

DESIGNER NOTES

INSIGHTS

The Russian player is mostly on the defensive. His units are slow and must be carefully deployed using his limited railway capacity. The Russians must create a strong, but efficient starting defense in the north for which a suggested set-up sheet has been provided.

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 the 4-3 army in Moscow can further reinforce along with a 5-3 army and 2-1-4 tank unit. An NKVD unit should also be present. A total of 16-18 combat factors should be adequate. To prevent Tula from being surrounded too soon, the Russian can slow the German advance by sacrificing small units in front of it.

Regarding Russian initial deployment on the central part of the map, a second recommended set-up chart has been provided.

On turn one, the German player should encircle as many Russian units as possible.

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 which never stop anything) is sufficient to slow down the attack. Note, during these MUD turns, attacks have +1 added to the die roll. On turn four, the Russian receives reinforcements which are crucial for creating stacks strong enough to defend the Volga at its vulnerable points.

Naturally, the Russian player is free to disregard set-up recommendations and plot his own course.

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 are gone and the German has 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 Rzev and Tula. So long as the Russians hold Tula, the chance of a German breakthrough south of Moscow is very 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) and have only one movement and one combat impulse. This likely signals the end of further offensives.

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