

Designer Notes

David Williams' Battle of Moscow was first published in 1970. I found it captivating based on German divisions pitted against Russian armies. Russian armies were mostly corps strength at this time.

Game balance was tilted toward the Germans. There were not enough Russian units to defend both north and center. The issue was resolved by the Rzhev rule and Russian forts.

When MUD conditions prevail starting on turn two, I couldn't see the logic of maintaining two movement and two combat impulses, so I limited the Germans to one of each. The original weather chart was too variable, so I let history be my guide. Five straight turns of MUD was the answer, followed by the mid-November freeze which got the tanks rolling again.

Of further help was a switch in the combat system from unit elimination to step reduction.

As it turned out, step reduction made the Soviet forces too strong and something was needed to offset it. So a simple air power system was introduced for the Germans. But it's a temporary asset which dissipates as weather and maintenance take their toll.

I wrestled with the supply rules and finally decided the old standard was satisfactory. Units can trace supply to a railway line up to 50% more than their movement allowance (adjusted for weather) but at a 50% reduction in combat strength. This gave the German player some maneuvering leeway.

The map has undergone revision as well. The three half-forts of old have been replaced by the Mozhaisk Line, which is less