

strengthen resistance along the Volga River.

On turn seven, when the weather changes from MUD to hard frost, German units move at the same pace as under fair conditions. The +1 to die results on the combat chart is gone and the Germans have an extra movement and combat impulse. The Russian player will need to expand his lines and possibly create a second line behind them.

Moscow is in some danger. But if the Germans are weakened enough, the odds are against them.

Supply is a crucial aspect of the game. In particular, German movement is greatly affected by the railway lines running through Rzhev and Tula. So long as the Russians hold Tula, the chance of a German breakthrough south of Moscow is limited.

On turn eight, the Russian receives reinforcements which should turn the tide of battle. On turn nine and all turns thereafter, the weather is snow. German units attack at half their combat strength (defense normal). This likely signals the end of further offensives.

Things to Remember

- 1. On turn two, with the onset of MUD, the German adds +1 to his attack die rolls.**
- 2. On turn six, the German must roll for Cold Weather Effects on all mechanized units with a combat value greater than one.**
- 3. On turn six, weather north of the Pskov Line is HF, while the weather south of it is MUD.**
- 4. On turns seven and eight, the weather is HF all over the map.**
- 5. Remember that Russian units defending behind the thick, black hexsides of fortress cities are not affected by German zones of control.**