- ★ **Order Of Battle**
- ☐ Heeresgruppe Mitte (622475 Men, 9052 Guns, 3899 Vehicles, 600 Planes, 4353 Units, Repl = 1%)
 - ☐ HQ Heeresgruppe Mitte [Feldmarschall von Bock, HQ, Motorized, 50 Men, A Quality, Command = 250, Defense = 12, Speed = 15 km/h, VP = 39]
 - ☐ 9.Armee (124150 Men, 1880 Guns, 222 Vehicles, 858 Units)
 - ☐ 3.Panzergruppe (51175 Men, 710 Guns, 1018 Vehicles, 390 Units)
 - ☐ 4.Panzergruppe (121925 Men, 1769 Guns, 944 Vehicles, 848 Units)
 - ☐ 4.Armee (132925 Men, 2032 Guns, 650 Vehicles, 922 Units)
 - ☐ 2.Panzergruppe (163900 Men, 2377 Guns, 1053 Vehicles, 1124 Units)
 - ☐ Heeresgruppe Mitteltruppen (28350 Men, 284 Guns, 12 Vehicles, 184 Units)
 - ☐ Fliegerkorps.VIII (600 Planes, 26 Units)
- ☐ ★ NorthWestern Front (120660 Men, 1358 Guns, 342 Vehicles, 304 Planes, 406 Units, Repl = 1%)
 - ☐ HQ NorthWestern Front [Gen Col Kurochkin, HQ, Motorized, 50 Men, D Quality, Command = 80, Defense = 12, Speed = 10 km/h, VP = 22]
 - ☐ 11th Army (34550 Men, 374 Guns, 138 Vehicles, 99 Units)
 - ☐ 27th Army (18350 Men, 198 Guns, 51 Units)
 - ☐ 34th Army (19100 Men, 192 Guns, 36 Vehicles, 40 Planes, 55 Units)
 - ☐ Novgorod Op Group (18350 Men, 162 Guns, 12 Vehicles, 50 Units)
 - ☐ NorthWestern Front Units (30260 Men, 432 Guns, 156 Vehicles, 136 Units)
 - ☐ NorthWestern Front Air Units (264 Planes, 14 Units)
- ☐ ★ Kalinin Front (170360 Men, 1918 Guns, 342 Vehicles, 228 Planes, 514 Units, Repl = 1%)
 - ☐ HQ Kalinin Front [Gen Col Konev, HQ, Motorized, 50 Men, D Quality, Command = 80, Defense = 12, Speed = 10 km/h, VP = 22]
 - ☐ 22nd Army (38000 Men, 498 Guns, 56 Vehicles, 112 Units)
 - ☐ 29th Army (37700 Men, 366 Guns, 12 Vehicles, 101 Units)
 - ☐ 30th Army (kf) : JAN transfer (50 Men, 1 Units)
 - ☐ 31st Army (41700 Men, 436 Guns, 64 Vehicles, 114 Units)
 - ☐ 39th Army (32900 Men, 324 Guns, 72 Vehicles, 90 Units)
 - ☐ ★ 2nd Gds Rifle Corp : FEB 2 reinforce (5760 Men, 80 Guns, 24 Units)
 - ☐ 11th Cavalry Corp : New Unit JAN 17 (50 Men, 1 Units)
 - ☐ Kalinin Front Units (14150 Men, 214 Guns, 138 Vehicles, 57 Units)
 - ☐ Kalinin Front Air Units (228 Planes, 13 Units)
- ☐ ★ Western Front (525110 Men, 7252 Guns, 2782 Vehicles, 1040 Planes, 2020 Units, Repl = 1%)
 - ☐ HQ Western Front [Gen Zhukov, HQ, Motorized, 50 Men, C Quality, Command = 160, Defense = 12, Speed = 10 km/h, VP = 29]
 - ☐ 1st Shock Army (39980 Men, 570 Guns, 104 Vehicles, 64 Planes, 165 Units)
 - ☐ 5th Army (50060 Men, 690 Guns, 262 Vehicles, 60 Planes, 175 Units)
 - ☐ 10th Army (53150 Men, 484 Guns, 60 Planes, 147 Units)
 - ☐ 16th Army (71070 Men, 1302 Guns, 560 Vehicles, 40 Planes, 311 Units)
 - ☐ 20th Army (25400 Men, 372 Guns, 64 Vehicles, 20 Planes, 96 Units)
 - ☐ 30th Army (wf) (66050 Men, 670 Guns, 712 Vehicles, 20 Planes, 241 Units)
 - ☐ 33rd Army (35050 Men, 536 Guns, 84 Vehicles, 40 Planes, 114 Units)
 - ☐ 43rd Army (31550 Men, 526 Guns, 202 Vehicles, 40 Planes, 137 Units)
 - ☐ 49th Army (48020 Men, 774 Guns, 216 Vehicles, 20 Planes, 165 Units)
 - ☐ 50th Army (60750 Men, 534 Guns, 220 Vehicles, 40 Planes, 190 Units)
 - ☐ Western Front Units (43980 Men, 794 Guns, 358 Vehicles, 243 Units)
 - ☐ Western Front Air Units (636 Planes, 35 Units)
- ☐ ★ Bryansk Front (151630 Men, 1586 Guns, 396 Vehicles, 172 Planes, 486 Units, Repl = 1%)
 - ☐ HQ Bryansk Front [Gen Col Cherevichenko, HQ, Motorized, 50 Men, D Quality, Command = 80, Defense = 12, Speed = 10 km/h, VP = 22]
 - ☐ 3rd Army (36300 Men, 344 Guns, 98 Vehicles, 109 Units)
 - ☐ 13th Army (40400 Men, 366 Guns, 34 Vehicles, 12 Planes, 111 Units)
 - ☐ 61st Army : DEC Reinforce (33150 Men, 284 Guns, 86 Vehicles, 60 Planes, 98 Units)
 - ☐ Operational Group Kostenko (18700 Men, 312 Guns, 20 Vehicles, 69 Units)
 - ☐ Bryansk Front Units (23030 Men, 280 Guns, 158 Vehicles, 93 Units)
 - ☐ Bryansk Front Air Units (100 Planes, 5 Units)

The design team cut their teeth on Kharkov '43 and aimed to build on that experience for Moscow '42.

THE SOVIET ORDER OF BATTLE

The Soviet publication: Boevoi Sostav Sovetskoi Armii was absolutely invaluable for the Soviet forces. This series of books list's the complete Soviet order of battle at the first of each month. The text identifies all the major formations (Divisional / Corp) that make up each army. In addition all Corp, Army and Front attachments were identified at a regiment, brigade, battalion and even company level. This data was used as a primary source and has plenty of information for future Panzer campaign games on the Eastern Front.

A master listing of each army's components was built for December 1st, 1941 and January, February and March 1st, 1942. This was overlaid with reinforcement, transfer and withdrawal information for each formation that changed during a month. Both NorthWestern and Bryansk Front are included in the OB but other than Bryansk Front's 61st Army are not currently used in the initial release scenarios.

Formation strengths were another area to be considered and came in two flavours – how many men, tanks etc. 'should' be in a formation and how many 'were' at a particular point of time. Unlike our work in Kharkov '43, we built all formations at full Table of Equipment (TOE). This represented the 'should' as mentioned above. For example, the base strength for a Soviet Rifle battalion is 600 men. This was then adjusted for each formation to represent whether it had been in previous fighting or was a new reinforcement. Continuing the Rifle Battalion analogy, a base strength of 400 men (66%) was used for engaged forces and 600 men (100%) for new formations. This general view was taken on all Infantry and Cavalry forces with a focus on units in battle before December 1st, 1941 as being the lower value. This reflects the hard fighting that had been ongoing since the final phase of Operation Typhoon started on November 15th, 1941.

Unlike past Panzer Campaign games the Soviet formations are not 'cookie cutter'. Michael Avanzini had completed some ground breaking work that identified the evolution of Soviet Rifle & Cavalry divisions over time. A number of Russian language websites confirmed the variations in each Division and when various changes were made to a formation. For example some Rifle Divisions have a mortar battalion as well as their generic Artillery Regiment. Others have a machine gun, ski or AA batteries or battalions attached. This gives some variation between the various Soviet forces. Also, at this time, many Rifle Brigades were deployed as it was found that Soviet commanders were struggling to control the larger formations.





The Soviets also have Siberian's identified in Brigades or Divisions. This is in addition to Guards and Russian units. These formations have been set at C morale (unlike the Russian 'D' default), to represent their 'winterisation' and pre-war regular army status.

For armoured formations, this was a period of transition with most of the Tank Divisions that started the war either destroyed or reduced to Tank Brigades. Charles C Sharp's 'Soviet Order of Battle, Volume I' was a great source for the layout of each Tank Brigade, highlighting that there was little consistency in the tank strengths or models deployed. Another gem in David Glantz's book 'Colossus Reborn' is the armoured strength and composition of each tank formation at various dates. This proved invaluable to getting the armoured strengths right in the scenarios. Players should not be surprised at how few Soviet tanks were present following the losses of the last six months and the drop in manufacturing as it was moved wholesale beyond the Urals.



When it came to supporting arms such as artillery and engineering forces, both Glantz and a range of Russian language sources (see bibliography) provided the nominal table of equipment (TOE). Overall, the Soviet forces were struggling to integrate the huge flow of reinforcements that had been called up after the Axis attacked on June 22nd and were only just starting to put in place standardised TOE's. This meant that there was significant variation between units based upon when they were called up and what weapons and uniforms were available to outfit them.

The Soviet forces were built around an Army formation that belonged to a Front (or Army Group). The infantry and tank/mechanised corps that started the war had been disbanded due to a lack of experienced officers and staff. Designations such as Shock Army were more ceremonial and descriptive of their purpose than an indication of any difference in components. Cavalry Corps were present and were considered both manoeuvre and exploitation forces.



Within the order of battle, all units that are Brigade size or higher have named commanders with the appropriate rank for that date. Thanks to Michael Avanzini for providing some of the more obscure formation leaders.



Specialist forces for the Soviet's include the independent Ski Battalions and Spetsnaz companies. Aerosleigh Battalions as well as armoured trains are also included. The first mass Soviet airdrops were conducted around Vyazma in late January 1942 by 5th Airborne Corp. At this time also the first Guards units were being created from formations that had fought well over the last six months. This included Brigades (both Rifle and Tank) as well as Divisions.



THE GERMAN ORDER OF BATTLE

Like the Soviet Order of Battle, the Axis Order of Battle has been built up from a range of sources with significant cross referencing. Unlike the Soviets, there were no fresh formations introduced into the Moscow operation after the final push to take Moscow on November 15th. That said, there were significant movement of both Divisions and Corps between armies and these have been reflected in the OB.

Nothing from the original Moscow '41 OB has been maintained other than to use it as a further source of information. A range of books as well as English and German language websites have been primary sources.



Like the Soviet forces there was significant variation in the German formations, whether they were infantry or Panzer. All units are built at a full TOE level and then losses are applied based on the current scenario and date. There is some disparity between the number of battalions in the infantry regiments with most having three battalions and older formations sometimes having two due to losses. This is more evident in January after the Soviet December offensive and the chaotic German retreat. The cold weather in particular took a very heavy toll on vehicles and tanks and starting strengths will reflect this.

The composition of the Infantry forces reflects changes in organisation during 1941. In particular there was variation in recon (Aufklärung) and Anti-Tank (Panzerjäger) units. All infantry battalions were built with four companies unlike the Battalion only approach in Moscow '41.



There was also substantial variation between the Panzer Divisions. All were very under strength in available tanks with all the Panzergruppen particularly hard hit after the heavy fighting in Operation Typhoon and the effects first of heavy mud and then snow. The individual OB for each Panzer Division came from both Thomas Jentz's 'Panzertruppen' and Osprey's 'Panzer Divisions 1941 – 1943'. In the Panzer Divisions there was great variation in the Motorised (Schutzen) formations with a mix of Brigades and Regiments as well as for recon battalions with a range of motorized and tracked formations coupled with armoured cars.

Many of the Wehrmacht's elite formations fought in the Moscow operation. This included the Gross Deutschland Motorised Regiment, a lavishly equipped, over strength unit. Famous Panzer Divisions such as the 1st, 7th & 11th all took part as did a number of training formations like the 900th Lehr Brigade.

The SS were represented by a number of formations including Das Reich which had recently been expanded from a Motorised Regiment to a full



Motorised Division. In terms of TOE it was a true motorised only organisation with no organic tank formations attached. In addition the SS-Kavallerie Brigade and SS Infanterie Regiment 4 were bought forward from fighting partisans around Smolensk (the Infanterie Regiment was actually flown forward).

The Luftwaffe was represented by a number of antiaircraft formations as well as Gruppe Meindl. The core of this formation was two battalions from the Sturm Regt of 7th Fallschirmjäger Division that had been recovering since Crete. The rest of the Regiment was sent both to Leningrad and to Heeresgruppe Sud. The other three Battalions that were attached to the Gruppe were airfield guards and other support forces.



There was no Axis allied forces employed other than the French 'Légion des Volontaires Français'. The French were a Regiment sized unit that was employed subordinated to the 7th Infantry Division. It took heavy losses in its first engagement and was used purely on the defensive after that.

In terms of specialist units, there has been an inclusion of more rear area troops as these were regularly caught up in the desperate fighting. These include FeldPolizei as well as Todt Construction Battalions with larger formations such as Polizei Regiment Mitte also present.



Bundesarchiv, Bild 101-141-1258-15
Foto: Wember | November 1941

THE FEATURES OF THE PANZER CAMPAIGNS MOSCOW '42 ORDER OF BATTLE

- One Order of Battle for all campaigns. Formations were setup in such a way that the Corp attachment feature could be used to reflect the changing subordination of Divisions, Corps and even Armies. This is particularly important for the Soviet's which saw widespread reorganisation over time.
- All values have used an updated McNamara system that was standardized across Ed William's alternate mods of all Panzer Campaign games.
- The motorised infantry battalions in Soviet Tank Brigades are not expected to keep up with the tracked formations and reflect the disjointed tactics in their employment.
- All German infantry and Panzer Grenadier battalions have four identical companies rather than the more standard three. In real life, the actual setup was three infantry and one heavy weapons company. By including a fourth company, it solved a number of issues that had arisen while playing other Panzer Campaign games. Primary amongst these was the company fatigue rule which could quickly decimate 'A grade' German formations that were spread out to cover significant ground. By providing four companies it was possible to customize deployments with a default of two half battalions being the most often used.
- Armour formations have a full TOE but the actual tank strengths match the records of the day.
- All Brigade units and higher have named commanders. Where available the actual leader photo is shown.
- Supply units are not available for explicit supply. All scenarios should be played with Virtual Supply Trucks. See Designer notes for further explanation.
- The replacement flag in the OB is used in place of the recovery loss parameter. This is to allow more equivalent replacements in scenarios while having an impact from low supply.
- Morale ratings are standardised with Soviet forces either C (Guards/Siberian) or D (all others). German forces are usually A or B with a few exceptions such as security or rear area troops. The Axis minor French are D – reflecting their less than auspicious combat performance.



THE PARAMETER DATA FILE

The Parameter file within Panzer Campaigns gives the scenario designer an unprecedented ability to change the way a game plays. It was particularly important in simulating some of the unique situations in the winter of 1941/42.

MOVEMENT

Seasoned players of Panzer Campaigns will probably be used to the new winter movement costs pioneered in Kharkov '43. The 1941 winter was the coldest winter in the 20th century with an impact beyond a 'normal' Russian winter. Couple this with poor infrastructure and stretched supply lines and the result was significant deployment difficulties.

To reflect this, there is an increased difficulty for infantry and motorized units to move cross country. During this period the snow was accumulating rapidly and was up at an average depth of 50cm by the end of December 1941. Snow of this depth was impossible to drive across in anything less than tracked vehicles and extremely exhausting for infantry to traverse. Many of the eyewitness accounts mentioned this challenge and the fact that most forces were road bound.



Bundesarchiv, Bild 10110284-2824-11
Foto: Molk, Richard | 1942 Jertung

To reflect this, the penalty for not moving in travel mode on road or rail is high with most infantry forces restricted to a single hex move per turn. On road movement is certainly quicker and factors such as streams have been removed for infantry movement purposes (it is assumed that this is factored in the overall difficulty of movement). In the main, many of the railroads were raised above the local topography to ensure that lines were not washed away during the spring thaw. Foot and mounted troops will find that movement along rail is equivalent to secondary roads. All other unit types will find it more expensive in movement points.

This change makes the road and rail network extremely critical and players will find that they will be fighting for key junctions, villages and towns along that network. Movement through forests has also been adjusted for both Cavalry and Ski troops to maintain a higher mobility.

Therefore some units - cavalry, ski and mechanized are less affected and will be the units of choice when moving away from the road net, particularly to flank blocking positions and strong points.



Bundesarchiv, Bild 10110284-2824-27
Foto: Molk, Richard | 1942 Jertung

In play testing we have found that the advance rates are very close to historical – that is slow. It does have the impact that our 'shorter' scenarios average about 24 turns due to the slower pace of movement.

FROZEN PENALTY

A new rule was implemented in Moscow '41 to reflect the unpreparedness of troops in the 1941/1942 winter. For Moscow '42 this rule has been changed in that the frozen penalty is only halved in urban hexes. Urban hexes are defined as village, town, city and industrial. This change has the effect of removing forest as adequate cover. All other effects of the frozen penalty are unchanged.

DAY/NIGHT CYCLE

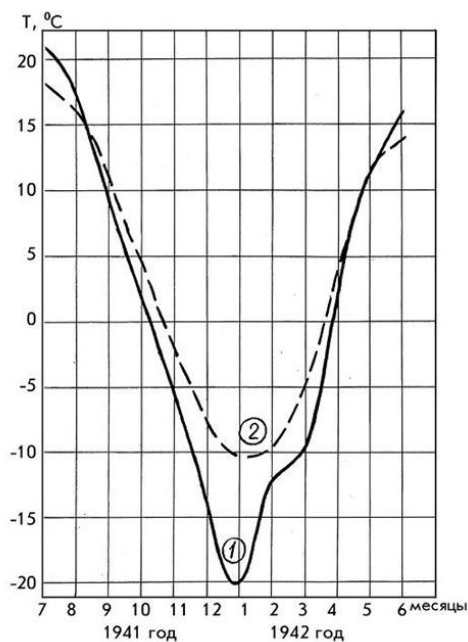
The day/night cycle is different to other Panzer campaign games. December 22nd is the shortest day of the year and being in a northerly latitude the effect is pronounced. Therefore 6am and 4pm are the dawn and dusk turns respectively. There are two night turns, 6pm and 12pm. These changes mean a day is eight turns, not the usual ten turns. Night disruption has been included to ensure players rest their troops.

NEW PARAMETERS IN THE PDT

No additional features were added into the PDT file.

PROGRAMMED WEATHER

The programmed weather was one of the more interesting areas of research. As mentioned previously this winter was worse than any other in the 20th Century and its effect was magnified by the Axis lack of preparation. German long term forecasts (made by Franz Baur, a famous German meteorologist) had expected a mild to normal winter. This was based on the premise that there had never been three severe winters in a row in Europe and with the preceding 1939-40 & 1940-41 being severe there was no chance of a repeat in 1941-42.



The graph to the left compares an average Russian monthly temperatures (dashed line), to those present in 1941-42 (solid line). The significant drop between November 1941 and March 1942 is clearly evident.

To build up the daily weather reports a number of meteorological papers were found that specifically covered this period. These papers contained daily temperatures in a number of locations including Moscow and Leningrad. In addition, daily reports for Kalinin Front from late October to the end of December 1941 were also sourced and these confirmed blizzards, snowfalls, snow depths, ice depths (on the Volga) and heavy fog. From studying these it became evident that blizzards

accompanied rapid increases in temperature, while clear weather caused the mercury to plunge. Snowfalls (and by association cloudy weather) tended to moderate temperatures. From all this associated data it was relatively easy to build up a set of rules that reflected the mix of ground conditions and the visibility levels.

Ground conditions were predicated off the temperature. There was 100% chance of frozen if the daily temperature was -20 deg C or more. For every percentage point to 0 deg C there was 5% chance of snow. For example at -10 deg C there would 50% chance of snow. If the temperature was -6 deg C or less then there was 5% chance of mud and if less than -2 deg C, 10% chance.

Visibility was based off the precipitation records and changes in temperature. Fog was set at a 1 hex maximum, blizzard at 2, Snowfall at 3 and clear at 4. A second day of clear weather had a visibility maximum set at 5. Where there was no precipitation records (January-February 1942), the change in temperature was used to determine when blizzards and snowfall was occurring.

For those that are interested the daily weather is included in the historical documentation.



DESIGNER NOTES

When the team commenced the planning for Moscow '42 we were worried that we would not have enough content to base a game just on the Soviet winter counteroffensive. We actually prepared quite a bit of work to include a hypothetical 2nd Axis attempt to capture Moscow commencing on June 28, 1942 (using some of the forces that had been earmarked for Operation Blau in Heeresgruppe Sud). Once we started our research on the winter offensive, we were surprised to find a number of great scenario and campaign topics as well as the opportunity for both sides to attack and defend. This resulted in us shelving the hypothetical campaign, but you never know, we may release it sometime in the future. (Editor's Note: a bonus 15 scenarios from the hypothetical summer campaign is now included).

The whole Moscow campaign was punctuated with both Stalin and Hitler's forces over-reaching their capabilities. The Axis armies stalled at the gates of Moscow with little supply and no reserves, while the Soviet forces were used with little consideration to losses and an ever extending supply line. The launching of Stalin's January 6th, 1942 general offensive was particularly damaging as it pushed the Soviet's quickly beyond their capabilities.



The first thing that became obvious when designing Moscow '42 was the distances involved and the heavy forests on most parts of the map. This created a challenge on how to allow the Soviet forces to move forward in such closed terrain. The historical record showed that the Germans tended to congregate around roads and built up areas while the Soviets used the forests to infiltrate the line and isolate the Axis forward positions. The Axis forces shunned the forests due to the closed terrain restricting lines of fire and the difficulty of supplying away from the road network. The unit density was also high (particularly north of Moscow) and the Soviet forces would make little headway if the Axis units did not have an incentive to shorten their lines.

To simulate this, two key changes were implemented. Virtual supply trucks are the recommended supply rule. With an Axis base level of supply of 30-40 at the front, units more than a few hexes away from a road are most likely to be out of supply. Please note this will slow load times but it's really the best simulation of the situation both sides found themselves in. The heavy cost of off road movement kept many units near roads while allowing Soviet cavalry and ski troops the chance to move through the undefended forests. Historical accounts abound with references to grouping of troops along communication lines in poor terrain. Players will need to carefully examine advance and retreat routes when developing their operational plans.

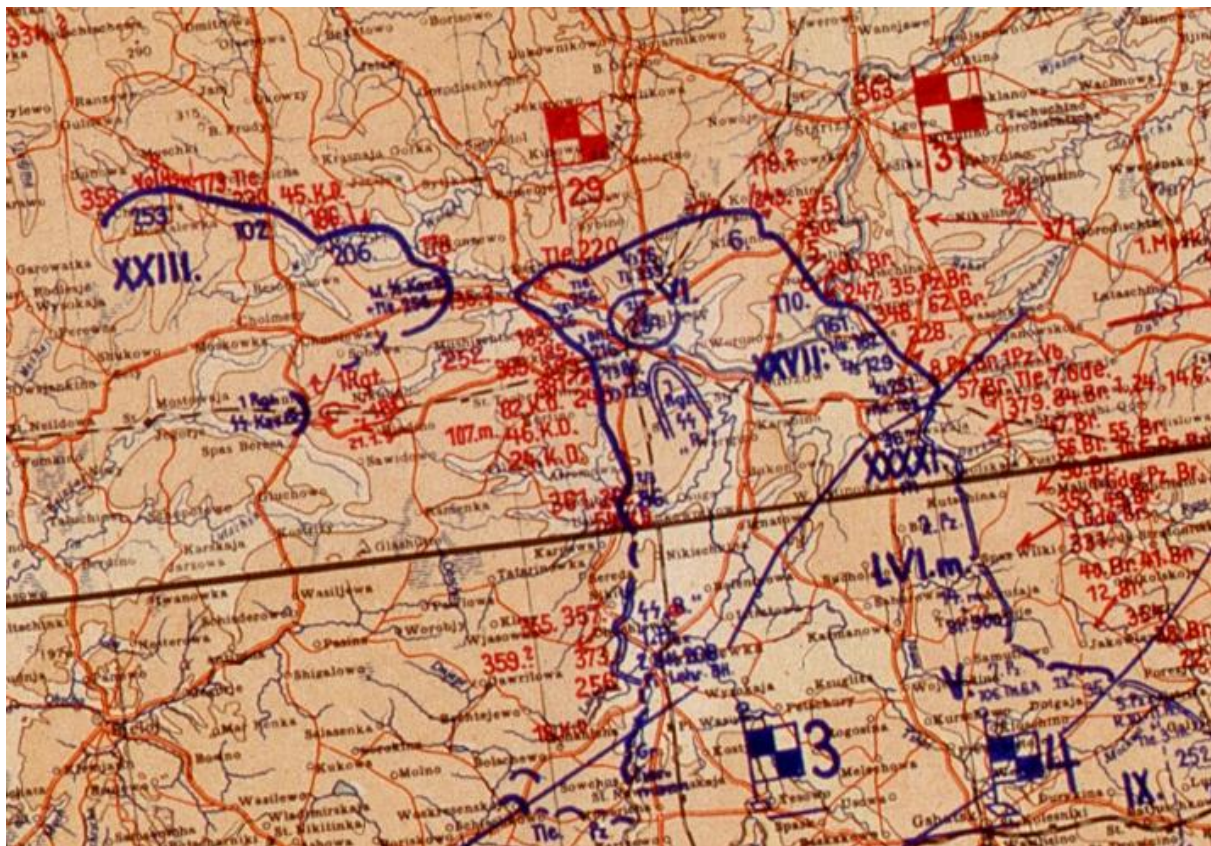
The winter movement rates encourage more historical employment of unit types. Soviet cavalry is fantastic as an off road, flanking formation but extremely vulnerable if faced by heavy troops. Soviet players will find that they are using their formations in more historical roles, with the infantry grinding forward and pinning the axis lines while the cavalry / ski and tracked troops move to flank strong points.



The use of the Virtual supply truck rule allowed us to simulate Hitler's 'hold fast' order. By placing supply sources in key locations the Axis can form hedgehog positions that will not run out of supply or become isolated. It also increases the importance of the road network and protecting these supply sources. The wired bridge function was turned on to prevent the gamey tactic of blowing every bridge to prevent supply crossing a river.

When placing units in scenarios we tended to use strength rather than fatigue as the key attribute for formations. Fatigue (even when heavy) can be recovered in a few days' rest. Strength has a much longer impact and reflects the impact of not just battle casualties but also sickness and frostbite. Illness and the cold were actually creating casualties at a rate of two to one to battle losses for the Axis forces. Utilising the replacement flag in the OB allows a trickle of reinforcements to both sides without morale impacting the replacement rate. This prevents the Germans from recovering quicker vs. the Soviets and has the added benefit of being modified by supply state.

For actual placement of units within scenarios we used both volumes of David Glantz's Atlas of the Battle of Moscow as well as some very high resolution Lage Ost maps. These laid out the daily position of the German forces and the identified opposing Soviet forces. An example of part of one of these maps is shown here. Of interest, the Dec 5th, 1941 Lage Ost map has no reference to the Soviet's 1st Shock Army or 10th Army, reinforcing the level of strategic surprise.



It required a fine balance to match the impacts of movement rate, strength and environmental factors and come up with the 'feel' of the Moscow campaign. The team spent a number of months with the first big test scenario pushing units around until we were comfortable we had the essence of the operation nailed. There were so many variables that could be changed that it really was the first big task after the order of battle had been completed.



It was also important to ensure the unique characteristics of the Moscow campaign were captured. One of these was the highlighting of the Siberian units. The Siberian forces became almost mythical at Moscow – to such an extent that most German formations claimed they were facing off against these hard fighters from the east. Though not quite so numerous there had been a significant number of new units arriving from the Far East over the last two months and these were to play a very significant role in the counterattack. For the purposes of which units were defined as Siberian, any unit raised in the Urals, Siberia, Central Asia, Transbaikal and Far Eastern Front Military Districts were given this designation.

Players may also be surprised at the paucity of armour on both sides (500 tanks or less across the whole front). The German's had essentially run their tanks into the ground after six months of campaigning and this was accentuated by the losses due to mud and the subsequent cold. The Soviets had essentially had no more tank reinforcements with their armour factories either captured or in the process of being relocated beyond the Urals. The bulk of the Soviet advance was led by their massed ski and cavalry troops in 'Mobile Groups' that had neither firepower nor the ability to hold ground for any extended period of time.

All in all we have included 23 unique winter scenarios in this initial release of Moscow '42. With such a large map and fluid situation many more could have been done. If the player chooses to read the following history document it will become apparent how many potential scenarios are still available. There are 13 AI 'variants' of the released 23 winter scenarios bringing the winter scenario count to 36 and we may release new material sometime in the future.

Look for suggested playing notes in the scenario briefings for both sides.





MOSCOW '42 – HISTORY & SCENARIOS

PRELUDE



The genesis for the Moscow '42 Operation was when the Soviet's halted the final Axis offensive launched on November 15th, 1941. The blunting of the German attack was as much due to waning strength and supply as it was the Soviet's fierce resistance.

Stalin had a reputation for judiciously holding forces in the Stavka reserve. Despite the pleading of his field commanders in the second half of November, he kept reinforcements to a minimum hoping to influence the battle at the appropriate time. In early December, he allocated Kuznetsov's 1st Shock, Golikov's 10th & Rokossovsky's 20th Armies to Zhukov's Western Front and heavily reinforced 30th and 31st Armies with new units. In total, 9 Rifle & Cavalry Divisions, 8 Rifle Brigades and 6 Tank Brigades as well as specialist ski battalions went into the line. Stalin's aim was not to launch a grand counter offensive but to push the German forces that were threatening to encircle Moscow back and away from the city. There was never a thought that any attack made that winter could imperil Heeresgruppe Mitte.

At the beginning of December the German's attempted their final push to capture Moscow. Guderian's 2nd Panzergruppe near Tula to the south attempted to finally cut off the city that had held them up for over a fortnight. 3rd & 4th Panzergruppe made ground north of Moscow with 7th Panzer Division even capturing a bridgehead across the Moskva/Volga canal at Yakhroma. 2nd Panzer Division reached Krasnaya Polyana and its Aufklarung (recon) battalion

found an unguarded road that led deep into the Soviet capital. Finally, Von Kluge's 4th Armeekorps launched a half-hearted assault at Narva-Fominsk after two weeks of inaction. The German operation literally froze logistically and militarily when the temperature plummeted by over 10 deg C (to -18 deg C) on December 4th and then -25 deg C, -26 deg C & -29 deg C on the 5th through 7th of December.

The impact on the Germans was not lost on the Stavka (Soviet High Command) who pushed for its forces to attack as soon as practical. Quite a number of the formations that arrived in the second half of November were from beyond the Urals (Siberians). 1st Shock Army arrived with a number of Siberian Brigades and Divisions, including experienced Marines from the naval port of Vladivostok. Other Soviet armies also saw reinforcements from the Far East who were equipped and clothed to operate in extremely low temperatures. The influx of reinforcements ensured it would not be long before the Soviet guns boomed along the front.



WEEK 1 : MONDAY, DECEMBER 1ST TO SUNDAY, DECEMBER 7TH 1941

	Monday Dec 1st	Tuesday Dec 2nd	Wednesday Dec 3rd	Thursday Dec 4th	Friday Dec 5th	Saturday Dec 6th	Sunday Dec 7th
Moscow Temp 7am	-7.8	-11.1	-7.2	-17.8	-25.0	-26.1	-28.9
Daily Temp Change	-6.7	-3.3	+3.9	-10.6	-7.2	-1.1	-2.8
Atmosphere	Clear	Lt Snow	Lt Snow	Lt Snow	Lt Snow	Clear	Lt Snow

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #1206_02 Campaign December 6th will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.

KALININ FRONT VS 9TH ARMEE

At 3am on Friday December 5th, Iushekevich's 31st Army attacked the German line just to the east of the city of Kalinin. It was followed at midday by the 29th Army which attempted to both break into the city and envelop it from the west. The German forces though well-fortified began to give ground to the strong thrusts from 31st Army.

Further to the west, 22nd Army began probing attacks all along the German line to tie down reserves and determine weak spots.

Kalinin Front's actions are represented in the scenarios :

[#1205_01 Kalinin Front Offensive : December 5th, 1941 to January 5th, 1942](#) &

[#1205_02 Kalinin City : 29th & 31st Army Attack](#)



WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

The newly reinforced 30th Army (Leliushenko) launched its initial attack at dawn on Saturday, December 6th, a day after Kalinin Front. Its first objective was the crossroads at Rogachevo, thereby cutting the major supply road to the German forces north of Moscow.

This action is represented in the scenario :

[#1206_05 Rogachevo : First Moves for 30th Army](#)

Kuznetsov's 1st Shock Army simultaneously attacked out of the bridgeheads that it had maintained to the west of the Moskva/Volga Canal. The Army's major aims were to pin the local German forces and also cut the Rogachevo – Udino highway, preventing the enemy units near Moscow retreating.

This action is represented in the scenarios :

[#00 Getting Started : 1st Shock Army's push for Ol'gava](#) & [#1206_04 Solnechnogorsk : 1st Shock Army Attacks](#)

Vlasov's 20th Army and Rokossovsky's 16th Army attacked on December 6th & 8th respectively. Rokossovsky had just been repatriated from Stalin's Gulag after being imprisoned during the Red Army purges of the late 30's. Vlasov was to go on and command and surrender 2nd Shock Army to the Germans near Leningrad in June 1942. He was so disillusioned by Stalin's disdain for his people that he set up the 'Russian Liberation Army' which recruited Soviet POW's and formed a Division that fought for the German's in 1945. 20th Army was tasked with capturing Solnechnogorsk while 16th Army was to liberate Istra.

Govorov's 5th Army was to be the 'strong shoulder' that the attacking Soviet armies pivoted on.

The entire attack by Western Front's right wing is represented in the scenario :

[#1206_03 Klin-Solnechnogorsk Front Offensive : The Right Wing](#)

WESTERN FRONT – CENTRE VS 4TH ARMEE

5th, 33rd, 43rd & 49th Army did not go over to the offensive during this week. 33rd (and the right wing of 43rd Army) had to defend against Von Kluge's 4th Armee attack near Naro-Fominsk. The heavy losses and disruption suffered between Monday, December 1st and Thursday, December 4th delayed any coordinated attacks with the other Soviet Armies.

The German action is represented in the scenario :

[#1201_01 Naro-Fominsk : 4th Armee's Last Throw of the Dice](#)

WESTERN FRONT – LEFT WING VS 2ND PANZERGRUPPE

Golikov's 10th Army and Boldin's 50th Army supported by 1st Guards Cavalry Corp attacked Guderian's 2nd Panzergruppe on Sunday, December 7th. Their assaults made rapid progress as Guderian had already decided to shorten his lines and pull back from the exposed positions east of Tula.

The entire attack by Western Front's left wing is represented in the scenario :
[#1206_06 The Tula Operation - Dec 6th, 1941 - Zhukov's Left Flank](#)

The complete Grand Campaign game is represented in the scenario :
[#1206_01 Grand Campaign : Moscow '42, Dec 6th, 1941 to Feb 15th, 1942](#)

The December 6th Campaign game is represented in the scenario :
[#1206_02 December Campaign : December 6th, 1941 - The Battle for the Flanks](#)



WEEK 2 : MONDAY, DECEMBER 8TH TO SUNDAY, DECEMBER 14TH 1941

	Monday Dec 8th	Tuesday Dec 9th	Wednesday Dec 10th	Thursday Dec 11th	Friday Dec 12th	Saturday Dec 13 th	Sunday Dec 14th
Moscow Temp 7am	-15.0	-4.4	+0.0	-5.6	-2.2	-21.7	-18.9
Daily Temp Change	+13.9	+10.6	+4.4	-5.6	+3.4	-19.5	+2.8
Atmosphere	Blizzard	Fog	Blizzard	Lt Snow	Clear	Blizzard	Blizzard

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #1206_02 Campaign December 6th will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.



KALININ FRONT VS 9TH ARMEE

31st Army had managed to cross the frozen Volga in strength, but failed to join up with 29th army attacking from the west. The German XXVII Korp held open the highway that ran south to

Lotoskino. 29th Army's attempts to both break into the city and encircle it to the south failed and after a week the army only held a shallow bridgehead.

22nd Army made little progress over the seven days, but prevented the bulk of German reserves to move east and help hold Kalinin.

WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

The attack by the Western Front right wing armies (1st Shock, 16th, 20th & 30th Armies) coincided with Hitler's agreement to go to a defensive position on the 8th of December. Reinhardt's 3rd Panzergruppe and Hoepner's 4th Panzergruppe began to retreat back from their exposed positions, particularly as 30th Army's attacks managed to capture Rogachevo by December 8th. In particular, 14th & 36th Motorised Divisions as well as 900th Lehr Brigade were defending an extended frontage due to 3rd Panzergruppe leaving its infantry at Kalinin. The strung out motorised infantry were no match for the reinforced 30th Army and Klin was under threat by December 11th. A composite kampfguppe from 1st & 2nd Panzer Division was engaged trying to hold this vital supply nexus.

1st Shock Army had liberated Ol'gava and Udino while 16th & 20th Army captured their initial objectives of Istra and Solnechnogorsk on the 11th and 12th of December respectively. Their advance was eased as much by the German withdrawal as by their dominance in the extreme conditions.

WESTERN FRONT – CENTRE VS 4TH ARMEE

Finally on December 13th, 5th, 33rd & 43rd Armies followed by 49th Army on December 14th, launched their attacks. Little was initially achieved as unlike the Panzergruppe's, 4th Armee had been in fortified winter quarters for well over a month. After their attack at Naro-Fominsk they had simply fallen back to their prepared positions.

With these assaults so late in the week, little was initially achieved.

WESTERN FRONT – LEFT WING VS 2ND PANZERGRUPPE

Guderian's 2nd Panzergruppe was in full retreat with 50th Army pushing the Germans back on either side of Tula. 1st Guards Cavalry Corp and 10th Army followed up the retiring Germans pulling back from the gains they had made beyond Tula over the prior fortnight. The retreat was so harried that over 60 tanks had to be abandoned, robbing Guderian's forces of much of their remaining offensive strength.

WEEK 3 : MONDAY, DECEMBER 15TH TO SUNDAY, DECEMBER 21ST 1941

	Monday Dec 15th	Tuesday Dec 16th	Wednesday Dec 17th	Thursday Dec 18th	Friday Dec 19th	Saturday Dec 20th	Sunday Dec 21st
Moscow Temp 7am	-27.2	-16.0	-13.0	-14.0	-16.0	-19.0	-19.5
Daily Temp Change	-8.3	+11.2	+3.0	-1.0	-2.0	-3.0	-0.5
Atmosphere	Clear	Med Snow	Lt Snow	Lt Snow	Clear	Snow/Fog	Clear

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #1206_02 Campaign December 6th will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.



KALININ FRONT VS 9TH ARMEE

9th Armee was forced to finally abandon Kalinin on December 16th as 29th & 31st Armies threatened to pocket the city. In tandem, 9th Armee's right flank pulled back from the large reservoirs on the Volga to straighten out the line. The rapid retreat of 3rd Panzergruppe was necessitating adjustments on the Armee boundary.

22nd Army made little headway against the well-entrenched Germans and most successes were local at best.

WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

With the loss of the key towns of Istra and Solnechgorosk only Klin held out against the Soviet forces. By the 15th it had been surrounded on three sides and the 36th Motorised and 1st & 2nd Panzer Divisions were in danger of being pocketed and destroyed. Only after an audacious operation by 1st Panzer Division were the German's able to abandon the town on Tuesday, 16th. 3rd & 4th Panzergruppe continued their headlong retreat back to the Ruza River. Volokalamsk fell to 20th Army on December 20th. Zhukov released Dovator's 2nd Guard Cavalry Corp and it left Kubinka heading north west with the aim of flanking the German position at Ruza.

WESTERN FRONT – CENTRE VS 4TH ARMEE

The attacks launched on December 13th, went absolutely nowhere other than a few local gains at a prohibitive cost. The German positions seemed impregnable and this lack of progress prompted Zhukov's redeployment of 2nd Guard Cavalry Corp. The hope was that 4th Armee's positions would be dislodged by forcing 4th Panzergruppe far enough back that the overall defensive line was flanked.

WESTERN FRONT – LEFT WING VS 2ND PANZERGRUPPE

Both 49th & 50th Armies pushed directly west in the general direction of Kaluga. 49th Army found it hard going against XIII & XXXXIII Armee Korps and made little progress other than the capture of Aleksin. 50th Army was more successful and was approaching Kaluga from the south east by December 18th. 50th Army was in turn followed up by 10th Army that was heading south west from Tula and pushing the 2nd Panzergruppe before it. The town of Plavsk had fallen to 323rd Rifle Division on December 19th. Much of Guderian's forces were heading towards the prearranged fallback position at Msensk and the Neruch River, leaving significant equipment behind.

49th Army's action is represented in the scenario :

[#1214_01 Kaluga : 49th Army Attacks West](#)

HITLER INTERVENE'S

Hitler dismayed with the apparent rout underway outside of Moscow decided to take matters in to his own hands. He dismissed Von Brauchitsch on December 19th as the Chief of the Army and took on that role himself. On December 20th he ordered that his soldiers defend every patch of ground, "digging trenches with howitzer shells if needed." This 'Stand Fast' order was met with huge dismay by his General's at the front who could not believe that the German strength of independent action had been removed. Within five days Guderian (2nd Panzergruppe), Hoepner (4th Panzergruppe), Strauss (9th Army) and their superior Von Bock were all gone either voluntarily or removed due to unauthorised withdrawals. The morale of the German soldiers could not be lower.

WEEK 4 : MONDAY, DECEMBER 22ND TO SUNDAY, DECEMBER 28TH 1941

	Monday Dec 22nd	Tuesday Dec 23rd	Wednesday Dec 24th	Thursday Dec 25th	Friday Dec 26th	Saturday Dec 27th	Sunday Dec 28th
Moscow Temp 7am	-8.0	-3.0	-14.0	-20.5	-23.5	-16.0	-22.5
Daily Temp Change	+11.5	+5.0	-11.0	-6.5	-3.0	+7.5	-6.5
Atmosphere	Blizzard	Blizzard	Lt Snow	Fog	Clear	Blizzard	Lt Snow

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #1206_02 Campaign December 6th will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.



KALININ FRONT VS 9TH ARMEE

On December 22nd, Stavka released the 39th Army to Kalinin Front. Konev, Kalinin Front's commander, inserted this new force between 22nd & 29th Armies. Little was achieved by 39th Army with an advance of only 6 km's by December 25th. With the fall of Kalinin and the rapid

retreat of 3rd & 4th Panzergruppe, 30th Army was transferred from Western Front to Kalinin Front. This army was tasked with continuing to push south west in tandem with 31st Army and hopefully unhinge 9th Armee's defences further west.

WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

With the fall of Volokalamsk, the German front solidified on the Ruza/Lama River line. Attempts to break this line failed and by the 25th December, 5th, 16th & 20th Army halted to reorganise their forces. After continuous action for three weeks, it was sorely overdue.

WESTERN FRONT – CENTRE VS 4TH ARMEE

The attacks by 5th, 33rd & 43rd Army become entangled in the strong defence's setup by 4th Armee. Little had been achieved since December 13th and new orders laid out the following objectives on the 18th. 5th Army's left flank was to take Dorokhovo while 33rd & 43rd Army were tasked with liberating Balobanovo and Maloyaroslavets respectively. Using frontal assaults, these attacks were again stopped dead by December 22nd, and another hiatus to reorganise the weakened Soviet forces was called. Having properly reconnoitred the Axis positions, better progress was made with Naro-Fominsk finally cleared on December 26th and Balobanovo falling on the 28th.

WESTERN FRONT – LEFT WING & BRYANSK FRONT VS 2ND PANZERGRUPPE

On the night December 21st, 50th Army captured a bridge over the Oka River and entered Kaluga. Due to Guderian committing much of XXXXIII Armee Korp in its defence, heavy fighting in the city was to continue until the end of the month. The withdrawal of XXXXIII Armee Korp opened up the gap between 4th Army and 2nd Panzergruppe. On December 22nd, 1st Guards Cavalry Corp moving quickly pushed towards Kosel'sk and then turned North West towards Yukhnov. It was reinforced with 10th Army's Cavalry Divisions. The Soviets formed Bryansk Front on December 18th with 3rd, 13th & 61st Armies and a specific goal of liberating Orel. This Front pushing from the south east linked up with 10th Army as it advanced on Sukhinichi. 10th Army lagged behind the quickly advancing 1st Guards Cavalry as 2nd Panzergruppe's retreat slowed. LIII Armee Korp had dug in around Belev and 10th Army bypassed these positions, continuing to the west while Bryansk Front began probing the Neruch River line.

WEEK 5 : MONDAY, DECEMBER 29TH TO SUNDAY, JANUARY 4TH 1942

	Monday Dec 29th	Tuesday Dec 30th	Wednesday Dec 31st	Thursday Jan 1st	Friday Jan 2nd	Saturday Jan 3rd	Sunday Jan 4th
Moscow Temp 7am	-23.0	-30.0	-32.0	-26.8	-28.0	-35.9	-27.2
Daily Temp Change	-0.5	-7.0	-2.0	+5.2	-1.2	-7.9	+8.7
Atmosphere	Clear	Lt Snow	Clear	Clear	Clear	Clear	Med Snow

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #1206_02 Campaign December 6th will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.



KALININ FRONT VS 9TH ARMEE

The continuing pressure from Kalinin Front with the newly introduced 39th Army finally forced 9th Armee to begin to pullback. On January 1st, Staritsa was captured. By January 2nd, 9th Armee was pushed back on the Volga and the line began to stabilise between Rzhev and Lotoskino. All of Kalinin Front began to refit from January 2nd with the exception of 22nd Army which continued to attack along 9th Armee's left wing until January 7th.

WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

Little happened this week with 30th Army transferred to Kalinin Front. Both sides exhausted, reorganised their forces while awaiting a supply improvement. Western front's right wing had advanced over 100 km's and was to be a key part of Stalin's broadened January offensive.

WESTERN FRONT – CENTRE VS 4TH ARMEE

With both its flank armies retreating and Soviet offensive action underway, 4th Armee left its winter quarters and headed west. On January 2nd Maloyaroslavets was liberated, followed by Borovsk on the 4th. More seriously, a breach between XIIth & XXth Armee Korp was opening up and the Soviet pressure was such that there was little in the way of reserves to counter it. The losses on both sides had been very heavy with the weather continuing very cold.

WESTERN FRONT – LEFT WING & BRYANSK FRONT VS 2ND PANZERGRUPPE

The retreat of 2nd & 4th Armee & 2nd Panzergruppe was reaching a crescendo. Western Front's 10th, 49th & 50th Armies as well as the newly formed Bryansk Front were not allowing the retreating Germans any respite. 1st Guards Cavalry Corp captured Kosel'sk on December 28th with Kaluga following on the 30th. The towns of Meshchovsk & Sukhinichi were surrounded also on this day. The 216th Infanterie Division had only just railed into Sukhinichi from Western Europe and was unprepared for both the cold and brutal siege that followed. The Soviet Cavalry then turned north west toward Yukhnov and the critical highway between Roslavl and Medyn. The highway to Vyazma also ran through Yukhnov. With 50th Army approaching from the east and 1st Guards Cavalry Corp from the south, the Germans committed the weak 19th Panzer Division to defend the town. Bryansk Front was now well established on the Neruch River and its 61st Army managed to clear Belev by the end of the week.



WEEK 6 : MONDAY, JANUARY 5TH TO SUNDAY, JANUARY 11TH 1942

	Monday Jan 5th	Tuesday Jan 6th	Wednesday Jan 7th	Thursday Jan 8th	Friday Jan 9th	Saturday Jan 10th	Sunday Jan 11th
Moscow Temp 7am	-13.1	-6.9	-11.3	-13.4	-9.1	-10.2	-15.1
Daily Temp Change	+14.1	+6.2	-4.4	-2.1	+4.3	-1.1	-4.9
Atmosphere	Blizzard	Fog	Lt Snow	Lt Snow	Med Snow	Lt Snow	Clear

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #a0106_01 Campaign January 6th will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.

STALIN GAMBLE'S

The Soviets were stunned by the collapse of the German's in front of Moscow. What had begun as a desperate push to save Moscow had seen the Axis forces pushed back over 150 km's in some places. Soviet Intelligence was detecting very few fresh German formations reinforcing Heeresgruppe Mitte and the condition of prisoners and huge booty of equipment captured reinforced the poor state the German's must be in.

Stalin drew inspiration from the Russian defeat of Napoleon and argued that continuing pressure might win dividends larger than the cost. The breach near Maloyaroslavets and the light enemy forces near Rzhev and Yuhnov opened up the possibility of liberating Vyazma and even surrounding the bulk of Heeresgruppe Mitte. He therefore ordered that a general offensive be opened all along the Russian Front. This was met with great resistance from his generals, who argued that after one month of hard fighting the committed troops were exhausted and at the end of lengthening supply lines. Stalin listened and then prevailed...



KALININ FRONT VS 9TH ARMEE

Kalinin Front was well placed to continue the offensive that had begun a month previously. 22nd Army had only been lightly engaged and the fresh 39th Army was still close to full strength. Stalin's plan called for the Volga to be crossed and Rzhev captured. A continuing push south was to culminate with closing the encirclement of Heeresgruppe Mitte at Vyazma. Kalinin Front met with immediate success and had crossed the Volga by the 7th January. At the same time, 31st Army attempted to attack towards Rzhev from the east, with an initial objective of Zubtsov. Rzhev though, held out with assistance of the newly arrived 693rd Infanterie Regiment. The Soviets chose the path of least resistance and bypassed the town to the west.

Kalinin Front's actions are represented in the scenarios :

[#a0106_05 Zubtsov : 31st Army's Folly](#) & [#a0106_06 Rzhev : Forging the Volga](#)

WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

1st Shock, 16th & 20th Army continued to refit until January 10th. 2nd Guards Cavalry Corp was attached to 20th Army but was weak in strength after being in continuous action. On the morning of the 10th December all three armies began offensive action aiming to push west and capture the German strongholds at Lotoskino and Shakhdivskaya.

20th Army's attack is represented in the scenario :

[#a0110_01 Volokalamsk : Vlasov heads West](#)

WESTERN FRONT – CENTRE VS 4TH ARMEE

The Germans still held the original fortified line between Kubinka and Naro-Fominsk but were seeing both 5th & 33rd Armies push around their flanks. The breach between Borovsk and Maloyaroslavets was proving impossible for the Germans to close and Zhukov disengaged 43rd Army and tasked it with advancing through the gap and exploiting beyond. The Germans had precious little in reserve to either close the gap or contain any breakthrough. 5th Army arrayed along the Moskva River prepared to attack towards the south east, objective Mozhaysk.

5th Army's attack is represented in the scenario :

[#a0106_04 Mozhaysk : Across the Moskva!](#)

WESTERN FRONT – LEFT WING & BRYANSK FRONT VS 2ND PANZERGRUPPE

50th Army continued to develop its attack through Yukhnov with the aim of cutting the Roslavl / Modyn highway. 1st Guards Cavalry Corp reinforced with 41st & 57th Cavalry Divisions as well as 2nd Guards Tank Brigade were the major strike force on this axis. A weakened 19th Panzer was left trying to hold back the fast moving cavalry. 10th Army with the liberation of Belev moved the bulk of its forces west, investing the garrisons at Sukhinichi and Meshchovsk. 61st Army also

continued to stretch further to the west taking up front line positions along the Neruch', but unable to cross the river as the Germans held in pre-prepared positions.

1st Guards Cavalry Corps push on Yukhnov is represented in the scenario :

[#a0106_02 Yukhnov : Red Cavalry to the Fore](#)

216th Infanterie Division's defence of Sukhinichi is represented in the scenario :

[#a0106_03 Sukhinichi I : Reducing the Pocket](#)

The January 6th Campaign game is represented in the scenario :

[#a0106_01 Campaign : January 6th, 1942 - All Along the Line](#)



WEEK 7 : MONDAY, JANUARY 12TH TO SUNDAY, JANUARY 18TH 1942

	Monday Jan 12th	Tuesday Jan 13th	Wednesday Jan 14th	Thursday Jan 15th	Friday Jan 16th	Saturday Jan 17th	Sunday Jan 18th
Moscow Temp 7am	-25.8	-30.6	-23.9	-10.9	-21.2	-18.9	-15.9
Daily Temp Change	-10.7	-4.8	+6.7	+13.0	-10.3	+2.3	+3.0
Atmosphere	Clear	Clear	Lt Snow	Blizzard	Clear	Lt Snow	Lt Snow

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #a0106_01 Campaign January 6th will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.



Bundesarchiv, Bild 183-B15084
Foto: Lachmann | 15. Januar 1942

KALININ FRONT VS 9TH ARMEE

With 3 days of clear weather from January 11th the Volga again froze solid and allowed 11th Cavalry Corp as well as 29th & 39th Army to decisively break the German lines west of Rzhev. Pushing into open space 39th Army moved south with the aim of taking Sychevka. 9th Armee was left with unenviable task of now building a defensive line facing west, while its XXIII Armee Korp now cut off from its parent formation had to build defences facing east.

WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

By the 15th January, 20th Army was on the outskirts of Shakhdvskaya. The town subsequently fell on the 17th. 1st Shock Army continued to match 20th Army's advance while 16th Army moved its area of operation further south as 5th Army advanced in a south westerly direction towards Mozhaysk.

WESTERN FRONT – CENTRE VS 4TH ARMEE

5th Army captured Dorokhov on January 13th. By the 17th the Soviets had entered Mozhayk and the city saw very heavy fighting for a number of days. With the capture of Borovsk, 33rd Army was ordered to advance up the highway North West towards Vereya. Despite stiffening German resistance, 33rd Army had reached Vereya's outskirts by January 18th. 43rd Army had also advanced down the highway from Maloyaroslavets towards Medyn, the German's struggling to handle the advancing Soviets. The Germans were no closer to closing the breach between XIIth & XXth Armee Korp and 4th Armee was approaching a crisis point.

WESTERN FRONT – LEFT WING & BRYANSK FRONT VS 2ND PANZERGRUPPE

The Soviet 49th Army was the link between 43rd Army at Medyn and 50th Army that had moved west while preparing to attack northward near Yukhnov. 49th Army advanced westwards was helped more by the retreating Germans than any major engagement. The Army managed to clear the highway between Kaluga and Medyn, helping to provide a major north / south communication route. The initial attacks by 1st Guards Cavalry Corp at Yukhnov had been bloodily repulsed when the infantry from XXXIII Armee Korp arrived, after being pushed back by 49th Army in the east. 50th Army would now have to initiate a more prepared assault to capture Yukhnov. 10th Army reached the outskirts of Kirov, destroying substantial German railroad stock, while the Germans held on grimly at Sukhinichi and evacuated Meshchovsk. On the 18th January, Stavka began inserting substantial airborne forces near Vyazma. The 250th Airborne regiment accompanied by one battalion from the 201st Airborne Regiment began landing near Znamenka with the aim of capturing the airfield there.



WEEK 8 : MONDAY, JANUARY 19TH TO SUNDAY, JANUARY 25TH 1942

	Monday Jan 19th	Tuesday Jan 20th	Wednesday Jan 21st	Thursday Jan 22nd	Friday Jan 23rd	Saturday Jan 24th	Sunday Jan 25th
Moscow Temp 7am	-20.7	-34.0	-34.0	-22.3	-31.2	-31.8	-35.6
Daily Temp Change	-4.8	-13.3	+0.0	+11.7	-8.9	-0.6	-3.8
Atmosphere	Clear	Clear	Clear	Med Snow	Clear	Clear	Clear

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #a0122_01 Campaign January 22nd will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.



THE TIPPING POINT

On the 19th January, Stalin made the fateful decision to pull Kuznetsov's 1st Shock Army into Stavka Reserve against the strong protests of Zhukov. Stalin's confidence was high, at a time when the Soviet's appeared to have the German's on the ropes and the destruction of Heeresgruppe Mitte was all but assured. Little did Stalin realise that 2nd Panzergruppe was freeing up forces to break the siege at Sukhinichi and fresh divisions were arriving from Western Europe.

KALININ FRONT VS 9TH ARMEE

The week began with 29th Army attacking Rzhev from the west while 30th & 31st Armies attacked from the north & east. Little ground was gained initially, but 29th Army prepared for another strong push. Further south, 39th Army attempted to capture Sychevka, but found it defended by SS Division Das Reich and a Regiment from 208th Infanterie Division. 11th Cavalry Corp followed behind with the aim of pushing further south towards Vyazma. On January 22nd, the new commander of 9th Armee, General Model started a counterattack with the dual purpose of reaching his isolated XXIII Armee Korp and cutting the supply routes to the Soviet forces to his south. By the 24th of January, the German forces closed the gap, and effectively isolated the 11th Cavalry Corp, 29th & 39th armies.

29th Army's attack & Model's counterattack are represented in the scenario :

[#a0122_02 Gluzino : Cutting the Neck](#)

39th Army's attempt to capture Sychevka is represented in the scenario :

[#a0122_05 Sychevka : Red vs. Black](#)

WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

With the fall of Shakhdvskaya, 20th Army pulled 2nd Guards Cavalry Corp into reserve and continued to push with the remainder of its forces. By the end of the week 20th Army was threatening the north / south highway to Pogoreloye Gorodishche. With the departure of 16th Army to Western Front's left wing and the removal to reserve of 1st Shock Army, 20th Army would have to cover a longer frontage and ultimately slow its advance.

WESTERN FRONT – CENTRE VS 4TH ARMEE

5th Army continued to match 20th Army's advance to its north and finally liberated Mozhaysk on the 21st after four days of intensive fighting. Pushing further west, 5th Army's, Siberian 82nd Motorised Division occupied Borodino, the fabled battlefield from Napoleonic times. Evidence of the heavy fighting in November 1941 was still evident despite the fresh snow. 33rd Army continued to keep the breach open between XII & XX Armee Korp, while pushing the Axis forces west away from Vereya. The 255 & 267 Infanterie Divisions were sent from VII Armee Korp to try and close the breach, but had insufficient strength to be successful. 43rd Army, meanwhile pushed westward through the gap in Axis lines with the aim of both reaching the Soviet paratroopers at Znamenka and encircling 4th Armee to its south.

43rd Army's push towards Znamenka is represented in the scenario :

[#a0122_04 Znamenka : Or Bust!](#)

WESTERN FRONT – LEFT WING & BRYANSK FRONT VS 2ND PANZERGRUPPE

As 43rd Army moved around 4th Armee's northern flank, 49th and 50th Armies pressed from the east and south respectively. 4th Armee, trying to comply with Hitler's stand fast order was engaged in heavy fighting as it was slowly pushed back westwards. The compression of the Axis Infanterie Divisions allowed the front lines to solidify but with an increased risk that the whole Armee could be isolated and destroyed. Seeing the opportunity, Zhukov pulled 1st Guards Cavalry Corp out of the line to rest in tandem with other mobile forces with the hope that they could decisively cut the 4th Armee's communications to the west. 10th Army had only three Rifle Divisions under its command after transferring substantial forces to 16th Army. Rokossovsky had arrived with his Army HQ and taken over the forces investing Sukhinichi. He immediately found that the Axis forces intended to break the siege and he was facing 2 fresh Infanterie Divisions from France (208th & 339th) as well as 18th Panzer Division. Rokossovsky found he had little in the way of forces to counter the German thrust as his own Divisions from 16th Army were still in transit from the north. 61st Army was also finding that the Axis line along the Oka River up to Belev were holding tight and little headway was made as 2nd Panzergruppe forces thrust to Sukhinichi.

XXIV Korps (mot) attempt to break the Sukhinichi siege is represented in the scenario :

[#a0122_03 Sukhinichi II : We Will Rescue You](#)

The January 22nd Campaign game is represented in the scenario :

[#a0122_01 Campaign : January 22nd, 1942 - The Tipping Point](#)



WEEK 9 : MONDAY, JANUARY 26TH TO SUNDAY, FEBRUARY 1ST 1942

	Monday Jan 26th	Tuesday Jan 27th	Wednesday Jan 28th	Thursday Jan 29th	Friday Jan 30th	Saturday Jan 31st	Sunday Feb 1st
Moscow Temp 7am	-24.9	-31.0	-30.8	-14.9	-16.9	-13.9	-16.1
Daily Temp Change	+10.7	-6.1	+0.2	+15.9	-2.0	+3.0	-2.2
Atmosphere	Med Snow	Clear	Clear	Blizzard	Lt Snow	Lt Snow	Lt Snow

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #a0122_01 Campaign January 22nd will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.



KALININ FRONT VS 9TH ARMEE

9th Armee's new commander, Model continued to confuse even his own High Command with the rapidity that he switched forces around the Rzhev salient, looking to turn the table on the Soviet forces he faced. As the SS held 39th Army at Sychevka, Model detached 1st Panzer Division and ordered it to cut behind 29th Army which was South West of Rzhev. Reinforcement

by 6th Panzer Division followed and by the first week of February, 29th Army had been surrounded. Konev's Kalinin Front desperately tried to re-establish communications with its forces to the south, launching particularly heavy assaults by 30th & 31st Armies, North West and North East of Rzhev respectively. With the Soviet attempts to reach 29th & 39th army thwarted, the Axis success saw morale significantly improve.

WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

With the sudden halt of Kalinin Front's thrust towards Vyazma, 20th Army released 2nd Guards Cavalry Corp from reserve in the hope of in turn cutting the Axis communications to Zubtsov and Rzhev. The sudden withdrawal of 1st Shock Army was now acutely missed as the low strength of the remaining Soviet Regiments and Battalions coupled with a slowing of supplies forward resulted in heavy losses - but little else.

WESTERN FRONT – CENTRE VS 4TH ARMEE

5th Army continued to push west slowly with the aim of liberating Gzhatsk. Stiffening Axis defence, coupled with long supply lines impacted the army in the same way as 20th Army. 33rd Army meanwhile pushed westward reaching the Soviet paratroopers at Znamenka by January 31st. Axis forces were now on the Army's deep flanks, but Vyazma was tantalisingly close - only 20km away. Kalinin Front's 11th Cavalry Corp was also approaching the city from the north and Stalin's hoped for grand encirclement was close to fulfilment. 33rd Army had taken over the thrust to Vyazma as 43rd Army found it increasingly attacked from the south by 4th Armee forces around Yukhnov.

WESTERN FRONT – LEFT WING & BRYANSK FRONT VS 2ND PANZERGRUPPE

49th Army made good progress pushing the German XII & XIII Armee Korp back almost to Yukhnov. Simultaneously, while 50th Army pinned 4th Armee from the south, Zhukov release 1st Guards Cavalry Corp on the 28th January with specific instructions to push north across the Roslavl / Yukhnov highway and push onto Vyazma. This would have the duel impact of cutting 4th Armee's communications and joining up with 33rd Army. By the end of the week the cavalry would be at Znameka.



WEEK 10 : MONDAY, FEBRUARY 2ND TO SUNDAY, FEBRUARY 8TH 1942

	Monday Feb 2nd	Tuesday Feb 3rd	Wednesday Feb 4th	Thursday Feb 5th	Friday Feb 6th	Saturday Feb 7th	Sunday Feb 8th
Moscow Temp 7am	-15.3	-20.9	-24.7	-23.9	-24.5	-19.3	-14.9
Daily Temp Change	+0.8	-5.6	-3.8	+0.8	-0.6	+5.2	+4.4
Atmosphere	Lt Snow	Clear	Clear	Clear	Clear	Med Snow	Med Snow

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #a0122_01 Campaign January 22nd will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.



KALININ FRONT VS 9TH ARMEE

With clear weather for four days, the Luftwaffe made a welcome appearance across the front. Suddenly, Stuka's were available and supporting Model's operation to destroy 29th Army. By the 5th February, 29th Army would be surrounded, low on all supplies and unreachable for Kalinin Front. 6th Panzer Division has also pushed 39th Army away and the chances of opening up the

roads Northwards over the Volga were looking remote. In the meantime 11th Cavalry Corp pushed south towards Vyazma in the hope of capturing the town and its large supply dumps.

WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

The thrust by 2nd Guards Cavalry Corp failed. Vlasov's 20th Army was now on too wide a frontage to advance any distance. The Motorised and Panzer Divisions facing Vlasov were equally exhausted and neither side had the strength to influence the situation.

WESTERN FRONT – CENTRE VS 4TH ARMEE

Word of Model's 9th Armee's success buoyed the Germans. On the 1st February, with surprising ferocity, 4th Armee suddenly attacked north to close the breach that 33rd Army had poured through. With heavy Luftwaffe support, 4th Armee reached 4th Panzergruppe's outposts by February 3rd and the situation for 33rd Army had suddenly turned. Ignoring the battle behind them 33rd Army continued to forge towards Vyazma, confronting the resting 11th Panzer Division, the only unit of any strength in the region.

WESTERN FRONT – LEFT WING & BRYANSK FRONT VS 2ND PANZERGRUPPE

The push north by 4th Armee surprised the Soviets. 43rd Army was pushed back under heavy pressure and spoiling attacks by 49th & 50th Army did little to relieve the situation. 1st Guards Cavalry Corp continued to push towards Vyazma, managing to briefly cut the highways to the west of the city, but with long baggage trains and advancing perpendicular to the road net, supply was increasingly difficult. Kampfgruppe's from 5th & 20th Panzer as well as 3rd Motorised Infanterie managed to prevent the various Soviet forces linking up.



WEEK 11 : MONDAY, FEBRUARY 9TH TO SUNDAY, FEBRUARY 15TH 1942

	Monday Feb 9th	Tuesday Feb 10th	Wednesday Feb 11th	Thursday Feb 12th	Friday Feb 13th	Saturday Feb 14th	Sunday Feb 15th
Moscow Temp 7am	-7.5	-8.7	-14.4	-6.8	-4.4	-4.8	-15.9
Daily Temp Change	+7.4	-1.2	-5.7	+7.6	+2.4	-0.4	-11.1
Atmosphere	Blizzard	Lt Snow	Clear	Blizzard	Med Snow	Med Snow	Lt Snow

Please note - All locations in the following text can be found using the Location Dialog under the View menu. Opening Scenario #a0122_01 Campaign January 22nd will show all formation placements. Formations can be located using the Find Unit Dialog under the View menu.



KALININ FRONT VS 9TH ARMEE

For Kalinin Front, the die had been cast. 29th Army was in its death throes and 11th Cavalry Corp and 39th Army were beyond its reach with the Germans defending the Volga tenaciously. By February 18th, the 29th Army was destroyed. Despite desperate attempts to breakout little more could be done. After word of the conditions in the Rzhev POW camp reached the 29th they chose to fight to the death rather than be captured, with very few surviving the battle. 11th

Cavalry Corp & 39th Army were low on all kinds of supplies, fuel, ammunition and food. Fortunately 3rd & 4th Shock Armies had attacked further to the west and a tenuous supply line reached the Kalinin Front forces near Vyazma. It proved enough to sustain, but not enough to allow renewed offensive action.

WESTERN FRONT – RIGHT WING VS 3RD & 4TH PANZERGRUPPE

There was little change in this segment of the front.

WESTERN FRONT – CENTRE VS 4TH ARMEE

Like 39th Army, 33rd Army found it was so close to its goal, but with no fuel or food to propel it forward. Suddenly, the tables turned and the hunter became the hunted. Over the next two weeks the Army broke up in the face of aggressive German attacks and dwindling supplies. Some men attempted to get back to their line but many ended up joining the local partisan bands.

WESTERN FRONT – LEFT WING & BRYANSK FRONT VS 2ND PANZERGRUPPE

1st Guards Cavalry Corp and the paratroopers of 4th Airborne Corp who had been dropped over the last two weeks found themselves in the same situation as 33rd Army. The drive on Vyazma was abandoned and as many men as possible tried to go back and reach friendly territory.



AFTERMATH

Though the battle for Moscow was to continue until April, the major operations were all but over by mid-February. It had been a close run thing. Both sides had pushed beyond the limit of their forces and paid the price. To fight over such a severe winter just accentuated the loss and suffering with men, horses and material lost in huge quantities.

The impact on German morale was immeasurable and it sunk to a depth that had not been seen in the war to date. The loss of manpower was so great that when planning the Axis offensives for the coming summer it was evident that only one axis of advance could be supported unlike the three of the previous summer.

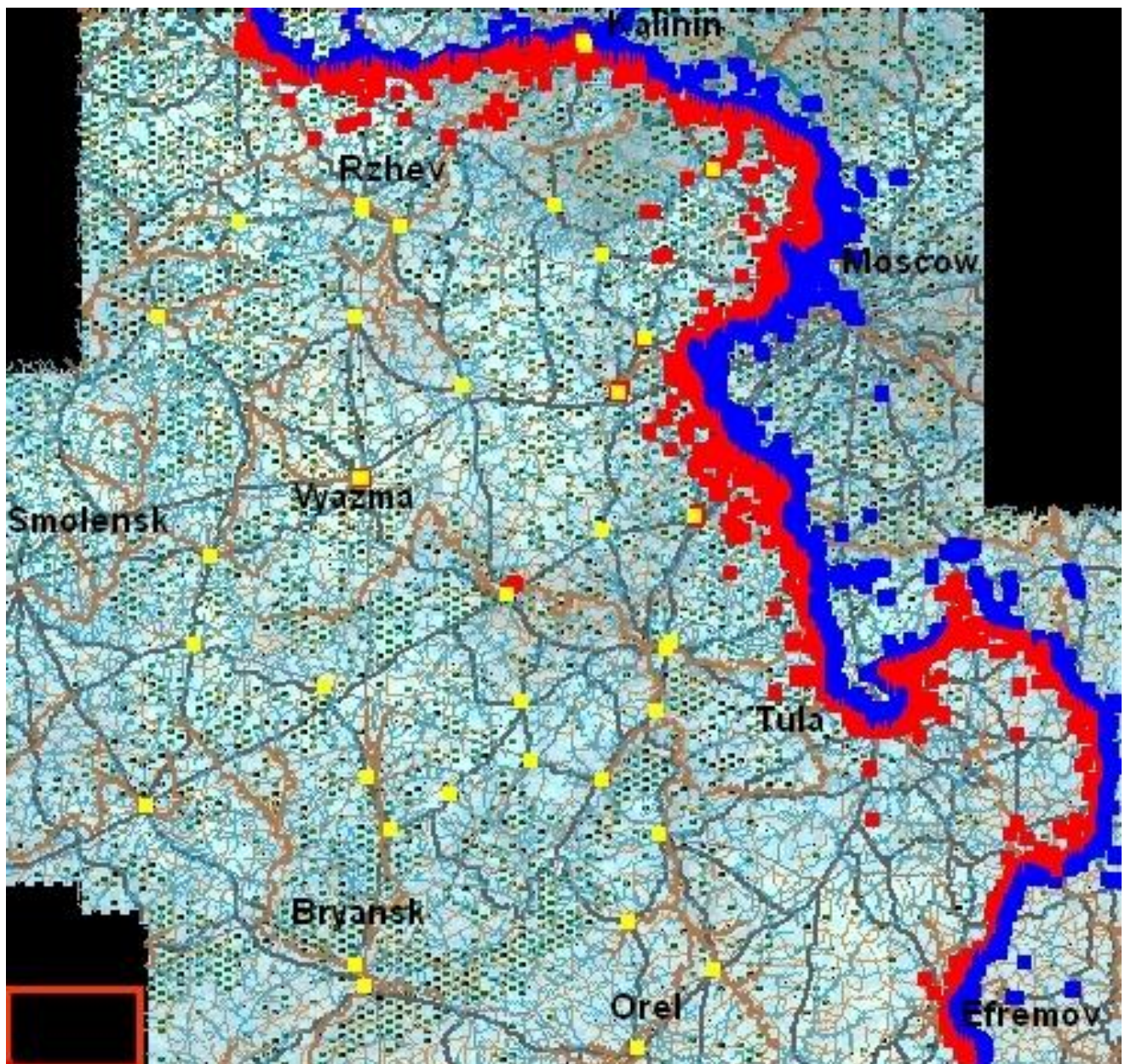
For the Soviet's it was almost a pyrrhic victory. Though Moscow was saved, the loss of material was huge after the decision to broaden the offensive on January 6th. Very few of the men who fought at the spearheads of Kalinin and Western Front were to be available for the future. As General Zhukov said;

“We overestimated the capabilities of our troops and underestimated the enemy's”



CAMPAIGN OUTLINE; GRAND CAMPAIGN & DECEMBER CAMPAIGN

Both the December and Grand Campaign begin on December 6th with the attacks against the northern flank of Heeresgruppe Mitte. This was followed on December 7th with offensive actions against Guderian's Panzergruppe 2 in the south. Zhukov's aim was to push the two large bulges north and south of Moscow away from the capital. The Central sector running from Zubinka almost to Tula was idle while the other operations proceeded. Progress was rapid in the south due to a decision to pull back Panzergruppe 2 after its failure to capture Tula. In the north both Panzergruppe 2 & 3 fought grimly while pulling back with heavy fighting evident at both Istra and Klin. In the meantime Kalinin Front was engaged in liberating Kalinin, finally clearing the city on December 16th.



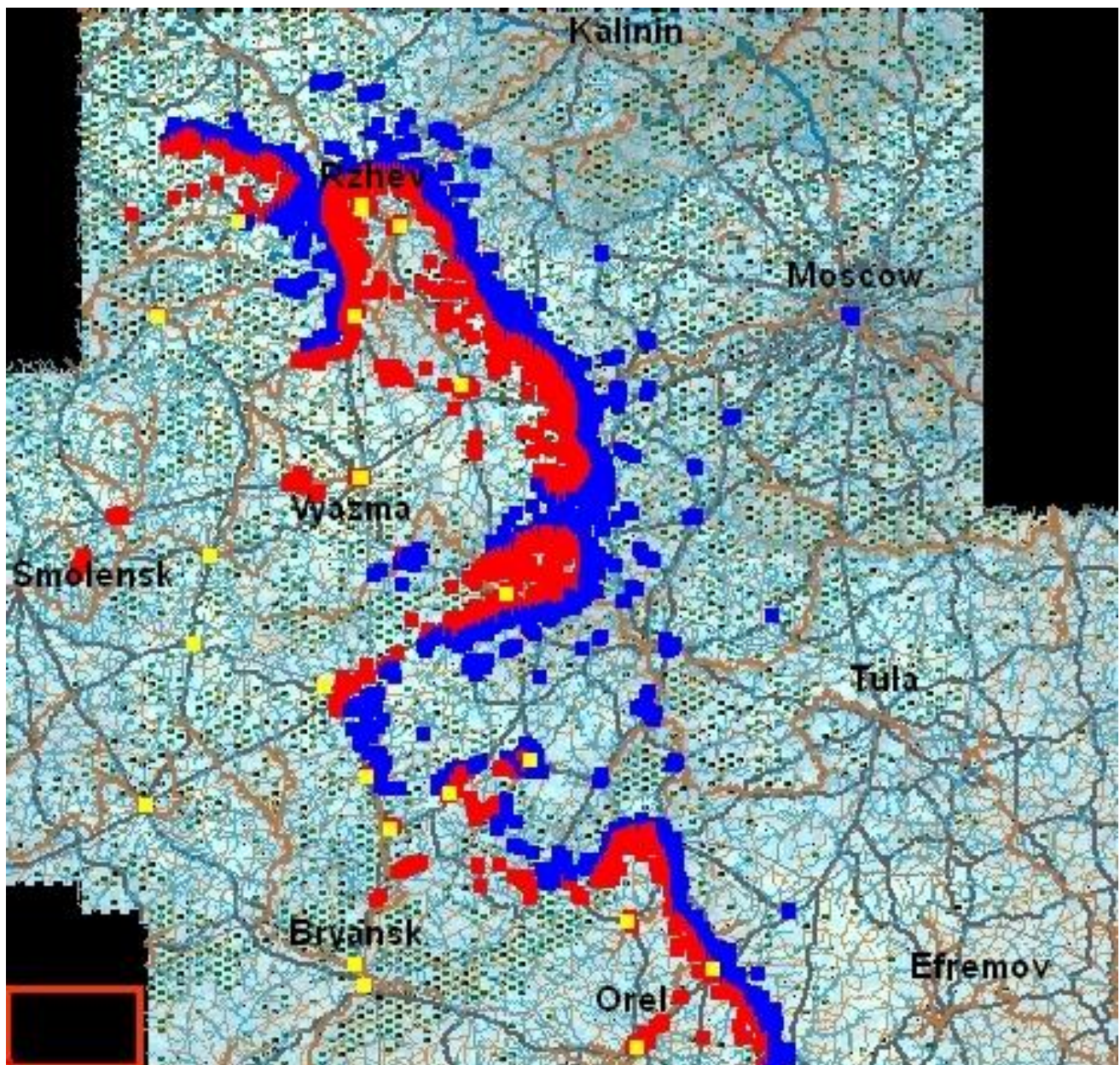
CAMPAIGN OUTLINE; JANUARY 6 CAMPAIGN

The change in the front line one month after the launching the Soviet counteroffensive is stark. The only section of the front unchanged is between Kubinka and Naro-Fominsk. The German penetrations north and south of Moscow have been rebuffed and the frontline in the south pushed back a significant distance. More importantly, Hitler's stand fast orders are forcing the German Army to hold in less than favourable terrain. 4th Armee has a 20 km gap in its line at Maloyaroslavets and insufficient forces to close it. The Soviet 43rd Army is looking to push through the gap and march on Vyazma. In the north, Kalinin Front is preparing to capture Rzhev and push on south to Vyazma with the newly introduced 11th Cavalry Corp and 39th Army. In the south both Meshchovsk and Sukhinichi are under siege with little chance of liberation.



CAMPAIGN OUTLINE; JANUARY 22 CAMPAIGN

By January 22nd, both armies were like punch drunk fighters, unable to land the knockout blow. Unit strengths had dwindled and supply become so haphazard that the fighting became sporadic, local affairs. Stalin continued to push his troops, buoyed by the belief that the German's were at the point of collapse and with 4th Armee almost surrounded he ordered one final push to capture Vyazma. 11th Cavalry Corp with 39th Army was to push south to Vyazma, while 33rd & 43rd Armies pushed from the east. 50th Army supported by 1st Guards Cavalry Corp was to push from the south. Para drops were underway at Znameka, halfway to Vyazma. The German's turned from despair to counterattack with the appointment of General Model to command 9th Arme. His energetic leadership saw the Germans re-establish their line in the north and ultimately destroy the 29th Army while stopping 39th Army from going any further.



SCENARIO DESCRIPTIONS AND PLAY NOTES

#00 Getting Started : 1st Shock Army's push for Ol'gava

Turns : 8

Getting Started - Dec 6th 1941. Gen. Kuznetsov's 1st Shock Army launched their initial assaults from bridgeheads over the frozen Moskva/Volga canal. The weakened 6th Panzer Division was all that stood between the Soviet Brigades and ski troops and the towns of Ol'gava and Yakhroma. (Size, Small)

The player should select the Russian side to play for this Getting Started scenario. (Size, Small)

#1201_01 Naro-Fominsk : 4th Armee's Last Throw of the Dice (HTH)

Turns : 32

#1201_01a Naro-Fominsk : 4th Armee's Last Throw of the Dice (Axis Human)

Turns : 24

Naro-Fominsk - Dec 1st to Dec 4th, 1941. By the end of November 1941, the three Panzergruppe (2nd, 3rd & 4th) from Armee Gruppe Mitte were slowly flanking the northern and southern approaches to Moscow. In the meantime Von Kluge's 4th Armee had sat impassively, less than 65 kms from Moscow since October, having played little part in the final push to capture the capital. After strong cajoling from both his commander Von Bock and the other Army commanders, Von Kluge had 4th Armee launch its final assault for the year. With his troops well supplied and rested (in comparison to the other German armies), Von Kluges troops broke through the Soviet prepared positions quickly and pushed up the highway towards Moscow. Zhukov threw some of his last reserves in to check the German's and the ever cautious von Kluge quickly pulled back from his gains of three days to his original fortified line. (Size, Medium)

This is an interesting HTH scenario. It is possible to play either side against the AI but it will be a challenging defence and withdrawal for the Soviet player. The German player's troops are released over the first two days and it will take time to get the full weight of Von Kluge's forces into play. Once through the Soviet front line, the German mobile forces need to move quickly up the major highways before the bulk of Zhukov's reserves are released.



#1205_01 Kalinin Front Offensive : Advance on Rzhev (HTH)

Turns : 88

#1205_01a Kalinin Front Offensive : Advance on Rzhev (Soviet Human)

Turns : 64

Kalinin Front - Dec 5th, 1941 to Dec 15th, 1941. As German forces approached Moscow, 9th Armee's sector became increasingly a sideshow - a long flank to be protected while the panzer forces closed on Moscow. Deprived of mechanized forces, the German's had little in the way of mobile reserves when Kalinin Front's 31st and 29th Armies tried to break through the German line and invest Kalinin. With the inclusion of 22nd and the 39th Army and the German's pulling back, the city of Rzhev suddenly became a possible target for capture. (Size, Large)

This is a long HTH scenario. It is possible to play either side against the AI but it will be a challenging defence and withdrawal for the German player. The Soviets will find the German fortified line (they had spent over six weeks digging in) hard to breach but once through the front line, ski troops will have to be used judiciously to overtake the retreating Axis. Kalinin is a key focus and the Axis player will have to weigh up how long to hold it vs. the losses sustained.

#1205_02 Kalinin City : 29th & 31st Army Attack (HTH)

Turns : 40

#1205_02a Kalinin City : 29th & 31st Army Attack (Soviet Human)

Turns : 24

Kalinin Front - Dec 5th to Dec 9th, 1941. Kalinin, North West of Moscow had fallen to the Germans without almost a shot on Oct 14th, 1941. Its fall precipitated panic on the streets of Moscow, with the population fearful that there was little to prevent the German's marching on the capital. As a major transport hub, Kalinin's loss meant the major highway and railroad north to Leningrad was cut. Inexplicably, the German High Command ordered the Panzer forces to push a further 100 miles north rather than turn towards Moscow and a significant opportunity was lost. This scenario simulates the push by 31st & 29th Army to liberate Kalinin and possibly push behind 3rd & 4th Panzergruppe further to the east. (Size, Medium)

This scenario is recommended for HTH or Soviet player vs. the AI. The Soviet player has to focus on crossing the frozen Volga River quickly and in force. The Germans have strong entrenchments but little mobility on their side. The key decision for the German player is how long to hold vs. when to abandon Kalinin city. The Soviet player will be endeavouring to isolate the city as quickly as possible after breaching the German river defences.



#1206_01 Grand Campaign : Moscow '42, Dec 6th, 1941 to Feb 15th, 1942 Turns : 576

The Grand Campaign : Moscow '42 - Dec 6th, 1941 to Feb 15th, 1942. The last great push of Operation Barbarossa began on Nov 15th, 1941 when Heeresgruppe Mitte tried to bring Operation Typhoon to a successful conclusion with the capture of Moscow. Two weeks after it was launched, it was obvious that the German forces were spent and little more could be achieved. Aided by plummeting temperatures the Soviet launched what were first limited attacks, but quickly grew into Front wide offensives that would last for close to three months. By the end of the Soviet offensives, Moscow was saved, but at what cost? (Size, Campaign Game)

The scale of this campaign game is theatre wide and best played head to head, ideally with team play. The Soviets have strong fresh units, hitting German units that will invariably be low on supply. The heavy forest cover around Moscow also favours the Soviet mobile troops both on ski and horse. The German player will need to determine how far to pull back to ensure that he is adequately supplied. Withdrawing while delaying the stronger Soviet forces will be a challenge. Little in the way of reinforcements can be expected until Divisions from France start to arrive in January.



#1206_02 December Campaign : December 6th, 1941 - The Battle for the Flanks Turns : 250

The December Campaign : Moscow '42 - Dec 6th, 1941 to Jan 5th, 1942. Stalin had played for time. He had provided his field commanders with the bare minimum in guns, tanks and reinforcements to stop the Germans from reaching Moscow. The Stavka reserve was only doled out when Stalin deemed it so and the time had come now that the Germans had exhausted themselves less than 20 km from the city. When the Soviets launched their December attacks it was only to secure the northern and southern flanks of Moscow, it was only once the catastrophic state of the Axis forces was revealed that the counter offensive became theatre wide. This campaign scenario covers the first month of the Soviet attacks, up to the period when Stalin expanded the operation on Jan 6th, 1942. (Size, Campaign Game)

Like the Moscow '42 Grand Campaign, the scale of this campaign game is theatre wide and best played head to head, ideally with team play. The Soviets have strong fresh units, hitting German units that will invariably be low on supply. The heavy forest cover around Moscow also favours the Soviet mobile troops both on ski and horse. The German player will need to determine how far to pull back to ensure that he is adequately supplied. Withdrawing while delaying the stronger Soviet forces will be a challenge. General Guderian's forces in the south are particularly exposed and this is an area of opportunity and challenge for both sides.

#1206_03 Klin-Solnechnogorsk Front Offensive : The Right Wing Turns : 88

North of Moscow - Dec 6th to Dec 16th, 1941. Panzergruppe 3 & 4 had been trying to envelope Moscow from the north but had stalled due to a lack of supplies and men on the Moscow / Volga canal. The initial Soviet forces facing the Axis spearheads had been ordered to slow the Germans in any way possible while additional formations were bought up. At the start of December, Stalin released 1st Shock & 20th Army to Zhukov's Western Front as well as heavily reinforcing 16th & 30th Armies. Units from all over the Soviet Union including the Far East were to be used in the coming counter offensive. Zhukov's aim was to push the German's away from Moscow and tie in with the offensive that Kalinin Front had launched a day earlier on December 5th. (Size, Large)

This is a fun and challenging HTH mini campaign that simulates Western Front's right wing armies pushing the Germans away from Moscow's northern flank. The German player will have to skilfully withdraw to preserve his forces while slowing the Soviet advance to the west. The towns of Rogachevo & Klin will be an early focus for the Soviets as they try to cut the highway that supplies the German forces further south. 16th & 20th Army should try and push up the highway to Solnechgorosk and then turn towards Istra supported by 5th Army. The German player has to keep the highways open to both allow supply to flow forward but to also leave a path for the retreating German armour to fall back on. Movement off road is so slow and the danger of cavalry and ski raids so great that this has to be the key focus for the Axis player.

#1206_04 Solnechnogorsk : 1st Shock Army Attacks (HTH)

Turns : 40

#1206_04a Solnechnogorsk : 1st Shock Army Attacks (Soviet Human)

Turns : 30

North of Moscow - Dec 6th to Dec 10th, 1941. Gen. Kuznetsov's 1st Shock Army was tasked with breaking out of the bridgeheads held over the Moskva/Volga Canal. The army was to pin and destroy in place the German forces from XXXXI Korps (mot) and then push onto Solnechnogorsk in tandem with 20th & 30th Army attacking on 1st Shock Army's flanks. (Size, Small)

This is a compact scenario that features a range of units. The Soviet Infantry Brigades are more powerful than first appears with a good range of supporting arms. 1st Shock Army also has both significant ski and Siberian forces allowing improved mobility in the heavily forested terrain. The mortars in particular are effective. The ski troop's very high assault values make them valuable units. The German player has more armour than the Soviet, but will find motorised/mechanised units restricted in mobility. The heavily forested terrain really works against the Axis forces.

#1206_05 Rogachevo : First Moves for 30th Army (HTH)

Turns : 24

#1206_05 Rogachevo : First Moves for 30th Army (Soviet Human)

Turns : 22

Rogachevo - Dec 6th to Dec 8th, 1941. 3rd Panzergruppe had been forced to detach all its foot infantry to 9th Army to protect the ever lengthening northern flank. As the Panzergruppe reached the Moskva/Volga Canal it was forced to use its only remaining infantry, the 14th & 36th Motorised Divisions to protect the critical highway from Klin to Rogachevo. Zhukov, flush with Stalin's additional forces heavily reinforced Leliushenko's 30th Army. At dawn on Dec 6th, 30th Army crashed into the dispersed German infantry. (Size, Small)

This scenario is a good HTH and either player against the AI challenge. The Soviet player needs to breakthrough quickly and push for the victory hexes - using his mobile ski & cavalry forces. The Axis player needs to slow the Soviet forces while ensuring that he is not close assaulted too often.



#1206_06 The Tula Operation - Dec 6th, 1941 - Zhukov's Left Flank

Turns : 77

Tula - By December 6th, 1941 Guderian's 2nd Panzergruppe had reached the outskirts of Kashira. It would go no further. The final attempt to isolate Tula had failed with the exhausted troops unable to continue. Guderian unilaterally decided to pull back his extended spearheads just as Zhukov launched Western Front's counteroffensive. Golikov's newly introduced 10th Army was tasked to attack west and trap the eliminate the German forces north of Tula. (Size, Large)

This scenario finds the German forces spread thinly over a huge area. The German players challenge is to slow the Soviet advance and hold as many victory locations while losing as few men as possible. The Soviet's must take advantage of the new 10th Army to push the Axis forces back as quickly as possible.

#1214_01 Kaluga : 49th Army Attacks West (HTH)

Turns : 64

#1214_01a Kaluga : 49th Army Attacks West (Soviet Human)

Turns : 40

Oka River - Dec 14th to Dec 21st, 1941. Zhukov chose to wait to release the armies in the centre of Western Front. He needed to be confident that the German Panzergruppe was pushed back from their threatening positions near Moscow, before committing the remainder of his forces. On the 14th, with Guderian's troops in full retreat, 49th Army began its push towards Kaluga. Possession of the city would drive a wedge between 4th Armee and 2nd Panzergruppe as well as cut a number of key north/south transport links. (Size, Medium)

This scenario is recommended for HTH or Soviet player vs. the AI. The Soviet player has to clear and use the highway from Aleksin. It is also necessary to advance on a broad enough front to prevent the German from massing his forces. For the German player it is difficult when facing a range of Siberian and fresh Infantry Brigades. It is important to be aware that Maloyaroslavets is a high value objective and a full Russian effort in this direction will be difficult to stop.



#a0106_01 Campaign : January 6th, 1942 - All Along the Line

Turns : 250

The January Campaign : Moscow '42 - Jan 6th to Feb 5th, 1942. The Soviets were stunned by their success of the last month. The vaunted Wehrmacht that had defeated all across Europe had not just been stopped, but thrown back in a retreat reminiscent of Napoleon, 129 years earlier. Surely it was a sign that the Germans were in such dire trouble that one more push might bring a victory bigger than anyone expected. With this in mind Stalin outlined a plan that required all of Heeresgruppe Mitte to be surrounded and destroyed - the pincers would meet at Vyazma. This campaign scenario covers the expansion of the Soviet offensive, at a time when the Soviets were starting to suffer the problems the German's had in front of Moscow - low supply, dwindling manpower and the all-pervasive cold grip of winter. (Size, Campaign Game)

Like the Moscow '42 Grand Campaign, the scale of this campaign game is theatre wide and best played head to head, ideally with team play. The Soviets have pushed the Germans back everywhere other than the front between Naro-Fominsk and Kubinka. Better still 43rd Army was ready to move through the breach in the German lines north of Maloyaroslavets and 1st Guards Cavalry Corp was about to cut the major highway at Yukhnov thereby isolating a major portion of 4th Armee. The Soviet Player needs to work out how to take advantage of these opportunities as well as the strong forces near Rzhev. The German player has the advantage of improving supply and a number of resting Panzer Divisions. That said, they are mere shells of the units that had reached Moscow just over a month previously. Manage the crisis that the Soviet forces will create while looking for lines to dig in a long while the weather is not frozen. It will be cold again soon enough...



#a0106_02 Yukhnov : Red Cavalry to the Fore (HTH)

Turns : 16

#a0106_02a Yukhnov : Red Cavalry to the Fore (Soviet Human)

Turns : 14

Yukhnov - Jan 6th to Jan 7th, 1942. The Soviet advance continued to harry the retreating Germans. In many places, the Axis had ceded over 150 km's of territory. 1st Guards Cavalry Corp had continued to pursue the Germans from beyond Tula and was now just outside Yukhnov a key transportation hub on the Roslavl/Medyn Highway. Taking the town and pushing beyond would seriously disrupt the flow of supplies to the German forces, further to the east. (Size, Small)

This scenario is recommended for HTH or either player vs. the AI. The Soviet player has to manoeuvre around the German 19th Panzer Division and cut the highway at Yukhnov. The 19th Panzer is stretched over a wide area and the front line is only lightly held. The Cavalry has excellent mobility when mounted, but this has to be countered with the casualties if an Axis unit is encountered. For the German player it will require a slow retreat while ensuring the line is held. If too many units are moved back at once, the fast moving Cavalry may take advantage of the inevitable gaps in the line.

#a0106_03a Sukhinichi I : Reducing the Pocket

Turns : 12

Sukhinichi - Jan 6th to Jan 7th, 1942. Gen Gilsa's 216th Infantry Division had been broken up during the long rail trip from the French Atlantic coast. One reinforced Regiment was sent to Meshchovsk while the remainder of the Division went to Sukhinichi. Tanks from 19th Panzer Division joined the ill prepared new arrivals - who had never served in the east before. Within a day of arriving, Gilsa's men were in contact with Western Front's 10th Army and promptly cut off when requests to retreat were denied. For 10th Army it became a priority to capture and clear this important transport hub. (Size, Small)

This mini scenario is recommended for HTH or Soviet player vs. the AI. The Soviet player's task is simple, breach the German defences and capture two, preferably three victory hexes. The only difficulty is that the German Infantry battalions despite their unfamiliarity with the east are full strength. Getting 385th Rifle Division forward and massing the already present forces for assaults should be the priority, while avoiding excessive casualties (easier said than done). For the German player, it is sit and weather the storm for one and a half days. The firepower of a full strength German battalion can decimate and disrupt the Soviet Battalions with ease and will have to be done consistently to prevent the Soviets massing their Infantry.



[#a0106_04 Mozhaysk : Across the Moskva! \(HTH\)](#)

Turns : 72

[#a0106_04a Mozhaysk : Across the Moskva! \(Soviet Human\)](#)

Turns : 40

Moskva/Ruza River Line - Jan 6th to Jan 14th, 1942. 5th Army had not been as successful as the 16th & 20th Armies on its right flank. The German 4th Armee had been difficult to dislodge from its winter entrenchments in front of Kubinka and the fall of Ruza was more due to the Germans falling back than any Soviet feat of arms. The German's now though were trying to fulfil Hitler's stand fast order and had halted along the river line and in the heavily wooded terrain. The Soviet plan needed the city of Mozhaysk liberated and the Kubinka motorway cleared, in no more than 9 days. (Size, Medium)

This scenario is recommended for HTH or Soviet player vs. the AI. This is the sister scenario to Volokalamsk, starting four days earlier. The situation is more difficult for the Soviet player even though the major objective is closer (25 km's). The terrain is much more closed in with the Moskva River and more heavy forest to contend with. In addition, both the 11th & 20th Panzer Divisions are in reserve just behind the front line. The Soviet player does have a lot of infantry, but little else. 20th Tank Brigade is the only mobile formation, with 5th Army having neither ski nor cavalry troops. The German player is in strong entrenchments on the right and has the river line and forest on the left. Axis mobility will play a part with the Panzer Division able to move to threatened sectors more easily. If the conditions become frozen, many of the terrain advantages will be nullified and assist the Soviet player, but ultimately it will require brutal assaults to push forward.

[#a0106_05 Zubtsov : 31st Army's Folly \(HTH\)](#)

Turns : 24

[#a0106_05a Zubtsov : 31st Army's Folly \(Soviet Human\)](#)

Turns : 24

Volga River near Zubtsov - Jan 6th to Jan 8th, 1942. Ileshekuvich's 31st Army had been advancing to the south West since the fall of Kalinin. The German's had rarely stopped to stand and fight, but rather fallen back towards the rail head at Rzhev. By the beginning of January, the Germans were forced to try and slow the Soviets as the loss of the key town of Zubtsov would open the back door to Rzhev. To try and force the German line, 31st Army created a mobile group of ski and cavalry troops at Dyadugino. Speed and mobility was of the essence. (Size, Small)



This scenario is recommended for HTH or either player vs. the AI. The Soviet player will need to push very hard, as to reach Zubtsov in three days will be very difficult. This increases the importance of the Dyadugino Mobile Group. The Soviet Infantry will need to pin the Axis forces while the cavalry/ski troops exploit any breaches. The German will find that his Infantry only force will be fine - if the Soviets don't breakthrough. If they do, the Soviet mobility could cause chaos.

#a0106_06 Rzhev : Fording the Volga (HTH)

Turns : 32

#a0106_06a Rzhev : Fording the Volga (Soviet Human)

Turns : 32

Volga River near Rzhev - Jan 6th to Jan 9th, 1942. Maslennikov's 39th Army had been the decisive factor in pushing the Germans back to Rzhev. It had been a new formation when attached to Kalinin Front in late December and still retained much of its strength despite the heavy fighting of the last fortnight. Stalin expected much more though. With the counter offensive being expanded, 39th Army was expected to not just capture Rzhev, but also cross the Volga and push on towards the south. 39th Army was to become the northern pincer of the great encirclement of Heeresgruppe Mitte that Stalin planned. (Size, Medium)

This scenario is recommended for HTH or either player vs. the AI. The Soviet player will again need to push very hard to breach the Volga and reach the highway beyond in the four days allocated. The German lines are thin though with little in reserve. The terrain is also relatively clear and the Soviets have a few attached Tank Battalions. The German position is dire with a very strong Soviet Army attacking two understrength Infantry Divisions. The fresh and full strength 693rd Infantry Regiment (339th Infantry Division) had just railed into Rzhev from garrison duty and its deployment, the key to the battle.

#a0110_01 Volokalamsk : Vlasov heads West (HTH)

Turns : 40

#a0110_01a Volokalamsk : Vlasov heads West (Soviet Human)

Turns : 32

Volokalamsk - Jan 10th to Jan 14th, 1942. 20th Army had advanced from Moscow to Volokalamsk in a month. Vlasov's Army had helped clear Solnechnogorsk and then Istra and finally the highway to Volokalamsk. Success bought reinforcement and Stavka released 2nd Guards Cavalry Corp to take advantage of the more open terrain towards Shakhdivskaya. Facing 20th Army was V Armee Korp from 4th Panzergruppe. Though weakened the Germans were beginning to stand their ground and had even pulled 6th Panzer Division into reserve. (Size, Medium)

This scenario is recommended for HTH or either side vs. the AI. This is a good Soviet Army vs. German Korp scenario. The Soviet player has numbers on his side, including four strong Tank Brigades. Additionally, the 2nd Cavalry Corp is available but is in a depleted condition. With 4 days to travel 30 km's the Soviet task looks easy but the improved German supply will be of great assistance to the Axis forces. The German player will find that the more open terrain will favour his mechanised/motorised troops but time will be his biggest challenge.



The Tipping Point Campaign : Moscow '42 - Jan 22nd to Feb 15th, 1942. Stalin had staked everything on pushing his tired soldiers forward after the success of December's counter offensive. The strategic change to all-out assault all along the front line had created both opportunity and danger by January 22nd. Kalinin Front's 29th & 39th Army had pushed past Rzhev without managing to capture it. 29th Army was preparing to assault the city while 39th Army continued to push south towards Vyazma. 33rd & 43rd Army had prevented the German's from closing the breach near Medyn and was now pushing west and attempting to pocket the bulk of Von Kluge's 4th Armee. To further sow confusion a large airborne operation was underway near Znamenka further isolating 4th Armee. Zhukov also took personal control of 1st Guard Cavalry Corp and ordered it to reach the paratroopers at Znamenka. Further south, Sukhinichi was still under siege, but 2nd Panzerguppe having fallen back on Orel was now receiving new Infantry Divisions from France as well as pulling a number of Panzer Divisions out of the front line. XXIV Panzer Korps had been tasked to break the siege of Sukhinichi and if possible maul the Soviet 10th & 16th Army formations and prevent them marching further west. (Size, Campaign Game)

Like the Moscow '42 Grand Campaign, the scale of this campaign game is theatre wide and best played head to head, ideally with team play. This is probably one of the most interesting campaign games. The front line for both sides has been penetrated and at times it is difficult to understand who is encircling who. The Soviet forces were finding resupply extremely difficult the further west they went, just as supply improved for their opponents. For the Soviet player, there are a plethora of different strategies and it will come down to how bold they want to be. For the German, the influx of fresh formations and a more stable south, allow a focus on how to both save 4th Armee and take advantage of the overextended 29th & 39th Armies. Finally, the very cold weather is back and will again play a key role.



#a0122_02 Gluzino : Cutting the Neck

Turns : 24

Gluzino, West of Rzhev - Jan 22nd to Jan 24th, 1942. Shvetsov's 29th Army was preparing for the final push to capture Rzhev. The city's capture was overdue and the highway needed to be in Soviet hands to better supply 39th Army to the south. Shvetsov had the additional challenge of widening the breach in 9th Armee's lines, or risk having all supply routes south cut. The Germans, just as desperate, were keen to restore communications with XXIII Armee Korp which was in danger of envelopment itself. Unbeknownst to either side, each planned simultaneous offensive actions. (Size, Medium)

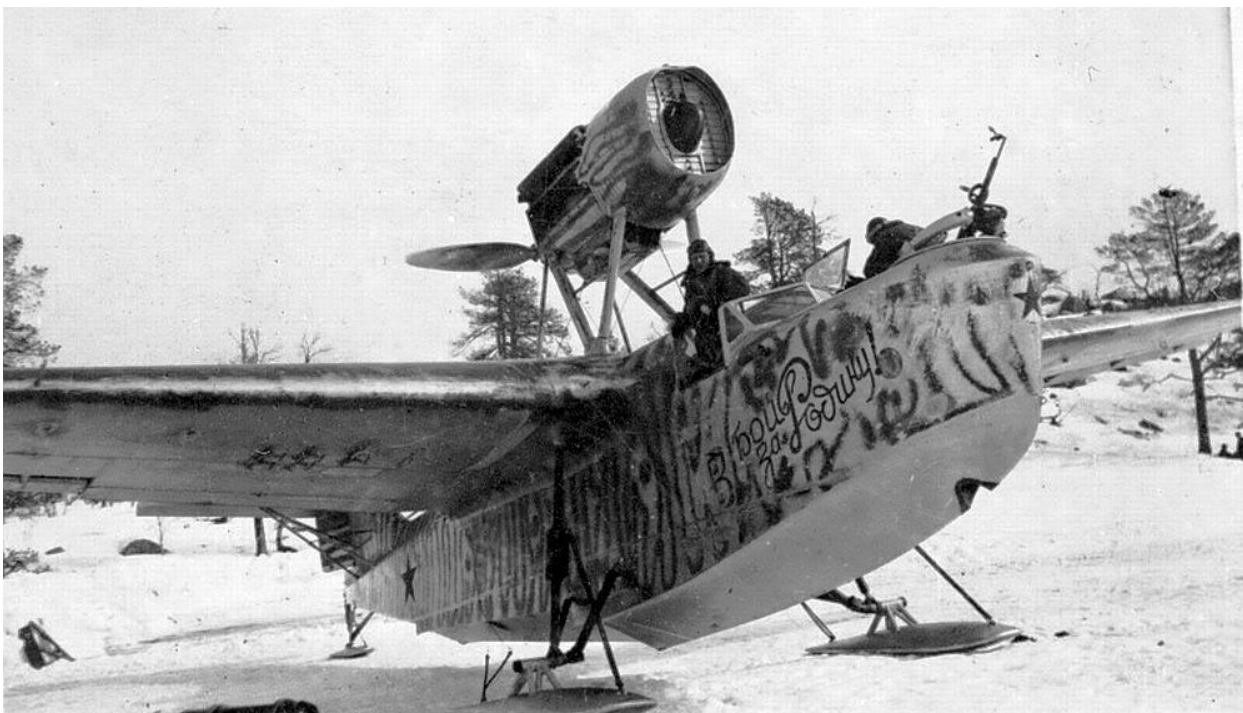
This scenario is recommended for HTH play preferably. The Soviet player cannot win by standing still and has to try and push the Germans back and take some victory locations. This will be complicated by the strength of many of the German frontline troops. The German player has to decide whether to stand and try and absorb the initial Soviet assaults or push hard immediately to 'cut the neck' of the Soviet breakthrough.

#a0122_03 Sukhinichi II : We Will Rescue You

Turns : 24

Sukhinichi - Jan 22nd to Jan 24th, 1942. The Sukhinichi garrison had held out for over two weeks, despite constant Soviet assaults. Von Schweppenburg's XXIV Korp (mot) was pushing hard to relieve 216th Infantry Division and 18th Panzer Division was only a few kilometres away. In addition 208th & 339th Infantry Divisions were ordered to keep a corridor open so that the garrison and 18th Panzer Division had a safe route to fall back on. Rokossovsky had been sent by Zhukov to conclude the Sukhinichi siege and was shocked at the units the German's suddenly had available. (Size, Medium)

This scenario is recommended for HTH play preferably. The German player has to be mindful of casualties. The primary goal is to break the siege and rescue 216th Infantry Division, while keeping a corridor open. It will be difficult for the Soviet player to directly confront the very strong German forces, so it is best to inflict casualties where possible and harry the corridor the German need to hold.



[#a0122_04 Znamenka : Or Bust! \(HTH\)](#)

Turns : 80

[#a0122_04a Znamenka : Or Bust! \(Soviet Human\)](#)

Turns : 56

Znamenka, South of Vyazma - Jan 22nd to Jan 31st, 1942. With the on-going parachute drops at Znamenka, Zhukov felt that the final route for retreat for 4th Armee was cut. 33rd & 43rd Armies were pushing west to relieve the paratroopers, while 50th Army pinned the Germans in place. Cavalry forces, spearheaded by 1st Guards Cavalry Corp were preparing to also push around 4th Armee's lightly guarded flank and push north to meet 33rd & 43rd Armies and close the pocket. (Size, Medium)

This scenario is recommended for HTH or either player vs. the AI. The Soviet player will find the fragmented nature of the line will have German forces turning up in the most unfortunate places. Both sides were attempting to keep their supply lines open and the Soviet push west combined with Hitler's stand fast orders resulted in salients and threatened highways. Reaching Znamenka from both the south and east will be key considerations and preventing any mobile German forces from impacting that goal. The fast Cavalry from the south will play a big role here. The German's have substantial forces but have one blocked supply road (from Vyazma at Znamenka) and one that is seriously threatened (Smolensk to Yukhnov Highway). If both roads are blocked there will be a substantial impact from low supply. This situation will force the German player to work out how to protect these roads and crush any interdicting enemy.



[#a0122_05 Sychevka : Red vs. Black \(HTH\)](#)

Turns : 16

[#a0122_05a Sychevka : Red vs. Black \(Human vs AI\)](#)

Turns : 16

Sychevka, South of Rzhev - Jan 22nd to Jan 23rd, 1942. The capture of Sychevka was critical for both sides. The town was on the major road between Rzhev and Vyazma. Any permanent cutting of it would allow one side to seriously interdict the other. As 39th Army massed for another assault on the town, Bittrich's tired Das Reich troopers dug in to defend against attacks from the west. (Size, Small)

This scenario is recommended for HTH or either player vs. the AI. The Soviet player has to progressively assault out each of the German frontline positions, while preparing to cross the frozen Vazuza River. Fortunately, the Soviet Rifle Regiments are already in assault formation, and just need to move forward and engage. The German player has quality and a level of time on his side and needs to inflict as many casualties as possible.

[#a996_Reference_Winter_All_Counters](#)

This is NOT a playable scenario, rather it is included so players can load up and view all the units in the Winter Counterattack order of battle.

[#a998_Map_Viewer_Winter](#)

This is NOT a playable scenario, rather it is included so players can load up and view the complete map without having to use the scenario editor. This one shows the map in winter which is how all the scenarios are played. A second map viewer will be included for the Summer Map.

[#a 999_Map_Viewer_Summer](#)

This is NOT a playable scenario, rather it is included so players can load up and view the complete map without having to use the scenario editor. This one shows the map in summer. There is also a Winter Map viewer scenario so you can view the map without changing the season in the editor.



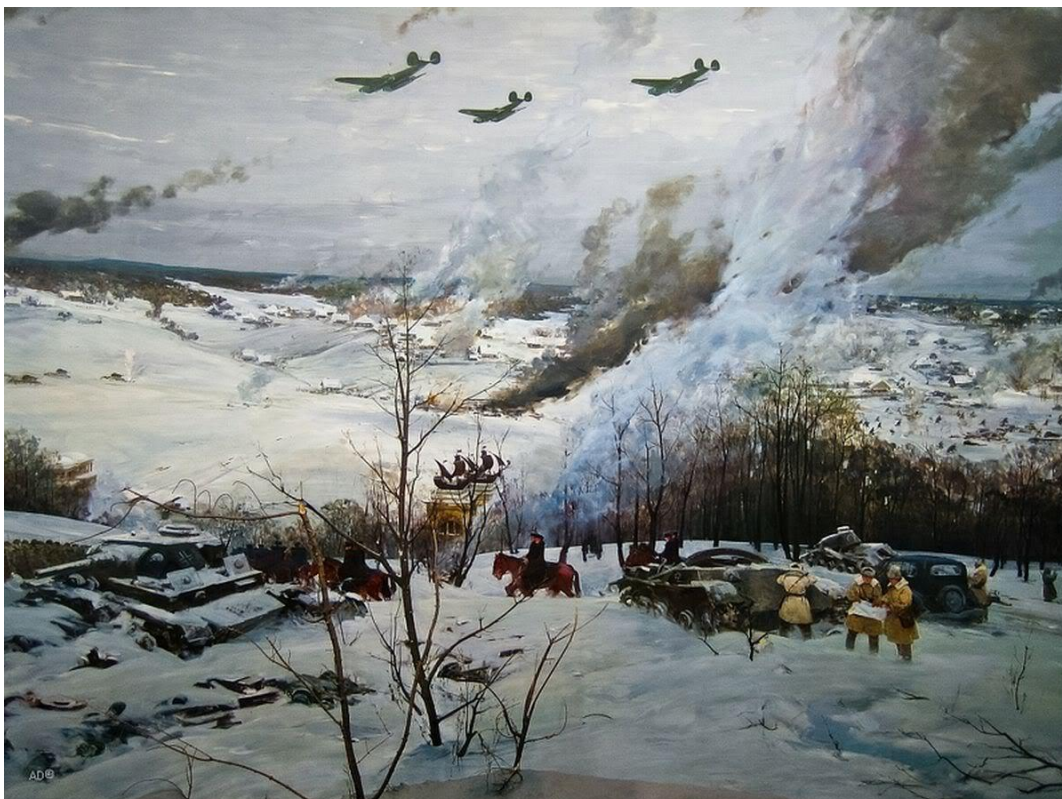
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CREDITS

Project Co-ordinator	David Freer
Scenario Design	David Freer
Additional Scenario Design	Eric Baker
Order of Battle	David Freer
Game Maps	Dave 'Blackie' Blackburn
Additional Programming	John Tiller
Unit Graphics	Mark Adams (Lead), Joe Amoral
Game Documentation	David Freer
Play Testing	Eric Baker, Rick Bancroft, Brian 'Dogsoldier' Bedford, Gary 'Tide' Christian, David Duncan, David Freer, Robert Hutchison, César 'Indragnir' Librán Moreno, Phil Niven, Dave Ross

