

formidable. There are more woods in front of Moscow, and the two reservoir lakes to the north are a more accurate depiction of the terrain. Two port hexes have been added to the south shore of Lake Ladoga by which Russian units defending Leningrad can trace supply.

This summarizes most of the changes which hopefully produce a better game.

Insights

The Russian player is mostly on the defensive. His units are slow and must be carefully deployed using the limited railway capacity.

Tula is the southern anchor of the Russian line. Placing three 0-1-0 worker units there at the start is recommended. Additional forces such as one 4-3 and one 3-3 army can further reinforce during turn one. A stronger force

might be warranted. Just south of Tula, the Russian can sacrifice small units to delay German attempts to surround it.

It's also recommended the Russian deploy his remaining five 0-1-0 worker units within Moscow, also adding a 4-3 and 3-3 army later.

On turn one, the German player should destroy as many Russian units as possible. Encirclement can be carried out in several places.

The Russian player must take this in stride. His objective is to slow the German advance. During turns two through six, any Russian unit (except NKVD) is sufficient to slow down the attack. Note, during these MUD turns, German attacks have +1 added to the die roll. On turn four, the Russians receive reinforcements which can greatly