

CLOSE-UP COVER FEATURE

Moscow or Bust: One Approach to German Play in Typhoon!



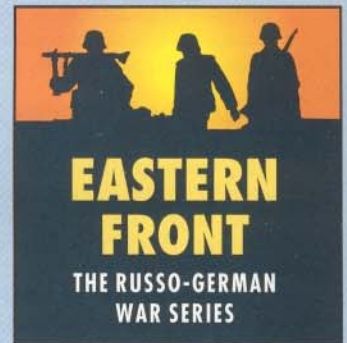
BY LEE FORESTER

Typhoon! is a recent treatment of what has to be one of the most popular gaming situations of World War II: the German attempt to take Moscow in late 1941. Designer Vance von Borries' effort is large (960 counters, three maps, numerous charts), yet the design is simple enough to allow for quick learning of the basic mechanics. Hidden behind this outward simplicity, however, are numerous subtle interactions that make **Typhoon!** easy to learn, but difficult to master. This article will examine the campaign game (Scenario #5) from the perspective of the German player. While some hints will be given for the Russians, the Germans have the initiative for the greater part of the game, and German play will dictate in large measure both the tempo and the outcome of the match. If you haven't played **Typhoon!** yet, see the rules summary section to get you up to speed.

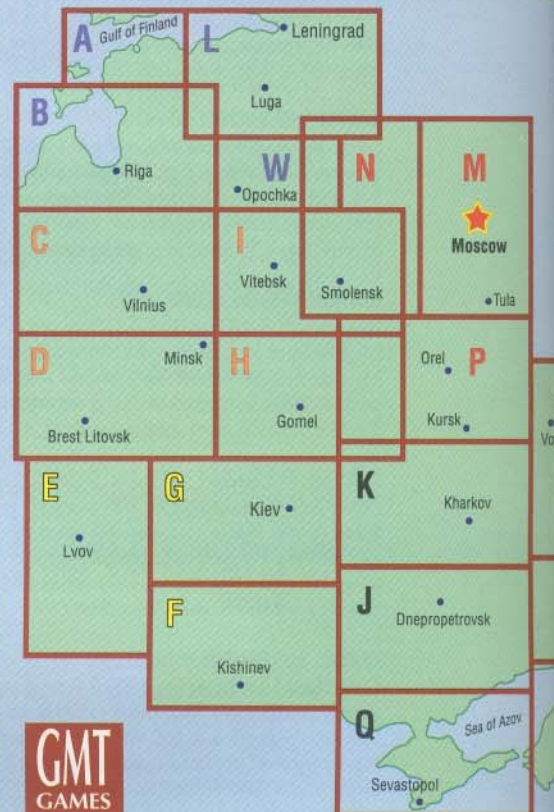
Sample Game Counters:

GERMAN FORCES		
1/1 Pz 2 6-4-7	1 Inf 6 8-9-5	2 41 1 3-1-5
27/7 Pz 3-2-9	184 1 2-1-7	3/SS TK 2 4-4-7
Bf-109 4 0	Ju-88 3 1	Ju-87 1 2
58 4 6-4-5	3 Flame 1 1-1-5	49 Army 2 2-3-5
3 Shock 2 0-1-6	1 comp Gd 1 4-1-6	53+73 0 1-1-48
Yak-1 3 3-0	SB-2 1 1-1	IL-2 1 1-2
Fighter Unit	Bomber Ut.	Bomber Ut.

RUSSIAN FORCES		
1/1 Pz 2 6-4-7	1 Inf 6 8-9-5	2 41 1 3-1-5
27/7 Pz 3-2-9	184 1 2-1-7	3/SS TK 2 4-4-7
Bf-109 4 0	Ju-88 3 1	Ju-87 1 2
58 4 6-4-5	3 Flame 1 1-1-5	49 Army 2 2-3-5
3 Shock 2 0-1-6	1 comp Gd 1 4-1-6	53+73 0 1-1-48
Yak-1 3 3-0	SB-2 1 1-1	IL-2 1 1-2
Fighter Unit	Bomber Ut.	Bomber Ut.



The German player begins with a number of advantages over his Soviet counterpart. German units are more mobile: (infantry has a movement allowance of 5 vs. 4 for most Soviet infantry, and mechanized units move 7 vs. 5 for the Soviets. They are also more compact, allowing the Germans to place roughly 25-75% more combat power in a hex than the Soviet player in most circumstances. Up to four German artillery units may support a supplied German attack, while the Russians can often commit only 1-2, depending on how many Russian HQ's are functioning nearby. German mechanized units may infiltrate from one zone-of-control (ZOC) directly to another on non-mud turns (assuming no fortifications), allowing them to ooze through one-hex gaps in the Russian lines. Panzer and Motorized divisions receive favorable die-roll modifiers in combat when fighting with all their elements, and a combined arms bonus (armor/infantry) is relatively easy to





Arrangement of Maps for East Front Series

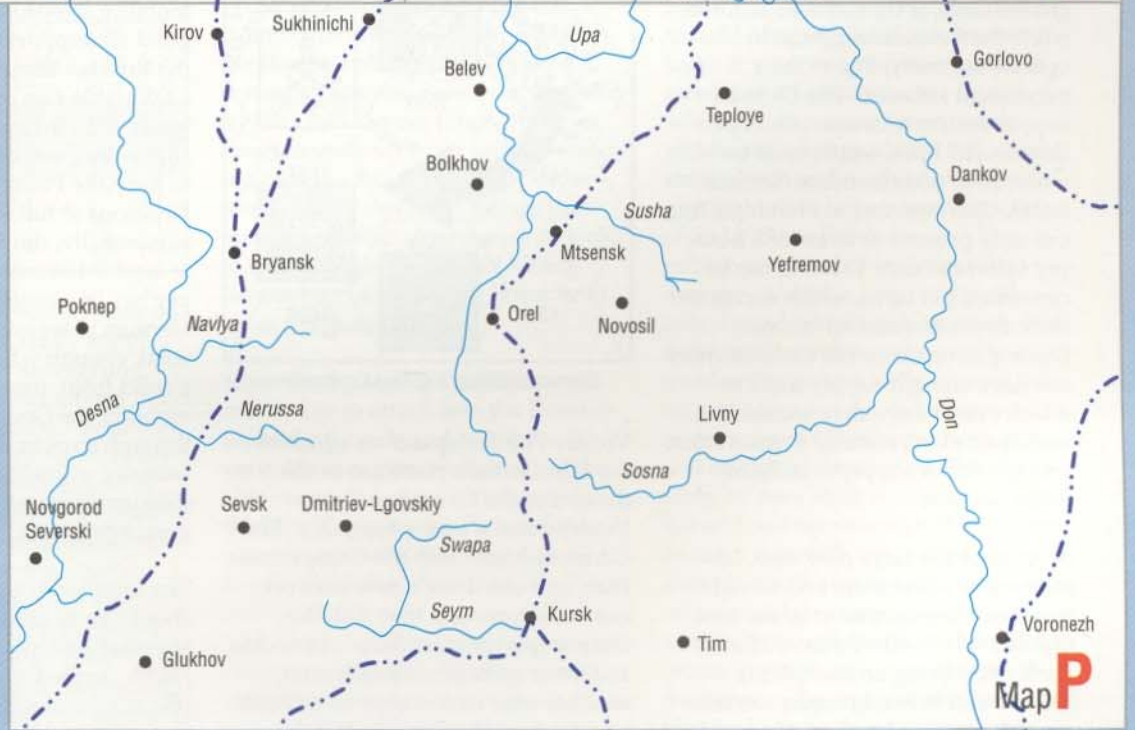
Published games in the Series:

Typhoon!	Maps M, N, and P, with red letters.	M
Army Group SOUTH	Maps E, F, G and R, with yellow letters.	E

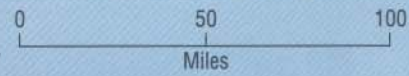
Planned games in the Series:

Army Group CENTER	Maps C, D, H and I, with orange letters.	C
Army Group NORTH	Maps A, B, L and W with purple letters.	A

Other planned games in series are **Stalingrad** (maps R, S, & V); **Kharkov** (maps J & K); **Sevastopol** (map Q); **Army Group A** (maps T, X, Y, & Z).



RBM Sketch Map of area covered by **Typhoon!** game maps.
 By **Rodger B. MacGowan** © 1998 **Note:** May be photocopied as Player-Aid.



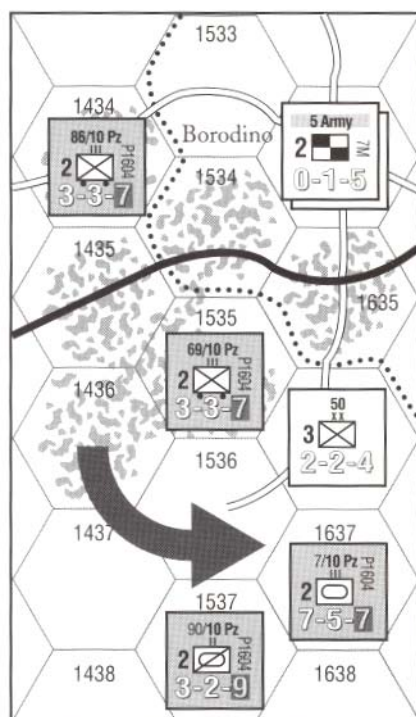
Close-Up Cover Feature

achieve in tank country. The German Luftwaffe is awesome, and in clear weather can strongly influence the course of the battle through supporting German attacks and disrupting Russian rail movement and artillery support. The German player begins with a tremendous numerical superiority, about 400 steps total vs. approximately 250 Soviet steps. Initial German dispositions are quite good, with sufficient supply for a strong offensive the first six turns.

Of course, not all the advantages accrue to the Germans. The Russians are blessed with a tremendous reinforcement and replacement schedule, totaling nearly 500 steps, compared to the paltry German schedule of about 75 new steps. They also have many optional reinforcements available, although at a cost in Victory Points. After turn 3, the weather usually turns to mud, slowing the German advance to a crawl. There is plenty of good defensive terrain to negate German combined arms bonuses, and the Russians can easily build numerous strongpoints to connect their existing defensive lines, all of which tend to inflict higher casualties on attacking German units. Bad weather can ground most of the German airforce, while the Russians continue to operate normally, due to their permanent airbases. The German supply system is completely dependent on rail lines, which must be widened to accommodate German trains. Rail conversion of a single line can only proceed at a rate of 4 hexes per turn (and only 12 hexes can be converted per turn), which serves to slow down German advances. During some turns, the Germans may not have enough supply units to attack everywhere they would like, and must plan carefully to insure that enough attack supply is on hand when needed.

Because of the large play area, low movement allowances and terrible weather, play over most of the area unfolds slowly (the open southern flank often being an exception). Threats and breakthroughs can take several turns to develop. The road

net, crucial for mobility, radiates out from Moscow and functions to channel movement either directly towards or away from Moscow. Lateral movement, perpendicular to the road net, is difficult in most places. The German player should utilize this to the fullest, because although the Germans are slow laterally, the Russians are even slower, and in many places do not have any means to take advantage of their supposed interior lines. Because the German mechanized forces are so mobile, the Russians are forced to form blocking lines that extend several hexes in both direction, or German units may turn the line easily by preemptive maneuver. One German mobile group can pin down a large number of slower Russian



German mobile group flanking maneuver

Victory Points depend on which of the four German plans are in effect at the end of the Game [see *German Victory Plans sidebar on page 321*]. The Germans begin with the Compromise Plan, and can draw a new plan on any mud turn. On turn #20, the German player *must* draw a new chit, and since there is not much mud weather after that, it may be difficult to get a new plan, although if the

weather rolls are average, the German player should have around three opportunities to draw a new chit. Having the right victory plan is crucial to winning, so if you get a good draw on turn 20, stick with it. Because there are two chits for the Hitler Plan and only one for each of the other three, the Hitler Plan, unfortunately, comes up most often. In most plans, the Germans also get points for eliminating HQ units, armor and artillery steps (regardless of whether they are replaced or not). This can quickly amount to a great deal of victory points. The Germans also score points if the Russians bring in special reinforcements (usually between 1-3 VPs for a group of 2-8 counters).

When these various factors are taken together, German mobility and power, slow terrain and large map, initial German superiority in numbers, good air support, victory points from eliminating HQ's, armor and artillery, they suggest to me an overall strategy of *enlightened attrition*. Maneuver is slow, so the Germans are unlikely to take most VP hexes through *coup de main* (Kursk and Orel being notable exceptions). German troops need to use their high mobility, divisional integrity and good air support to isolate parts of the Russian line and destroy them at a favorable rate of attrition, taking losses with infantry and occasionally supporting mechanized units in order to keep the Panzer and Motorized Divisions at full strength. To defend successfully, the Russians need to put at least 8-10 combat strength points per hex in a continuous front. If the German player can keep the Russians weak enough where they cannot form a solid front, through their higher mobility the Germans can filter through gaps in the line and/or dart laterally, allowing them to flank Russian lines and attack them at a great advantage.

The number of attacks per turn should be as many as can be fully supplied and supported with -3 DRMs on the Combat Results Table (the maximum modifier allowed). A look at the analysis of the CRT [see

Typhoon!: The Drive on Moscow, 1941

sidebar on page 33] shows that the -3 DRM is vitally important to German success. At any odds, from 1-1 on up, it insures a favorable rate of attrition, allowing the Germans to continue attacking with overall superiority. Let us assume that about 1 / 3 of available German planes will be effective per turn (the rest ineffective due to anti-aircraft fire, interception results or inefficient allocation). Availability depends on weather, which is factored in below. Let us also assume that the Germans keep their mechanized formations intact, and can bring 2 / 3 of their mobile divisions to bear in dry and frost weather, but only about 1 / 3 in mud and snow. The table below will give the average number of favorable DRMs from air support and from divisional integrity (assuming that the occasional combined arms bonus is canceled out by fortifications and strongpoints), yielding the average number of -3 attacks possible. The supply column notes the amount of supply units received that turn, with the net difference between supply received and supply required for attack in parentheses:

Average Number of Favorable DRMs				
Turn	Air DRMs	DI DRMs	-3 Attacks	Supply
1	10-11	12	7-8	10 (+2)
2-5	10-11	12	7-8	12 (+2)
6	8	6	5	12 (+7)
7-12	8	6	5	5 (0)
13-17	8	6	5	8 (+3)
18	8	6	5	7 (+2)
19-22	9	12	7	7 (0)
23-31	9	12	7	6 (-1)
32-43	7-8	6	4	5 (+1)

We can see that the limiting factor on German attacks is not really supply, but rather air support and getting German mechanized formations into favorable attack positions. Naturally in actual play these figures will vary wildly, depending on the course of the game. However, the table does demonstrate that the most effective way to generate favorable attrition (the -3 modifier) is not really limited by supply, but actually uses supply in a highly efficient manner. The German player should strive mightily to keep his number of good attacks (3:1 odds at least, trying for 6:1 and

more) as high as possible per turn, but not attacking just because supply is available if the appropriate -3 DRM cannot be achieved.

The German player should strive to find, make and use gaps in the Soviet lines. When going toe-to-toe with a prepared Russian line, with at least 10 strength points in supporting hexes and perhaps 14-15 combat factors in the central (road) hex, it is difficult to achieve odds of more than 1-1 against most of it, because all Soviet stacks adjacent to attacking Germans must be attacked. Generally, when slamming into such a line, the Germans will get 3 or 4 attacks at 1-1 and one attack at 2-1 or 3-1. This is not the best way to go about breaking the Soviets, although it may sometimes be justified if the collapse of the line can generate a large German advantage (i.e. no reserves and a straight shot to the Russian rear). It is usually better to not attack and save the supply and air power rather than slam into a hard surface. Instead, the Germans should look for gaps in the line, because it allows them to bring more power to bear on a specific hex (since units in surrounding hexsides won't be forced to attack other Russian hexes), creating better odds and heightening the chance that a retreat result will hurt the Russian player badly. Going through gaps also raises the probability that you can cut large groups of Russian units off from supply, which is deadly to them, since they move more slowly and must roll on the Surrender Table. Remember to look to exploit gaps, and avoid hitting Russian surfaces (strong lines) head on as much as possible.

Keep the Surrender Table always in mind. Try to attack into the Russian lines along roads and railways. If your advance goes well, you will be able to move deeper, more quickly, than the Russian units before the pincers can withdraw (through forests and other slow terrain). If you can surround such units with ZOCs, they will be unable to move, and you can leave them to following infantry to surround and starve to death. This is a great way to eliminate Russian

units, because it requires no combat supply, air power or mechanized formations, and thus can be conducted on top of your normal offense. Once pockets get down to only a few hexes, I recommend that you consider attacking them so as to free your infantry for further duty. Make sure you allocate enough resources for good odds attacks against these pockets. I feel that it is usually better to eliminate pockets through combat to keep all your units moving than it is to leave multiple divisions behind your lines garrisoning single stacks of Russians, since such isolated stacks can often be resupplied by favorable rolls on the replacement table (which allows stacks to be automatically in supply). This also allows you to use available air and supply on turns when your mobile elements are not well deployed for attack. As long as you can keep pressure up, you are not in a hurry to get to Moscow, since you will never be able to race there *anyway* unless the entire Russian army is defeated.

Practicing *enlightened attrition* will allow you to keep the initiative for most, if not all of the game, since Russian units will be dying more quickly than they can be replaced, and the Russians will be hard pressed to hold Moscow, let alone counterattack. If you can generate the above attacks at an average of 6:1 (many will be higher, some lower), each attack will average almost 3 Russian steps eliminated, with only inconsequential losses to you (exchange rate of 30:1). Since Russian non-VP reinforcements and replacements average 11 steps a turn, you need only 4 good attacks to keep even, and more attacks will only lower the number of Russian units on map with no real harm to you. If you can inflict an average of 18 steps per turn, you will be able to destroy the Russian army by turn 30 or so. Naturally, real life and real opponents will intervene to make this difficult, but success will also snowball: if you keep your force intact through using only high-odds attacks, you will be able to handle a worse attrition rate near the end of the game, allowing you to attack along a broader front to cause the

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Russian defense to collapse completely.

In choosing initial axes of advance, a number of constraints exist. For supply purposes, a rail line *must* be available, as it is the only way to trace supply to any depth. In addition, a Motorway or Main Road should intersect the rail line at one or multiple points in order to expand the area covered by the supply net. Only through the additional 21 hex supply range (15 in bad weather) provided by roads do you have the flexibility to conduct sustained flanking moves. Without a road net you will be limited to 7(5) hexes from the rail, which can work for a short period but not for a sustained drive. The axes should also be close enough to each other to provide mutual support, say two turns move away cross country, but also far enough apart to force the Russian to spread his forces very thinly, since you need to make gaps, either by combat or more preferably by threatening to cut Russian forces off, forcing them to spread out to guard the flanks. With these requirements in mind, a number of routes suggest themselves:

Bryansk-Orel-Tula-Serpukhov-Moscow

This route has several things to recommend it. First, by seizing Bryansk as soon as possible (turn 2-3 is very possible), combined with a strong flanking pincer from the south across the secondary roads aimed at Orel, you can cut off a large number of Russian units south of Bryansk and eliminate them. This is a golden opportunity, so don't let it pass! The Germans begin with sufficient force deployed for the job, and because of additional reinforcements arriving from the south edge, it makes good sense to exploit this route to the fullest. It has the advantage of good main and secondary road networks, a rail line, and plenty of open terrain, once Bryansk falls. The Russians will probably need to fall back to Tula to prevent encirclement, which allows you to roll up this flank quickly. You want the Russians to garrison Tula heavily so as to draw away forces from other fronts. If the Russians strengthen Tula sufficiently, you will

need to wait until your supply line catches up (not to mention your infantry) so think about taking this route quickly, then perhaps moving your mobile formations north to operate against Kaluga until the supply line from Orel catches up. The one disadvantage of this line of approach is that it is 72 hexes to Moscow, a long haul.

Bryansk - Kaluga

After Bryansk falls, it is possible to use the rail line to Kaluga. Since there is not a good road network off this line, I recommend it only if the other approaches to Kaluga have been completely stymied.

Smolensk - Yel'nia - Spas Demensk - Sukinichi - Kaluga

This route can be very useful. At first it is heavily guarded by Russian infantry, but if they can be cut off and destroyed, converting this rail line is a good idea. You want to get to Kaluga, because it is a road hub, but you want to make sure that you are fully utilizing rail lines as you improve them, so it's usually best to improve the rail lines that allow you to attack effectively as much as possible. In some games it may take a few turns before this route opens up.

Roslavl - Moscow

This road has no dedicated rail line and goes through difficult terrain. However, it can be supplied from the Smolensk - Kaluga line near Spas Demensk, and if you can connect here, this road becomes a crucial line of approach when coupled with the Smolensk - Moscow highway below.

Smolensk - Moscow

The one Motorway is located on this route, and it is a direct shot to Moscow. It is also heavily guarded. Push this route hard until you get to Vyazma, after which your options increase. You pretty much need to advance along this route. Even though you may not get many good attacks, the Russians must guard it, so if you can get them to commit heavily to its defense, this will lead to openings elsewhere in their lines. If you are able to make progress both

here and along the Roslavl - Moscow road, you stand a good chance of pocketing many of the Russian units in-between, since they will have no road to withdraw on and are forced to move through heavy woods. Depending on your opponent, it may be best to try to mask your intentions here until you can explode along both lines, trapping him in a large pocket before he can pull back.

Staraya Toropa - Rzhev

This rail goes straight east, but because there are no roads supporting it until Rzhev, and because few Germans begin ready to attack along this route, I do not recommend it.

Vyazma - Rzhev

Initially the Germans cannot do much north of the Smolensk - Moscow road because they lack the troops and supply. However, after Vyazma is taken, I strongly recommend that you start widening the rail from Vyazma to Rzhev. If the Russians have not yet begun to withdraw fully on their north flank (since the Germans will not be attacking there), it may be possible to pocket some of them with a quick thrust to Rzhev. This then opens the route to Kalinin, a key area for any effort to the north later (*much* later) in the game.

Toropets - Kurshinovo

Because of lack of troops and roads here, this route is not recommended.

Staraya Russa - Vyschnaya Vorochek

The Germans begin with few troops in this area, and no real possibility to pocket any Russians, so I recommend not attacking here. The rail line might be of use later, but it is a long stretch, and it is probably better to construct the rail line from Vyazma - Rzhev - Kalinin rather than try to support it from this direction.

The initial German and Russian dispositions, along with the transportation net, suggest an initial three pronged attack along the routes Bryansk - Tula, a combination of Smolensk - Kaluga rail and Roslavl -

(Continued on page 30)

Dissenting Opinion: Some Typhoon Alternatives

by Tony Curtis

Game Developer of Typhoon!

Lee Forester has done his **Typhoon** homework well, proving beyond a shadow of a doubt that he knows the **Typhoon** system inside out. His Crisis: **Sinai** article in the last issue of *C3i* showed the same attention to detail and intimate familiarity with the game system he is covering. Still, as much as I agree with Lee on most points of his article, there are two areas where we disagree on how to get things done.

A word of explanation here. Rodger MacGowan sent me Lee's draft for proofing, and to ascertain if there were any material misstatements of fact (there were none). What I did notice, however, was that in two important aspects of Axis gameplay, Lee and I held sharply differing views. I asked Rodger if I could write a "dissenting opinion." Rodger gave his OK, and got Lee's approval. This won't be an "I'm right and he's wrong" type of postscript. I simply want to set before you two aspects of Axis game play which worked better for me than those proposed by Lee. In any event, Lee gets the last word after I say my piece here.

My first alternative to Lee's article is in the strategic realm, and concerns his decision to ignore the northern end of Map N (the area south and east of Lake Ilmen between Staraya Russo and Demyansk). It is true that this area was a historic backwater until the Soviet Winter Offensive, but it didn't have to be - at least in Typhoon. I noted the possibilities for the Axis player in the **Typhoon** playnotes, but I want to re-state some of what I

said, and add a little more. You start with an Axis Railhead at Polo (N 1504), and you can extend it to N1704 on GT1. On GT2 you can rail in a depot, and you are in business. On GT2 you also receive your offensive punch - the 19th Panzer and 36th Motorized (which can enter anywhere on the west mapedge) appear at Staraya Russa. The 250 Spanish Blue Division reinforcement pool appears there too, as does the 18th Motorized. The Spanish Blue Group costs you nothing except the requirement to run the 16th Army Offensive - something attacking up here will make

for the 18th Motorized is a stiff price, but you will need the unit. As compensation, you will probably recoup two VPs by executing the 16th Army Offensive (if the Hitler Plan is in effect), plus another possible two VPs if you destroy the Soviet 11th Army HO which is out on a limb. You will have the necessary strength to break through the Stalin line and threaten Vyshniy-Volochek. The rail line intersects with a main road at Valday, so you will not have LO(worries as you move on Vyshniy-Volohek. You will have unhinged the northern end of the Soviet line.

Primary advantages to you:

1) You have a better than even chance of taking Vyshniy-Volochek. If you do, you will have a much shorter rail line to Kalinin, and ultimately, Moscow than if you have to run your rail from Vyazma through Rzhev to get there.

2) If you take Vyshniy-Volochek, you will have much less of a northern flank for the Soviets to threaten.

3) Of most immediate importance, you will severely disrupt the Soviet player's ability to freely strip this northern sector of numerous formations which would otherwise show up in the Mozhaysk line after the collapse at Vyazma. I cannot stress this enough. Without easy access to the northern Soviet formations, the Soviet player has to make tough choices about how much territory to give up (and where) to get the requisite divisions, or how many VPs to spend on Reinforcement Pools which might otherwise not have been needed.

My second alternative concerns how to attack those fortified lines in the most efficient manner. Lee advocates hitting several adjacent hexes with 1 - to -1 or 2 -to -1 supplied attacks with air support. He is correct when he states that infantry casualties will be heavy, and that it will take several turns to get through a line in this manner. I agree with Lee that it is better to go around these lines if possible, but when you can't, another way to go through is:

Pick your target hex.

Prior to combat, employ Luftwaffe to interdict in-range HQs behind the target hex. You probably won't be able to keep a No Retreat order from being issued, but your interdiction will limit the amount of artillery stacked with these HQs which can participate in the upcoming defense.



Assuming it's not a salient, attack from the two adjacent available hexes with two panzer divisions (or a Pz and a Mot div) for the -2 divisional integrity bonus, plus engineers for the -1 engineer effects DRM. Mass all of the artillery you can bring within range. You should be able to generate 4 - to -1 or better odds at the point of attack.

Make sure all of your attacking units can trace a LOC to an Attack Supply Point.

Employ more Luftwaffe in the defender hex to offset a Soviet No Retreat order (the competent Soviet will have capable HQs close behind these lines).

Use Axis infantry formations adjacent to your Pz/Mot formations to attack all the adjacent fortified line hexes which must be attacked. Each formation receives an Additional Retreat order, but no attack supply (provided these attacks go in at 1 - to - 2 or better). By utilizing the Additional Retreat order, you will reduce your loss level by one step, and your average loss on these attacks will usually be one step.

If you've orchestrated your attacks correctly, you will be through a fortified line in one or two places in a turn or two at the most. You can now proceed to turn what was a defensive bastion for the Soviet player into a trap for his units by using your motorized units infiltration and surround capabilities.

Again, a *thank you* to Lee Forester for his willingness to let me post a dissenting opinion, though I found myself agreeing with him far more than I disagreed.

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Moscow road, and the direct route Smolensk - Moscow. The central route has decent lateral mobility and should hopefully be able to pocket Russians against the outer pincers. If /when the Russians appear to be adapting to this, start planning for the Tula force to threaten the Russian far left, and plan on shifting forces from the other two routes north. With a rail line to Rzhev, the Smolensk - Moscow force can shift north 10-15 hexes and threaten the northern flank of Moscow, which may be devoid of Russian forces. The goal is to keep stretching the Russian line to prevent the formation of a solid front before the Russians are reinforced too heavily. As the Russians pull back towards Moscow, their lines become shorter, so it is vital to stretch them as much as possible or you will run into a wall.

Only three attack routes are recommended at a time, since only three rail lines can be improved at the maximum rate of 4 hexes per turn each.

When forming your mobile groups, keep two Panzer divisions grouped with a motorized division, since you get the divisional integrity DRM for the motorized divisions only when they are matched with a Panzer division. I like to keep the Recon units from Panzer divisions in a separate flanking stack, since they are not necessary for divisional integrity and have a higher movement. Don't throw them away, though, because each Panzer Division can lose an infantry regiment, and then use the Recon units to form integrity. Make sure to include plenty of mobile support units (Armored SPA, AT units, and motorized Engineers) to fill out stacks and take the occasional armored step loss if possible. Engineers units can take a step loss and still function as engineers (since they usually have 2 steps) so that can be a painless way to take a loss. Try not to attack at odds below 8:1 if you do not have foot infantry units to absorb any losses. This will keep your mobile formations at full strength, which is key to the *enlightened attrition*

When planning your attack routes, you need to use your rail widening capacity to the fullest. You can only improve 12 hexes a turn. By planning 2-3 turns in advance, you can assure that you use this capacity efficiently. Always improve rails along your lines of advance. It's fine if all of your units in the north are out of supply. There isn't much going on there, and if the Russians withdraw, you can follow them up slowly. The Russians will probably be in no mood to counterattack, so don't waste your valuable rail widening capacity in the north simply to stay in supply. If you branch out to Rzhev later, these units can move up following the Russians and then be supplied from there. Make sure that you allocate enough engineer units to each axis to remove fortifications quickly to allow for better follow up movement and rail widening. Infantry divisions can also do a good job here, since they can eliminate fortifications, so use them wherever possible and keep the engineers to handle hexes that aren't occupied by full divisions. This will take some advance planning, so look over the map carefully to determine where fortifications will have to be removed (usually just along roads and railways).

When you make a breakthrough tactically, it is good to surround enemy units with ZOCs, but not necessarily attack them. This may cut them off from supply, but more importantly it immobilizes them, since Russian units with very few exceptions cannot move directly from one ZOC to another. Finish them off with units arriving the next turn or two. If your mobile units can do the job without risk, then do it, but don't be afraid to wait a turn for follow-up units to assist, since it is very difficult to exploit a hole with isolated enemy units exerting ZOCs in the way. Because units have bad AA modifiers when out of communication and out of supply, surrounded units are easy targets for airpower.

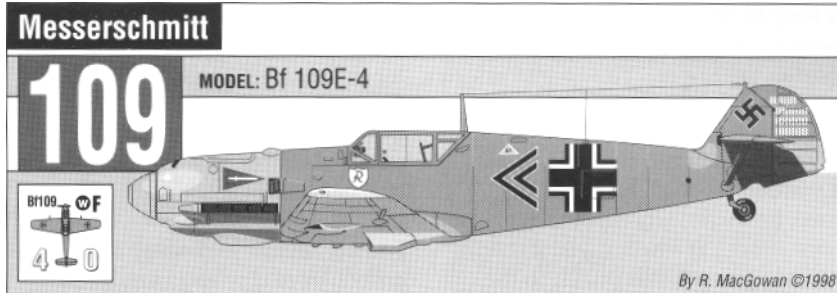
Your 6 rail points should be used almost exclusively to move supplies. Try not to stockpile too many supply

units, since it is most efficient to burn each of them as soon as possible. Mobile Supply Units (MSUs) are better because they can move, while depots often sit around and become irrelevant during the initial part of the game when the pace of advance is most rapid. At the start you can move MSUs onto the map and use them the same turn, but once you advance beyond the movement range of MSUs, you will need to plan for your combat supply a turn or two in advance. Don't be afraid to move combat units out of general trace supply temporarily, since they will be fine the next turn (using emergency supply) and can then dart back into supply range. Try not to let your mobile formations go completely out of supply (OOS), since they lose 2 MPs and their motorized movement phase, reducing their lethality considerably. Local conditions may make this a good plan occasionally, so this rule is not hard and fast.

Make sure you use breakdown regiments to the fullest. You begin with a number already deployed to the north - I recommend that you consolidate them into divisions, since not much will be happening to the north and it's fine if the Russians stick around, since such units will be worthless in defending Moscow. Use single breakdown units to join attacks by your mobile formations to take the occasional step loss. Breakdown a division to 2 steps (its flipped side) so that you can stack it with a full strength division, or use it in the same hex as a Panzer Division minus its Recon unit (6 stacking points for panzer / motorized / infantry division, and 4 stacking points for a reduced infantry division.) Infantry divisions with a single step loss are a waste, because they take up 6 stacking points, but contribute an attack strength of only 5-6, so use breakdown regiments to keep your infantry divisions at either 2 or 4 steps. They can also be handy in surrounding Russian stacks, although be careful of Russian counterattacks against single regiments.

I prefer to keep German artillery grouped together (8-12 units) on

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main roads, because it is best used *en rrasse*, and is so slow that it can get paralyzed if caught in open country in mud. Flanking attacks will generally have to do without artillery, since artillery simply isn't mobile enough to keep up with mechanized troops. Coupled with strong infantry, artillery can help bring about good odds attacks, which when properly supported with air can rival the effectiveness of the panzer and motorized divisions.

The Air Game

Running an effective air game is a key part of German victory, but it is difficult to explain how to do so, since it depends very much on your opponent. Because the attacking player places air units first, the defender can examine the allocations (at least the number of units committed, not their type) and employ his planes accordingly. I think it is important to intimidate your opponent right away. Consider using fighter sweeps (i.e. allocating only fighters to an interdiction or even unimportant ground support role), putting in only one or two fighters. Your planes are so much better that they will easily get the best of any Russian fighters. Don't become predictable - mix up what you do, so that the Soviets aren't sure what to commit. If you can keep the Russians from employing their airpower for fear of losing it, you have done well.

Interdiction can be very useful. In local combats, it can reduce artillery support from HQ units and keep the Russian from assigning Retreat or No-Retreat options. However, when interdicting HQ's the Russians get good AA bonuses, so it's a good way to get your aircraft damaged as well. Often Russian artillery support is not

too annoying, since when attacking Russian strength, the difference between 10 and 12 strength points is not huge, the attack will be at fairly low odds anyway, and if you are exploiting the flanks, the Russians probably won't have any HQs or artillery there anyway. Local interdiction has its uses, and should be in your bag of tricks, but rail interdiction and direct air support are usually more important. By cutting key rail lines with a level 2 interdiction result (or two level 1 results along the line) you can stop all rail movement along that rail line. If the Russian is in an area with multiple rail lines, this is not so important, but at times it can be key. To have a chance of taking Bryansk on the 2nd turn, you will need to interdict all the rail lines going into it so that the Soviets cannot reinforce it by rail on the first turn. If you see an opportunity to hit an area hard, cut the rail line into it to keep the Russians from supporting it quickly. If it has a good road net, this might not help much, but there are plenty of areas accessible mainly by rail, and in such cases this can be a good tactic. Me-109s are best for interdiction, since you don't lose any ground support strength (they don't have any) and they can still interdict and defend themselves just fine. If you must interdict a rail line and the Russians know it, consider putting out two stacks of two units: one is your two fighters, and the other the two dummy units. The main use of dummies for the attacker is to draw the defender into intercepting a stack of nothing, and thus wasting his air units. They are also useful for making stacks seem bigger than they are, so use them to pad ground support stacks to make it seem that there is an escort. Some Russian players automatically look

for the smallest stacks to intercept - if your opponent does this, put out a few stacks of two Me-109s and your bigger stacks with bombers and dummies. That will teach him! Whatever tactics you devise, make sure that you don't become predictable so that you can keep your opponent off balance.

It is generally best to use all of your air units each turn, as long as you can find useful things for them to do, although occasionally it may be prudent to save them for one big push the next turn. Ready units do not need to roll to refit, but Storm results occur fairly often, rendering which then causes these rested units to be wasted (they must roll refit all over). The more air units you use, the more you get to refit and the more combat power you generate over time, so try to use your airforce to the maximum each turn. During dry and frost weather you can usually have your way with the Soviets, but be careful in Mud and Snow, since the Russian airforce will remain at about the same size, while you will have fewer units available because of the bad refit DRMs.

German Air Readiness	
Dry	70%
Frost/Arctic	60%
Mud/Snow	40%
Soviet Air Readiness	
Dry	80%
Other:	70%
	(80% Moscow air units)

Plan for Victory

On the first mud turn, pick a new Victory Plan chit, and continue picking each mud turn until you get either the von Bock or Hoepner plans, since both of these give you an extra supply unit per turn, and you will have to pick a new chit on turn #20 anyway. For the end game, the Hoepner or Compromise plans are good bets. You can live with the Hitler Plan as long as your attack has gone well. The von Bock plan requires that you capture all of Moscow to do well, since you get no

Close-Up Cover Feature

VPs from eliminated units. If you capture all of Moscow, you will win under any plan, so stay away from the von Bock plan! On the average you will get 3 opportunities for new chit pulls, but since each turn is only a 10%-20% chance, bad luck can strike, and these opportunities should not be counted on. If you get the von Bock plan on turn #20, change it as soon as possible, if you get the Hoepner or Compromise plan, keep it, and if you get the Hitler Plan, you will need to decide whether the risks are worth it (look over the objectives you have captured and the Russian HQ/armour/artillery losses to see whether you need the objective VPs from another plan).

Using the approach of *enlightened attrition*, your overall goal is to keep the chainsaw of the German mechanized units constantly buzzing at the regenerating Soviet army. You need to keep your superiority in numbers

as long as possible, forcing the Russians to give ground to try to shorten their lines. You cannot afford many losses, because in absolute terms you need to have enough troops to hold your line and threaten at various points. The time may come, however, when you can go for more attacks at lower odds, if it will result in a knock-out punch to the Russians (this is most likely in the middle game, before the massive reinforcements of turns #28-34 arrive). Move up your supply lines as fast as possible and keep your mechanized troops in 3 groups constantly hitting Russian weak spots. Rush your infantry forward as quickly as possible to support your armor, which cannot fight against medium-to-strong resistance alone. Keep your attack momentum as long as possible with flanking movements whenever you hit strong resistance. Hopefully the Soviet player will panic and bring in a lot of variable

reinforcements. Gloat as you destroy them, pointing out that you get VPs for them entering and VPs for them leaving as dead armor and artillery. Try to keep the Russian player as passive and reactive as possible (this will depend a great deal on the personality of your opponent). If you are unable to destroy the Russian army before it strengthens into a unified line, stop your attacks, bring up supply, group your mobile formations, and hold what you have, ready to counterattack if /when the Russians begin an offensive. Good luck, and don't be discouraged by occasional setbacks, because this game is won in the long run, not the short run.

Hints to Soviet Players

The initial part of **Typhoon!** can be challenging to the Soviet player (as indeed any game on Typhoon usually is!). Here are a few hints to help counteract German plans:

German Victory Plans

• *Compromise Plan:*

The normal starting German Plan, under which the Germans may not build strongpoints. The VP cities are spread evenly about the map. You do best if you take Moscow, but you can get points elsewhere too.

• *Hitler Plan:*

Hitler's original vision of bypassing Moscow and striking even further East. Germans must issue no-retreat orders to all defending stacks attacked at 5:1 or less, and may not voluntarily leave friendly strongpoints. This plan assigns high VP values to cities strewn about the map, so it is impossible to keep your units together and achieve most of these VP awards.

• *Von Bock Plan:*

This plan aims at taking Moscow no matter what. The Germans cannot build strongpoints, but receive extra supply in Dry or Frost weather. If you take Moscow, you score huge points, but if you fail, you lose miserably, as you don't even get points for eliminated Russian units.

• *Hoepner Plan:*

Hoepner advocated ending the offensive in November and waiting until the next spring to resume it. The Germans receive extra supply during Dry and Frost weather, but must withdraw 3 Panzer and 2 Motorized divisions on Game Turn #36. If you get to Moscow, you will have reached almost all the important VP hexes under this plan. If you have sufficiently mauled the Russians, they may be unable to counter-attack effectively, in which case this plan is excellent.



• *Pull Back!* The Germans can pocket your infantry faster than you can say *Dosvidanya*. Get out of contact and give up your outlying objectives, because you need to shorten your lines and save your units *now*. Do not be tempted to hold the northern front just because the German is not attacking there. A move to Rzhev and Kalinin can occur quickly and cut off all your units here, which will probably doom you. Start railing units out of this front (as long as they are not needed there) to support the hard pressed areas immediately.

• *Be aggressive with the air game, and keep the German player guessing.* Don't be afraid of losing a few air units - you can replace them more easily than the German can. When defending, you get to see where the Germans place their air units first, so use this advantage. You don't have to abort German air to be successful, just counteract his bombers with yours. If you can get the attacks back to a 0 DRM or even positive, you'll start killing some Germans. Be especially aggressive in bad weather and after the German fighter withdrawal on turn 24.

Your artillery should either be in line

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or stacked with good HQs (which are required to fire multiple artillery units in a single combat). Artillery that is stacked with combat units automatically gets to use its full strength, and is not limited by the coordination rules. But remember that you don't want to lose any artillery, so only put it in line when you have enough strength in the hex to either hold or take casualties with other units. Artillery is great for strengthening a line, because you get 2-3 combat factors for 1 stacking point, which is much better than the usual 1 factor per stacking point typical of Russian infantry. When doing this, I prefer to do so on road hexes with direct access to the Russian rear...

Placing HQs presents a dilemma. They are great for AA, so ideally they would actually be placed in line to cover as much of the line as possible, but because they are 2 VPs each they must not be lost in normal combat. Be careful and don't let any get surrounded. I like to group them locally (2-4) for good AA support, and to make the Germans think twice before risking their bombers to actual elimination. Single HQs by themselves are not much good, so try to keep them together, since this reduces the chance of interdiction (fighting through a +4 modifier on the AA table is no joke), and this lets you help control combats in an entire area through placing No Retreat or Retreat markers. As with artillery, I like to group them around a road

heading back so that they can pull out quickly to avoid getting surrounded by a successful German attack. With enough artillery and HQs present, you may force the Germans to move to the flanks, which costs them precious time.

**Try to keep a solid front opposite German forces.* This prevents infiltration and forces the Germans to perform soak-off attacks. Keep units in reserve along roads, since if the Germans really want to, they can usually beat your line up in a few turns. Make him pay for it and place reserves so you can hold long enough for reinforcements to arrive.

- *Stack armor and/or AT units in as many stacks as possible to cause armor attrition.* Stacks of motorized units can be useful, but don't try to beat the Germans at the mechanized game. Make him play your game (running into strong, fortified lines). These stacks should have enough infantry present to absorb possible casualties without taking armored steps.

- *Release your reserves stacks early instead of taking reinforcements that cost VP points.* You may really need those Guards, but at the beginning of the game it is easy to take many reinforcements that will cost you the game because of the VP penalties. The AA units are very handy, and should be deployed right behind (or sometimes in) your lines along roads

to the rear, since they are so slow and really have no lateral speed. Combined with HQs, a few AA units can make a sector virtually plane-proof. And remember, keep them on roads that move to the rear lest they be cut off!

Analysis of Combat Results Table

Key to the table:

The odds row at the top corresponds to the odds of the CRT. The DRM column at the left gives the net die roll modifier of the combat and the effects on both the attacker and defender.

Read the results as follows:

Attacker: average step losses/ chance of * result/chance of retreat

Defender: average step losses/ chance of retreat/chance of complete elimination

RA: Relative exchange, average attacker losses to defender losses, rounded to one decimal place.

Note: An * result means that the attacker must lose a step of armor if the defending stack has armor, anti tank or AA defending (likewise the defender must lose an armor step as the first step if the attacker has armor). Also, when attacking a strongpoint, fortification, or without attack supply, the attacker must also lose an extra step.

Analysis of Combat Results Table

DRM	1-4	1-3	1-2	3-4	1-1	3-2	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1
0 Att	1.3/10/100	1.0/10/90	0.8/20/70	0.7/30/60	0.7/30/50	0.5/30/40	0.6/30/20	0.5/30/10	0.4/30/0	0.3/30/0	0.3/30/0	0.2/20/0	0.2/20/0	0.1/10/0	0/0/0
0 Def	0/0/0	0/10/0	0.1/10/0	0.2/10/0	0.4/20/0	0.5/30/0	0.7/30/0	0.9/50/0	1.2/60/0	1.5/70/0	1.8/80/0	2.2/80/10	2.6/80/20	2.9/90/40	3.4/100/60
RA	•	•	8.0	3.5	1.8	1.0	0.9	0.6	0.3	0.2	0.2	0.1	0.1	0.0	∞
-1 Att	1.0/10/90	0.7/10/80	0.6/20/6	0.6/30/5	0.5/30/40	0.4/30/30	0.5/30/10	0.5/20/0	0.4/30/0	0.2/20/0	0.2/20/0	0.2/20/0	0.2/20/0	0/10/0	0/0/0
-1 Def	0/10/0	0/20/0	0.2/20/0	0.4/10/0	0.6/30/0	0.7/40/0	0.9/40/0	1.2/60/0	1.5/70/0	1.9/70/0	2.2/80/10	2.6/80/20	3.0/80/30	3.2/100/50	3.6/100/70
RA	•	•	3.0	1.5	0.8	0.6	0.6	0.4	0.3	0.1	0.1	0.1	0.1	∞	∞
-2 Att	0.8/10/80	0.5/10/70	0.4/20/50	0.5/30/40	0.4/30/30	0.4/20/20	0.5/20/0	0.5/20/0	0.3/20/0	0.2/20/0	0.2/20/0	0.2/20/0	0.1/10/0	0/10/0	0/0/0
-2 Def	0/20/0	0/30/0	0.3/30/0	0.6/10/0	0.8/40/0	0.9/50/0	1.1/50/0	1.5/70/0	1.8/70/0	2.3/70/0	2.6/80/20	3.0/80/30	3.3/90/40	3.5/100/60	3.8/100/80
RA	•	•	1.3	0.8	0.5	0.4	0.5	0.3	0.2	0.1	0.1	0.1	0.0	∞	∞
-3 Att	0.7/10/70	0.3/10/60	0.2/20/40	0.5/30/30	0.4/20/20	0.4/20/10	0.5/20/0	0.4/10/0	0.3/20/0	0.2/20/0	0.2/20/0	0.1/20/0	0/10/0	0/10/0	0/0/0
-3 Def	0/30/0	0/40/0	0.4/40/0	0.8/10/0	1.0/50/0	1.1/60/0	1.3/60/0	1.8/70/0	2.1/70/0	2.7/70/0	2.9/90/30	3.3/90/40	3.5/100/50	3.7/100/70	3.9/100/90
RA	•	•	0.5	0.6	0.4	0.4	0.4	0.2	0.1	0.1	0.1	0.0	∞	∞	∞

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So if you attack at 4:1 with a -2 DRM, the attacker will average 0.3 steps lost, have a 20% chance of receiving a * result, and no chance of an attacker retreat. The defender will average 1.8 step losses, have a 70% chance of a retreat result, and has no chance of an elimination result.

Note that eliminations were treated both as a retreat (the defender leaves the hex) and a 4 step loss, since the number of steps in a stack can vary, and to get odds that high, the defender probably has no more than 4 steps in the stack. The average step losses were computed by totaling the possible step loss results and dividing by 10 (the number of die rolls possible). Since you cannot lose any more steps than those present in a hex, attacks against hexes with fewer than 4 steps will obviously lower the average number of defending steps lost.

The chart shows some interesting points. A 1-2 attack is not too bad if you can guarantee a -3 modifier. With good modifiers, there is not very much difference between 1-1 and 2-1. At 3-1 the improvements begin, running to 5:1. After 5:1, the differences are not that great. So when counting factors, try for at least a 1:2 when conducting soak-offs (attacks forced by ZOCs so that you can get more strength against an important hex). Otherwise get 1:1 for attacks against lines. Trying for 2:1 is not worth the effort generally, as the loss ratios are very similar. For better attacks, seek a 3:1 to 5:1, and after that, better attacks are nice, but after 5:1 each odds shift begins to lose importance if you have a good DRM (-2 or -3). The advantage of high odds attacks is that the chance of a * result becomes smaller or disappears, so if attacking enemy stacks with armor/AT/AA, try for at 8:1 (for only a 10% chance) or a 10:0 to completely remove the chance of a * result. Attacks at 9:1 and 10:0 are so good that you really don't need a DRM, since attacks on the 0 row are just as good as at the -3, so at those high odds, don't waste your airpower. Keeping these breaks in mind will help you to allocate your attacks efficiently

Overview of Typhoon!

The sequence of play is essentially move/combat/motorized movement, for the Soviets the phasing depends on HQ command. Units must pay +1 MP to enter a ZOC and then stop; only German mechanized units may move from one ZOC directly to another (infiltration), and it costs all their MPs to do so. *All* enemy units adjacent to attacking friendly units must be attacked, so soak-offs play a key role in combat. Artillery units are ranged and can support attackers and defenders, limited by command rules. Supply is traced via roads and rail, and supply units move on map and are used for combat supply. Overruns play only a minor role. German divisional integrity and combined arms bonuses are crucial to good German play, as is the use of the very effective Luftwaffe (although the Soviets have a fair number of planes as well). Fortifications and strongpoints are a key element for Soviet defenders, and engineer units play a role in both attacking and creating strong point positions. Weather is a crucial element of the game, as mud will stop most units cold, while frost and snow have various effects (mostly good for the Russians). Victory depends on which of the four German victory plans is in place at the end of the game; points are gained by taking objectives, eliminating enemy armor/ artillery/ HQ units, and as penalties for optional reinforcements received by the opponent. The campaign game is

43 turns long, so don't expect to finish it in one sitting!

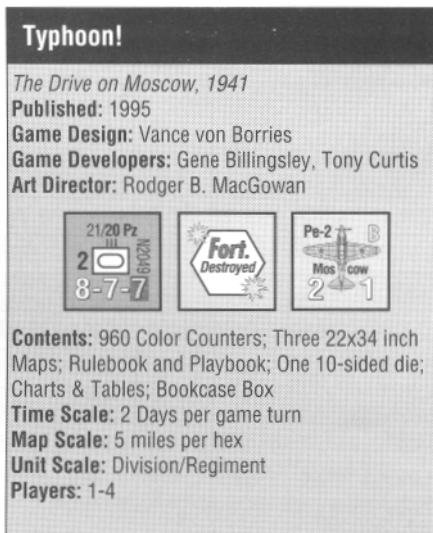
Response to Tony Curtis's

Dissenting Views

Tony was a big help in reviewing this article, and I think discussion of finer game points is great, so I was glad to hear that Tony wanted to inject some of his views into the discussion (see Tony Curtis's sidebar on page 29). Since Tony was gracious enough to allow me the *final word*, I'll respond to his two main points below:

1) Tony's strategy of striking north is certainly a valid one, but I still prefer the approach I outlined above (big surprise!) The main reason is that, in order to pursue the northern attack, you need to exclude one of the southern pincers, and I would be hard pressed to choose one to give up, since they depend on each other to create pockets. In addition, with significant strength far north, mutual reinforcement is impractical, and a concentration of combat power more difficult. The Spanish Blue division does cost -2 VPs to enter, as per January 1996 rules clarifications, which may not be canceled out by a 16th Army Offense (only the Hitler and Hoepner plans grant VPs for a 16th Army Offensive). Losing 4 VPs for 18th Motorized is a significant number of VPs, and would allow the Soviets to enter about 35 factors worth of optional reinforcements for free!

The enlightened attrition approach requires the Germans to be in constant contact with the Soviets to keep the buzzsaw running. The extra time needed to get the attack up north going would save the Soviets several much-needed units that might otherwise have been eliminated on the first two turns. The proper Soviet response to a northern attack is simply to withdraw as fast as possible. Indeed, I think that proper Soviet play demands that the northern flank be withdrawn no matter what the Germans do, because units in the north are accomplishing little, and are vulnerable to being cut off when Vyazma falls. The Soviets can quickly outrun the German supply



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line, since the Germans won't be able to advance a railhead to Valday (with its crucial road interchange) until the end of turn 4. The route from Valday to Vishny Volochek is densely forested, and in Mud is excruciatingly slow going. Worse yet, German units in the north are often under-utilized, and my approach requires maximum German concentration on minimum Soviet units. Tony's plan also brings Germans into contact with Russians that might not otherwise be engaged, since they cannot all be railed out at once. This results in a dilution of German power, since the same number of German units are now engaged with more Soviets.

It's not all bad if the Soviets rail units out of the northern front to defend Moscow, since if they are committed in a piecemeal fashion, you can destroy them in a piecemeal fashion, and this will create later weakness in the Russian position for the middle game (similar to the concept of *Seki* in Go). If you have an aggressive Russian player, he may not want to give up these positions if the Germans don't attack there, and often players like to keep tidy lines, so not everyone will strip the area to defend Moscow, or at least may not begin until it is too late. With only one mobile group in the area (a Panzer division and two motorized divisions) you will not have the same potential to surround groups of Soviets that 2-3 mobile groups operating in concert do. Once Vyazma falls, the potential for gains in the north open up, especially if the Russian has stuck around and stripped units out of the area.

2) As for frontal assaults, let's compare the two methods. We will assume a straight line of defenders with the key hex being strongly held. Assuming 2 infantry divisions, a strength 2 arty and an armored train and incidental strength 1 unit, the defending hex has a strength 12, and one artillery will always be able to support it, so it's strength will be 14. It is conceivable that the Germans can muster a 4:1 with great effort, so we'll assume that they do. Let us assume a strength of 10-12 (including

artillery support) for the remaining hexes. Four Soviet hexes need to be attacked from three German hexes (assuming there is a bend somewhere to keep us from having to attack five hexes from three). Two hexes will be attacked from one, so there are three attacks. According to Tony's plan, two are 1-2 soak-offs which result on average in the loss of 2 steps (because of the positive DRMs for attacking fortifications while out of supply). The third attack, 4:1 with a -3 DRM, generates 2.1 Soviet steps lost for 0.3 German steps. The total attrition is 2.3 German steps for 2.1 Soviet steps, about even losses. Two Soviet steps can be easily replaced, and it would not be unreasonable for the Soviets to stick another infantry division in the hex to hold for another turn. Meanwhile a number of German units are retreated 3 hexes by the Soviet player for the soak-off, and these units may not be able to make it back to the front line by the next turn, especially in Mud.

attack and go in with only a 3:1 main attack, but all with the -3 DRM? The exchange ratio is then 1.0 German steps to 3.2 Soviet, a marked improvement. There is no need for the Additional Retreat option, so the German lines are not disrupted by rapid movement to the rear. In addition, the luck of the die may result in a huge whole being opened, since if you roll above average results, you may cause a few retreats and inflict more casualties than the Russians can replace. This method takes more resources than Tony's (more air power to achieve the negative DRMs and more supply) but I think the results are worth it. Poor dice will give you approximately the same results as Tony's attack with average luck, and good dice can result in spectacular gains. When attacking at lower odds, Russian artillery support is not so crucial because you do not have to triple or quadruple its strength to achieve higher odds (i.e. 2 strength points of artillery have to be countered by 8 strength points of Germans to achieve 4:1 odds, but only 2 strength points to achieve 1:1 odds.) Actually, Tony's approach would work better if supplied and supported by air, although the total casualties at 1:2 odds even with good DRMs are small, making it less effective when trying to attrit the Russians to death. My key disagreement is in making soak-off attacks that don't achieve anything other than allowing one big attack. By sticking only to attacks with a -3 DRM, you can achieve good results by forcing casualties at an acceptable rate not only on the main hex being attacked, but also on the supporting soak-off hexes. For me, the casualties for low-odds soak-offs while out of supply are not justified by the expense in blood of a good result on the main target hex.

My thanks again to Tony for reading this article so carefully and making it a discussion rather than mere pontificating!

What if we soak-off with a 1:2 and 1:1

How to Read the Units	
Ground Combat Unit	<p>Unit Designation: 21/20 Pz Stacking Value: 2 Attack Strength: 8 Defense Strength: 7 Movement Allowance: 7 Setup Info: 2000 Mechanized Movement Box: MA (Red = qualifies as armor) (Yellow MA = Reaction Capable unit)</p>
Artillery Unit	<p>Range: 2 Stacking Value: 0 Support Strength: 1-1-3 Defense Strength: 3 No ZOC Indicator Movement Allowance: 200</p>
Headquarter Unit	<p>Command Value: 1 Attack Strength: 0 Defense Strength: 1-4 No ZOC Indicator Movement Allowance: 4 Note: HQs have no Stacking Value. They stack for free.</p>
Air Unit	<p>Aircraft Type: Pe-2 Air Combat Rating: 2 Unit Type: B 'Moscow' Air Unit ID: Mos cow Close Air Support (CAS) Rating: 1</p>