

# NEW VARIANTS, UNITS & RULES

## Typhoon! Campaign Variant

BY TONY CURTIS

Many of you indicate you'd really like to form the kind of pocket around Vyazma that the Germans actually created, but can't get it done using the current **Typhoon!** game system. The problem seems to be that the Soviets can react too effectively, buying time for many units to escape. A possible solution is to borrow a new system, Non-Op HQs, from **Barbarossa: Army Group South**, and retro-fit it back into this scenario. Here is an extract from the rulebook explaining how they work.

### 22.2 Non-Operational HQs

**22.2.1** Each Soviet HQ is back-printed with a Non-Operational side. Instead of a Command Value, the Non-Op side has a Recovery Value. Each Non-Op HQ is still a one step unit with a stacking value of zero. Each Non-Op HQ retains a Command Range of four hexes (not counting the HQ hex).

**22.2.2** If the Command Ranges of Operational and Non-Op HQs overlap, the Non-Op HQ's Command Range takes precedence in any hex where the overlap occurs, and Non-Op HQ effects supersede Operational HQ effects.

**22.2.3** A Soviet HQ is placed on its Non-Op side when:

- Scenario instructions specify.
- The HQ receives an Overrun marker.
- The HQ retreats through a vacant hex in an Axis ZOC.
- It is reformed using I Type replacement points.

**22.2.4** A Non-Op HQ cannot:

- Issue No Retreat or Additional Retreat orders.
- Activate non-motorized units (including Guards units) during the Soviet Motorized Movement Phase.
- Allow motorized units within its command range to move during the Soviet Reaction Phase.

**22.2.5** So long as a Soviet HQ remains on its Non-Op side, the following restrictions apply to all hexes within its command range:

- No new regular strongpoints can be placed, but E strongpoints may still be placed. On-map strongpoints on their "Under Construction" sides may be completed and flipped.
- Bridge units cannot be placed, or if already placed, cannot be moved.
- Soviet Air Units cannot execute CAS missions on any defender hexes, but Soviet fighter units can still intercept Axis Interdiction and CAS missions.
- Under no circumstances can more than one Soviet artillery unit contribute its support strength to any given combat.
- NKVD units no longer confer No Retreat when occupying towns, cities or major cities.
- Any Soviet ground combat unit which begins its movement *outside* of a Non-Op HQ's Command Range can enter and move freely within that command range. Once any such unit ceases moving within four hexes of a Non-Op HQ, it becomes subject to the Movement Restriction.
- Movement Restriction: A Non-Op Soviet HQ may still move during

the Soviet Movement Phase. During each movement and motorized movement phase the number of eligible Soviet ground combat units allowed to begin movement within a Non-Op HQ's Command Range is *one less* than the HQ's Recovery Value. For example, if the Recovery Value were three, two Soviet ground combat units located within the Non-Op HQ Command Range could move during the Soviet motorized movement phase (if motorized), and the same (or different) two units could move during the Soviet movement phase.

**Play Note:** *Timing Non-Op HQ movement can be critical, because the four hex Command Range moves WITH it. Moving the Command Range can free up some units to move, but can also restrict others.*


**22.2.6** Recovery of Operational Status

**a. Method One:** Unless prohibited by scenario instructions, during the Game Turn Interphase the Soviet Player rolls the die for each Non-Op HQ desired. If the die roll is greater than the HQ Recovery Value, the HQ remains Non-Operational. If the die roll is equal to or less than the Recovery Value, flip the HQ over immediately to its Operational side.

**b. Method Two:** Unless prohibited by scenario instructions, during the Game Turn Interphase, the Soviet player may declare that one Non-Op HQ within the scenario map area will be disbanded. No more than one Non-Op HQ can be disbanded per turn. The declaration to disband has to be made in lieu of the recovery die roll for that HQ (you can't fail the die roll and then decide to disband the HQ). The disbanded HQ is removed from the map and placed in the Cadre Box. The Axis player scores +2 VPs for each Non-Op HQ disbanded.

### Typhoon!

*The Drive on Moscow, 1941*  
**Published:** 1995  
**Game Design:** Vance von Borries  
**Game Developers:** Gene Billingsley, Tony Curtis  
**Art Director:** Rodger B. MacGowan



**Contents:** 960 Color Counters; Three 22x34 inch Maps; Rulebook and Playbook; One 10-sided die; Charts & Tables; Bookcase Box  
**Time Scale:** 2 Days per game turn  
**Map Scale:** 5 miles per hex  
**Unit Scale:** Division/Regiment  
**Players:** 1-4

# Typhoon! The Drive on Moscow, 1941

Some existing **Typhoon!** scenario rules are changed or deleted. They are:

**1) Rule 18.4.7** (which applies to this scenario too) is deleted. At-start Soviet fortification hexes are not automatically considered garrison hexes. The only garrison units are those specifically listed on applicable Soviet set-up cards. Soviet units do not have to cease movement upon entering a fortification hex unless they have insufficient movement points remaining to move further.

**2) Rule 19.2.4f** Axis Attack Supply Points. Reduce the number of ASPs available by two per turn for GTs 1 - 6.

There are four new scenario rules to add:

- 1) Except for HQ13 Army, no Soviet HQ may move until the Soviet Movement Phase of GT2.
- 2) Except for HQs 3 and 13 Armies, Non-Op Recovery die rolls begin during the Game Turn Interphase of GT2 and each GT thereafter.
- 3) The Soviet player may not disband a Non-Op HQ during the Game Turn Interphase of GT1.
- 4) On GT1, all Axis motorized units allowed to move on Map P (those south of hex P1921) may move their *full* MA during the Axis Motorized Movement Phase. On GT2, all Axis motorized units which will end their motorized movement phase on Map

N (including those motorized units entering Map N from Map P) may move their *full* MA during the Axis Motorized Movement Phase.

Here are the reasons for the rules changes:

Deleting the fortification garrison hex requirement: when **Typhoon!** came out, this was the best available game mechanic to restrict Soviet movement, but it had shortcomings. It didn't restrict Soviet motorized unit movement, but should have. Also, having *garrison* hexes start the scenario adjacent to Axis units begged the question, "Are they released?" (The answer was "No," but it caused confusion).

The actual Soviet command structure performed very badly during this offensive. From Stalin on down, the Soviets believed the Axis forces in this area had shot their offensive bolt, and were done for the year. The Germans achieved not only tactical, but operational surprise as well. Where the Germans elected to break through in force, they met little sustained resistance. Meanwhile, the rest of the front obligingly sat still. Not until the Germans were closing in on Vyazma and had taken Yuknov did the Soviets realize the danger they were in. The Non-Op HQs should do a better job of simulating poor Soviet reaction to Axis breakthroughs by limiting unit movement, reducing combined artillery support and taking away the ability to issue Retreat orders. Allowing Axis motorized units to move farther on

their first turn of movement again simulates (from a different direction) the poor Soviet initial response to Axis breakthroughs.

Reduced Axis ASPs more accurately reflects the dismal Axis supply situation. In **Typhoon!** we made the basic assumption that no competent Soviet player would allow the Axis player to form a Vyazma pocket (even with the movement restrictions). To allow the Axis player to *kill* about as many units as died historically, the ASPs were adjusted upward to allow increased Soviet combat attrition to make up for the units which should have been pocketed.

This issue of **C3i** depicts the counters needed in this variant. There are 13 replacement Soviet HQs for use in this scenario. They all set up in the same hexes as the original HQs, but they all set up on their Non-Op sides. We have included only those HQs impacted by the initial Axis offensive. If you want to expand the Non-Op HQ system to cover the entire scenario, you'll have to coin your own.

There are other **Barbarossa** rules that can be retro-fitted into this scenario by mutual agreement. Among them are the Overrun and Soviet Surrender rules which have changed from the way they are written in **Typhoon!** Also of note are two movement allowance changes. In **Barbarossa** all Soviet Guards rocket launcher units now have MA of 8, and all German Nebelwerfer units have a MA of 7.

**TYPHOON! C3i Variant**
FRONT

**Typhoon!  
Campaign Variant**

These new counters are planned for an upcoming **C3i** Magazine Insert.

OPERATIONAL	OPERATIONAL	OPERATIONAL	OPERATIONAL	OPERATIONAL	OPERATIONAL	OPERATIONAL	OPERATIONAL	OPERATIONAL	OPERATIONAL
1 30	1 19	3 16	1 20	1 24	1 31	2 49	1 32	1 33	1 43
0-1-5	0-1-5	0-1-6	0-1-5	0-1-4	0-1-4	0-1-5	0-1-4	0-1-4	0-1-4
OPERATIONAL	OPERATIONAL	OPERATIONAL							
2 50	1 3	1 13							
0-1-5	0-1-5	0-1-5							

BACK

NON-OP	NON-OP	NON-OP	NON-OP	NON-OP	NON-OP	NON-OP	NON-OP	NON-OP	NON-OP	NON-OP
2 43	2 33	2 32	3 49	2 31	2 24	2 20	4 16	2 19	2 30	2 30
0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3	0-1-3
NON-OP	NON-OP	NON-OP								
2 13	2 3	3 50								
0-1-3	0-1-3	0-1-3								