The Moscow Campaign

STRIKE AND COUNTERSTRIKE

Russia, 1941

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Introduction

The Moscow Campaign is a simulation of the historical events of the German offensive in September and November toward Moscow, and the Soviet counter-offensive in December. Also simulated are several of the other possibilities in the German forces that could have occurred had circumstances. There are three basic scenarios, based on September, November and December offensives. These have different starting points in time, and may last just that month, or extented beyond it.

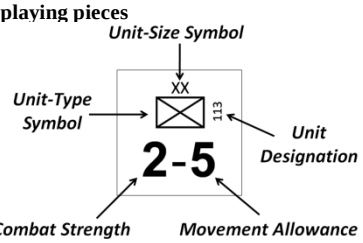
1. GAME EQUIPEMENT

The Game Map : The 22'' by 28'' mapsheet portrays the area of Central Russia with the decisive operations of the Moscow Campaign (1941) took place. A hexagonal grid is superimposed upon the mapsheet in order to regulize the movement and position of the playing pieces.

Game Charts and Tables

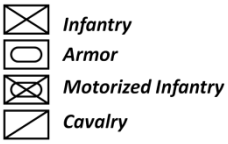
Various visual aids are provided for the player to simplify and illustrate certain functions. These are the Combat Table Results (CRT), the Reinforce-ment & Turn Record Chart and the Order Of Battle Alternative Chart. Each of these charts are fully explained wher they are presented.

The playing pieces



Two differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the opposing armies in the campaign, that did, or could have, fought the original battles. The opposing German and Soviet Forces in each of the varying orders of battle are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the players sort and store their units by type and color, and keep them segregated. This greatly faciltates setting up the game. The playing pieces are distinguished by type, strength and mobility, as represented by various numbers and symbols printed on their faces.

UNIT TYPES :



UNIT SIZE SYMBOLS :
X = Brigade
XX = Division
XXX = Corps

Definition of terms

Combat Strength (CF) is the basic offensive and defensive power of a unit, quantified in terms of strength points.
Movement Allowance is the basic movement ability of a given unit, quantified in term of Movement Points (MP). Basically, a unit expends one Movement Point of its total Movement (point) Allowance for each hex it enters in the course of a given Movement Phase.
All unit carry historical designations, i.e., the historical ''name'' of the unit that existed in the actual campaign. For game purposes, when the phrase ''German mechanized '' units is used, it refers to German armor and motorized units.

Game Scale

Each Game-Turn represents three days real time. Each hex is equivalent to 9,6 km (6 miles) in real distance.

Game Component

The Moscow Campaign, Equipement Inventory, Game Map, Rules Of Play, Counters (complet set), Die (one supplied with game). If any of above parts are missing or damaged, please write to Customer Service Dept. Simulations Publications, Inc. 44 East 23rd Street New York, N.Y.10010 (please return any damaged parts for replacement).

2. GENERAL COURSE OF PLAY

Moscow Campaign is basically a two-player game. Each player moves his units and executes attacks in turn with the objective being to destroy enemy units, while minimizing friendly unit losses. Combat is resolved by comparing the strength-numbers of adjacent opposing units and expressing the comparison as simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units being attacked. (See Combat Results Table for greater detail.)

The Sequence Of Play

Moscow Campaign is played in turns. Each Game-Turn is composed of two Player-Turns. Each Player-Turn is composed of a certain number of Phases. A typical Game-Turn would proced as follows.

A. German Player-Turn (composed of 3 phases)

1. Initial Movement Phase

German Player may move all of his units in any direction up to their full Movement Allowance, with restrictions as outlined in the Movement Rule. Overrun attacks are resolved at the end of this phase.

2. Combat Phase

German Player may attack those enemy units adjacent to his units, at his option.

3. Mechanized Movement Phase

German Player may move (again) only his mechanized units, up to their full Movement Allowance, in any direction within the restrictions as outlined in the Movement Rule. This movement is in addition to the Initial Movement Phase. No combat occurs after this Phase.

B. Russian Player-Turn (composed of 2 phases)

1. Initial Movement Phase

Russian Player may move all of his units in any direction up to their full Movement Allowance, with restrictions as outlined in the Movement Rule. Overrun attacks are resolved at the end of this phase.

2. Combat Phase

Russian Player may attack those enemy units adjacent to his units, at his option. The Russian Player does not have a Mechanized Movement Phase.

C. Game-Turn Indicator

Player indicate the passage of one Game-Turn on the Turn Record Chart.

3. MOVEMENT

Generale Rule

During the Movement Phase of a Player's turn, the player may move as many or few of his units as he wishes. Each units may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

Procedure

Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases

(A) Movement is calculated in term of hexagons. Basically each units expends one Movement Point of its total Movement (point) Allowance for each hex entered. To enter some types of hexes, more than one Movement Point is expended. See the Movement section of the Terrain Effects Chart for a full list of these different "entry cost".
(B) In any given Movement Phase of a Player-Turn, the player may move all, some or none of his units (with the exception that only mechanized units may be moved during the Mechanical Movement Phase).
Movement is never required ; it is voluntary.
(C) Units are moved individually, in any direction on combination of directions. A unit may be moved as many or as few hexes as the owning-Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement point however, may not be accumulated from Phase-to-Phase or transfered from unit-to-unit.
(D) No enemy movement is permitted during a Player's Movement Phase.
(E) No Combat (Enemy or Friendly) may take place during a Movement Phase. (Exception : See Overrun Rule.)
(G) Units may never enter or pass trough a hex containing enemy units (Exception : Overrun).
(H) In a given Movement Phase, once a unit has been moved and the player's hand withdrawn from the piece it may not be moved again nor may it re-trace and change its move.
(I) Units may move over different types of terrain-hexes in the same Movement Phase as long as they have enough Movement Points to expend as they enter each hex.
(J) A unit may, unless otherwise indicated, always move one hex, even without being able to expend sufficient Movement Ponts, unless it is moving directly from one Enemy Zone of Control to another Enemy Zone of Control.

(K) Soviet units (including arriving reinforcements) may move by rail ; see the Rail Movement Rules.
(L) Units may not move through lake hexsides, nor may they engage in combat through such hexsides . However, units moving by rail may move through lake hexsides, and EB units may also cross these hexsides. (Note : the trestles crossing these lakes were unsuitable for ordinary ground movement.)

4. ZONES OF CONTROL

General Rule
The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit's Zone of Control. These Zones of Control have an inhibiting effect upon Enemy movement, but do not affect Enemy combat. Hexes upon wich a unit is exerting its Zone of Control are called controlled hexes.

Procedure
(A) All units must expend three additional Movement Points (+3 MP), above and beyond the ordinary movement cost, to enter an Enemy controlled hex from another uncontrolled hex.
(B) It costs two additional Movement Points (+2MP) to leave an Enemy controlled hex, above and beyond the ordinary movement cost.
(C) If you move directly from one controlled hex of an Enemy unit to another controlled hex of the same or any other Enemy unit, it costs five additional Movement Points (3+2MP, as outlined in case A and B).
(D) If a hex is controlled by more than one unit, it still costs only three additional Movement Points to enter such hex. This is true for all movement costs, e.g., entering a hex with more than one Zone of Control never costs more additional Movement Points than entering a hex with one Zone of Control.
(E) For movement purposes Enemy Zones of Control do extend into hexes occupied by friendly units. For supply purposes Enemy Zone of Control do not extend into hexes occupied by friendly units. See supply Rule. For retreat purposes, Enemy Zone of Control do not extend into hexes occupied by frindly units.
(F) Each hex surrounding a unit is a separate Controlled hex, i.e. the negation of one controlled hex does not interfere with others being controlled by the same unit.
(G) All effects of movement inhibition are cumulative : in certain situation units may be prevented from moving altogether, due to accumulating penalties. (See Movement case J).
(H) German controlled hexes which are not occupied by Soviet units, prohibit Soviet supply lines from being traced through that hex. Russian controlled hexes have no effect on German supply lines. See supply Rules.
(I) The parenthesized units (EB units) have no Zone of Control and the bracketed units [1]-10 retain their Zones of Control.

5. STACKING

(More than one unit per hex)

General Rule
A maximum of three units of any kind may be stacked in one hex. Opposing units in the same hex due to Overrun attacks do not count toward Friendly stackin limitations.

Cases
(A) EB units count as one unit for stacking purposes, game markers do not affect stacking.
(B) Units that would violate the stacking rule when retreating are eliminated instead.
(C) Stacking rules only apply at the end of a Movement Phase, and all during the Combat Phase.

6. SUPPLY

Procedure
Units are determined to be in supply for movement purposes at the begining of each Movement Phase, even if they should move out of supply during that Phase. Units are determined to be in supply for combat purposes at the instant of combat, i.e., if an attacking unit has been in supply at the beginning of the Combat Phase, but another preceding combat had resulted in the supply line being cut, the unit would not be supplied for its own combat. To be in supply, a unit must be able to trace a supply line to a supply source.

Cases
(A) **German Supply**
German units must be within twelve hexes of a rebuilt rail line to be in supply. At the beginning of each scenario the rebuilt rail line are those darker lines originating from the West or South edge of the map to the beginning position designated by date. As the EB unit advances, it immediatly clears the rail hexes it enters, opening them up as supply sources. Each rail hex must be connected to West or South edge of the map by other cleared rail hexes. Thus if the Soviet Player cuts the rail line behind the more advanced EB unit, the cleared rail hexes thereby cut off may not be used as supply source. See EB unit and Rail line rules for certain definitions and rules.
(B) **Soviet Supply**
All Soviet units must trace a path, no more than six hexes in length to a rail hex, this rail hex must be connected by an uncut rail-line to the North, South or East map edges. The entire length of this rail-line must be East of the scenario's Front Line and may not pass through any ''cut'' rail-line hexes (see EB units and Rail-lines rules).
(C) **Effects of supply**
All units are either supplied or unsupplied, if a unit is unsupplied, its Combat Strength for both attack and defense, and its Movement Allowance are halved. For movement, drop the fraction and for combat strength, do not drop the fraction, i.e. German 2-5 would be a 1-2 and Mechanized 3-8 would be a 1.5-4. Supplied units may use their full (printed) Combat Strength and Movement Allowance.
(D) Supply lines (either by ground or railroad lines) may be cut in the following ways :
(1) The intervention of an Enemy unit or units.
(2) The intervention of a German controlled hex. Russian controlled hexes do not cut German supply lines. Enemy controlled hexes do not interfere with supply line being traced through friendly units, i.e., the presence of a Friendly unit in an Enemy controlled hex negates the effect of cutting supply lines.
(E) Units may remain out of supply indefinitely, units are never lost through lack of supply alone.
(F) Any number of Friendly units may be supplied through the same path of hexes. Any number of paths may be trace to supply units in different locations. Supply lines may be traced through any type of terrain and through any number of Friendly units.

7. COMBAT

General Rule
Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is. The Player whose Combat it is, is considered to be the Attacker, the other Player is considerd to be the Defender.

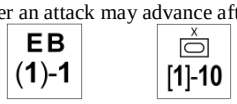
Procedure
Total-up the Combat Strengths of all attacking units involved in a specific attack and compare it to the total Combat Strengths of the unit(s) in the hex under attack. State the comparison as a probability ratio Attacker's Strength-to Defender Strength. Round-off the ratio downward to conform to the simplified odds found on the Combat Results Table, roll the die and read the result on the appropriate line under the odds. Apply the result immediately before going on to resolve other attacks being made during the Combat Phase.

Cases
(A) During the Combat Phase of his turn, a Player may only attacks those Enemy units to which Friendly units are adjacent. Only those Friendly units directly dajacent to a given Enemy unit may participate in the attack upon the Enemy unit.
(B) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to utilize every adjacent unit if he does decide to attack. Attacking is completely voluntary.
(C) No unit may attack more tha once per Combat Phase. No Enemy unit may be attacked more than once per Combat Phase.
(D) An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear. Conceivably as many as six stacks of units could be brought to bear against an Enemy-held hex.
(E) Not every unit in an attacking stack must participate in the attack.
(F) Combat odds are rounded-off in favor of the defender. For example, an attack of 26 Strength points against 9 Strength points would round-off to a ''Two-to-One'' odds situation.



(G) Whenever a German Mechanized unit with a Combat Strength of ''four'' or more suffers a Combat result of ''Eliminated'' it becomes a Kampfgruppe unit instead. If a combat result of ''Retreat'' is suffered by a German Mechanized unit which has no avenue of retreat, and it would be thereby be eliminated, reduce it to a Kampfgruppe unit instead, the unit does not retreat. Kampfgruppe are the ''2-8''German mechanized units marked with a ''KG''.
(H) If a result of an attack, a hex is completely cleared of defending units (unless because a result of ''Br''), then the attacking units responsible may advance into that hex during the Combat Phase. Such an advance may not take place if the eliminated unit is replaced by a Kampfgruppe unit (German Mechanized units only). This one hex advance does not expend Movement Points. Such an advance must be executed immediately after the hex is cleared, before any other attacks are resolved.
(I) Defending units that force attacking units to reatreat or to be eliminated may not advance as a result of such combat.
(J) When unit-strengths are ''halved'', the fraction are not rounded off.
(K) For Combat results of ''Ex'' and ''1/2Ex'' the Soviet Player must, if German Motorized units are attacked, lose units equal to or greater than the full, original Combat Strength of such units, i.e., not the unit's Combat Strength minus Kampfgruppe replacement's Combat Strenght.
(L) The Attacker has the option to decrease his attacking strength by stating what he is reducing it before rolling for combat. All units involved follow the results of the Combat Results Table, at the reduced odds.
(M) The Attacker also has the option to ignore ''Denfender Retreat'' combat results on the Combat Results Table. If ''Defender Retreat'' is indicated by the Combat Results Table, the result is ignored and the die is rolled again, until a

different result is obtained. The Attacker must annouce that he is ignoring ''Dr'' results before rolling for combat.
(N) More than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units), that is to say, different defending units on different hexes may be traited as the objects of attacks which might be made by a one-hex group of attacking units if the attacking unit happens to be adjacent to two or more Enemy-occupied hexes and provided that all attacking units are adjacent to all defending units.
(O) The effects of terrain on combat are not cumulative, i.e., the attacker can never be forced to substract more than ''two'' from die roll.
(P) Under no circumstances may the units on any hex be divided and attacked separately, nor may one unit's Combat Strength be divided and attacked individually, nor may only some of the units on any one hex be attacked, and the others on such a hex ignored.
(Q) A unit that retreats as a result of Combat, may retreat again (or be eliminated) if the unit or units stacked with it are subsequently attacked and are also forced to retreat (or suffer elimination). A unit or units that as a result of Combat have retreated, and that are not with other Friendly units that have not been attacked, may not be attacked again in the same Phase.
(R) Kampfgruppen replacing German Motorized units after an attack may advance after Combat.



(S) Certain units have qualified Combat Strengths. Those units with their Combat Strength in parentheses''( )''may only use that strength defensively, even when alone, they may not apply it offensively. Those units with their Combat Strength in brackets ''[ ]'' are able to use that strength, offensively or defensively, but only when stacked with another Friendly unit with an unbracketed Combat Strength. They may not be attacked by normal adjacent combat in the Combat Phase if they are alone. These bracketed units, when by themselves in a hex, may simply be move through by the opposing Player's unit at no additional Movement Point penalty (except for entering and leaving its Zone of Control), this action eliminates those units. Bracketed units must be moved onto in order to be destroyed. When stacked with a Friendly non bracketed Combat Strength unit, the Combat Strength of the bracketed is unaffected. When stacked with a parenthesied unit, the bracketed unit may only use its strength defensively.

Combat Results
Combat Odds of greater than 11-1 are treated as 11-1 ; Combat Odds of less than 1-2 are treated as 1-2.
From Game-Turn 1 through 4 only, all German Combat Odds are increased automatically by one column. Thus a 10-1 attack would become an 11-1 attack, and qualify for the overrun rule.

Explanation of Results
Ae = attacker eliminated, all units that were attacking are removed from the map, but not units that were in the same hex as the attacking unit, but were not participating in the attack.
Ar = attacker retreats, all attacking units are moved one hex from their present position by the defender, units which must exceed stacking limitations in retreating are eliminated instead. Enemy controlled hexes do not extend into hexes occupied by Friendly units for retreat purposes.
Br = both retreat, defending units are first moved one hex by the attacker, then the attacker is retreated one hex by the defending Player. Units are eliminated if unable to retreat, as outlined in ''Ar''.
Ex = Exchange, all defending units are removed from the map, and the attacker must remove Combat Strength Points equal to, or greater than, the defender's looses, the attacker chooses which units he loses first. Any remaining attacking units may advance into the vacated defender's hex (or hexes). All units in an exchange situation are rested as if their face value Combat Strength (the printed value) were being used, regardless of any effect taken into account for the odds computation (halvin, etc …).
½ Ex = same as Ex, except the attacker need only remove units equalling one-half (or more) of the defender's losses in terms of Combat Strength Point losses.
De = defender eliminated, all defending units are removed from the map. The attacker may advance into the vacated defender's hex (or hexes).
For Ex and ½ Ex, see Combat (G).
Dr = defender retreats, all defending units are moved on hex from their present position by the Attacker, units which must exceed stacking limitations in retreating are eliminated instead. Units which must retreat through Enemy controlled hexes are eliminated instead. For retreat purposes, Enemy controlled hexes do not extend into hexes occupied by Friendly units. Any of the attacking units may move into th vacated defending unit's hex(es).
De,Ad = defender eliminated attacker disrupted, the defending units are eliminated (see De above), and the attacker must dirupt units at least equal to the defender in Combat Strength Points, the attacker chooses which units are disrupted. Disrupted units are unable to move or attack for one full Game-Turn, they are denoted by being placed face down on the map. Disrupted units may not advance into the vacated denfending unit's hex.

8. OVERRUN

General Rule
During any Movement Phase of a Player-Turn, a Player may Overrun Enemy units. This is not considered combat, and the overrunning units may participate in combat during the Combat Phase of that Player-Turn

Procedure
Move units, whose total Combat Strength is at least eleven times that of the defending unit(s)' Combat Stength, adjacent to the defending unit(s). Invert the defending unit and ignore the unit until the end of the Movement Phase (treat the hex as if it were vacant). The overrunning units may move no further in that Movement Phase, but may attack, during the ensuing Combat Phase, other adjacent Enemy units. At the end of the Movement Phase, roll the die and consult the ''11-1'' column on the proper Combat Results Table. Apply the results as in normal combat.

Cases
(A) Units may advance one hex after completing an overrun attack.
(B) Terrain and other effects on Combat Strength and die rolls must be considered when resolving Overrun Combat.
(C) Other units may join in the overrun even after the necessary ''11-1'' odds have been obtained. Thus after armor has obtained the needed odds, infantry can be brought up, ignoring the Zone of Control of the Defending unit and take the losses in case of a possible ''Ex '' Combat result.

9. CONTINUOUS LINE

General Rule
Each Player must keep a line of units or their controlled hexes from the north edge of the map down to the south edge. This is to recreate the fact that there was a front to the north of the map which must be connected up to, and to demonstrate the fact that raiding parties could slip through the holes in lines.

Procedure
At the end of each Friendly Player-Turn, that Player examines the map to see if there is any point at which he does not have a continuous line of units or controlled hexes. If there are any hexes not so covered between portions of this line, he is penalized.

Cases
(A) For purposes of this line, Zones of Control do extend into Enemy occupied hexes.
(B) If at the end of any particular Friendly Player-Turn, a Player is unable to fulfill the above conditions, he is penalized : for each hex of the required line not covered by units or their controlled hexes the opposing Player receives one Victory Point.

10. WEATHER

General Rule
During the game, several changes occur in the weather and in the strategic position of the campaign. These have a varying effect on each Player.

Procedure
As noted in the Time Record and Reinforcement Chart, the weather changes at several points troughout the game. The Weather Effects Chart shows the restrictions placed on units because of the weather.

Summary of Weather Effects
(see also the respective Reinforcement Charts on the Map).

Effects on German Units
Game Turn 5 – Rains – Movement Allowance cut in half, Combat Strength cut in half when attacking (do not round off resulting Strength fractions).
Game Turns 6 through 15 – Mud – Movement Allowance reduced to one hex per Movement Phase (regardless of normal terrain / movement cost), Combat Strength cut in half when attacking and when defending (do not round off resulting Strength fractions).
Game Turns 23 trough 31 – Winter – Mechanized units (only), Movement Allowance cut in half, Combat Strength cut in half when attacking (do not round off resulting Strength fractions).

Effects on Soviet Units
Game Turn 6 through 15 – Mud – Movement Allowance cut in half.

Effects on both Player's units
Game Turns 16 through 31 – Freeze – All lakes and rivers are frozen and no longer affect combat. The frozen rivers and lakes affect neither combat nor movement.

11. FORTIFIED LINES



General Rule
Fortified Lines hexsides aid the units behind them in defense. They also inhibit Enemy movement trough them the first time.

Cases
(A) Only Russian units receive any benefit from

the Fortified Lines. Russian units are not affected by movement trough Fortified hexsides. Only German combat and movement are affected by Fortified Lines.
(B) German attacks conducted solely through the fronts of Foritified hexsides must substract ''two'' from the die roll before reading the combat resolution.
(C) The first time tha a German units moves through a particular Fortified hexsides, that unit must pay an additional movement penalty of two Movements Points. Any other units moving through that hexside thereafter, even in the same Movement Phase, need not pay that movement penalty. The hexside is considered destroyed (see Case E).
(D) The Fortified hexsides are directionnal, with a general orientation to the west. German movement and combat directed from the inside of the Fortified Lines are unaffected by the usual penalties.
(E) Fortified line hexsides may be destroyed as in Case B above. Once a particular hexside is destroyed, ther are no movement and combat penalties applied.
(F) There are five Fortified Lines on the map, composed of continuous Fortified hexsides. In any one of these lines, once five of the fortified hexsides are destroyed, the entire line is considered to be destroyed, with the effects as detailed in case E.



(G) Destroyed Fortified hexsides are denoted by placing a ''Destroyed'' marker in one of the adjacent hexes, with the arrow pointing toward the affected hexside.

12. RAIL MOVEMENT

General Rule
Soviet units may move by rail and thereby increase the extent of their movement. Only Soviet units may move by rail, and they may only move along rail hexes which are in a normal condition (see EB units and Rail Lines rules). The Soviet Player may not have more than nine units entrained during a particular Movement Phase.

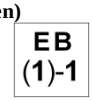
Procedure
There are three steps to moving by rail : First the unit must be on a rail hex, whether by starting the Movement Phase there, or having moved there. Then it must expend one-half (50%) of its Movement Allowance to entrain, place an Entrained marker on the unit to denote this. Second, entrained units may move up to thirty hexes along the rail line for each Movement Point expended. Third, it must expend one-fourth (25%) of its Movement Points to detrain (remove the Entrained marker).
Round off all fractions of Movement Points up to the next highest whole number, e.g., an entrained unit moving thirty-three hexes along a rail line would expend two Movement Points (round up from 1.1). Units may only detrain if they have sufficient Movement Points to do so.

Example
A Soviet [1]-10 reinforcing unit entrers the map entrained, and is moved thirty-three hexes to the point of detraining, expending two Movement Points. Then it is detrained, expending a further three Movement Points. The unit may still be moved for another five additional Movement Points by normal ground movement.

Cases
(A) All Soviet reinforcing units enter entrained onto the map, and these count against the maximum of nine units that may be entrained in a given Movement Phase.
(B) All rail movement takes place in the initial Movement Phase of the Soviet Player.
(C) Units may end their rail movement entrained. If they are entrained and attacked , they defend at one-half their normal Combat Strength.
(D) A unit moving on a rail-line is defined as one which is moving from one rail hex to another across rail hexsides connected by the rail line itself. Units may not move by rail directly from one rail hex to another wich are not connected.
(E) Units may not move by train, entain or detrain in hexes occupied or adjacent to Enemy units.
(F) Soviet units may only be moved by rail on rail hexes which are in a normal condition. They may not move by rail on repaired or destroyed rail hexes (see EB units and Rail line rules for definitions).
(G) German units have no rail movement privilege at all.

13. EB UNITS AND RAIL LINES

(Eisenbahn Bautruppen)



Generale Rule
Rail lines may be in three conditions : normal, repaired or destroyed. All rail-lines hexes to the west of a particular scenario's Start Line are considered to be ''destroyed'' except those heavier lines from which the German units draw supply (see Supply rules), which are considered to be ''repaired''. All rail lines east of a scenario's Start Line are considered in a ''normal'' condition.

Procedure
Rail line hexes are reduced from a normal or repaired condition to a destroyed condition by the act of Enemy units moving into that hex. Destroyed rail line hexes are repaired by Friendly EB units moving into them.

Cases
(A) Normal and repaired rail lines may be used to furnish a ''supply head'' from which supply may be traced to Friendly units. Normal rail line hexes may be used by the Soviet Player to move his units by rail. Destroyed rail line hexes may not be used for any purpose.
(B) The German Player receives three EB units at the beginning of each scenario and the Soviet Player receives twelve EB units. The Player's EB units function somewhat differently, although both may repair destroyed rail lines and open supply routes in prescribed manner. The German EB units move and engage in combat in a similar manner to other units, within the limits of its Movement Allowance and Combat Strength. If it is destroyed in combat, it is permanently lost. It must move through the hexagonal grid in the same manner as other units. The Soviet EB units may be removed from the map (even if surrounded or cut-off) at the beginning of any Soviet Movement Phase and placed on any other normal rail hex before moving. The Soviet EB units may be destroyed in combat but are replaced at the begenning of the next Friendly Movement Phase by another EB unit in Moscow. If Moscow is German occupied, however, it is then permanently lost. Soviet EB unit may be moved by rail in the same fashion as other Soviet units.
(C) If an Enemy unit moves onto a Friendly normal or repaired rail hex, it destroys that rail line hex, place a ''Rail Cut'' marker on that hex to indicate this. Units may not move by rail or trace supply by rail through a rail which contains a cut marker. Rail cut markers are removed when a Friendly EB unit move into that hex.



Players are encouraged to remove obviously unnecessary rail cut markers from the map to avoid unnecessary clutter.
(D) If for some reason the furthest repaired rail hex does not have a Friendly EB unit in it, Players may place a ''Supply Head'' marker on that hex to designate this source of supply. These have no game function, except as a source of information, and are freely moved if the Supply Head should be pushed back by Enemy occupation.



(E) EB units may only move along rail lines. If forced to retreat they may only retreat along repaired or normal rail line hexes.

14. GERMAN REPLACEMENTS

The Germans could have made more replacements available to the Eastern Front than they did, to fill out the cadres of burnt-out divisions. Thus in certain scenarios, the Germans may return to play (as replacement) one 2-5 unit per Game-Turn at the beginning of the initial Movement Phase. These arrive in the same manner as reinforcements. These units may only be chosen from 2-5 units eliminated during the course of the scenario.

15. VICTORY CONDITIONS

How the Game is Won

The winner is determined on the basis of Victory Points which are awarded for the Combat Strength of Enemy units eliminated and for capturing and holding certain geographic objectives. At the end of the last Player-Turn of a particular game, play ceases and the Players evaluate their performances on the basis of the Victory Conditions. Axis Victory Points are compared to the Soviet Victory Points, then consult the Victory Point Table to award victory.

Victory Point Schedule
These Victory Points are awarded to the indicated Player(s) for the following items :
1 Victory Point for each Enemy non motorized Combat Strength point eliminated.
2 Victory Points for each Enemy armor or motorized Combat Strength point eliminated. Note before calculating Soviet Victory Points awarded for destroying German Mechanized units, substract the Strength Points of the replacing Kampfgruppe.
3 Victory Points for the Russian Player for each Combat Strength of German Kampfgruppe eliminated.
5 Victory Points for the Germans for each German units (supplied or not) within four or five hexes of Moscow at the end of the game.
10 Victory Points for the Germans for each German units (supplied or not) within three or less hexes of Moscow at the end of the game.
50 Victory Points for the Germans for taking Moscow* at any time during the game and holding it (must be in supply) at the end of any Soviet Combat Phase.
50 Victory Points additional for either Player for holding Moscow* (in supply) at the end of the game.
10 Victory Points for each hex more than ten that the Russian Player has a supplied unit past his start line in a westerly direction at the end of the game.
* ''taking and holding Moscow'' is defined as having Friendly units in at least one of the Moscow hexes and maintaining all of Moscow

free of Enemy units (although not necessarily free of Enemy Zone of Control).

Levels of Victory
As we all know, victory comes in many varieties, and what may legitimately be claimed as a current victory is not decisive enough to help one's cause. These different levels measure what each side needed for a particular type of victory.
After each Player has totalled the Victory Points he has achieved, the total should be expressed as a ratio of German Victory Points to Soviet Victory Points. After computing this ratio, compare it to this table to determine who has won and how well.

Victory Point Table
German Victory Points to Soviet Victory Points.

1:1 ou less	Soviet Decisive Victory
2:1 or less	Soviet Substantial Victory
3:1 or less	Soviet Marginal Victory
more than 3:1	German Marginal Victory
more than 4:1	German Substantial Victory
6:1 or more	German Decisive Victory

16. HOW TO SET UP AND PLAY THE GAME

There are twenty-four-available scenarios in the Moscow Campaign. The scenario Chart details what forces each Player starts with (Order of Battle), which Reinforcement Option the German Player will use (the Russians always receive the same reinforcements), wich Start Line will be used, what the game Length wil be and which Game-Turns on the Turn Record and Reinforcement Chart will be used. It also indicate wether the German Player will use the Replacement Rule or not.
After choosing a scenario, consulting the Order of Battle, and sorting out their beginning units, the players may place them on the map.
The Soviet Player places all of this units first, followed by the German Player. In this initial placement, both Player must cover every hex in the row of hexes that is the start Line, with Friendly controlled hexes. Units may not be placed directly on the Start Line hexes.
The Soviet Player places his units to the east (in general) of the Start Line, while the German Player places his units to the west.
The Soviet units must be placed within eight hexes of the Start Line of the scenario except for ten units (of the Soviet Player's choice) which may be placed anywhere to the east of the Start Line.
The German Player must place his EB units directly on hexes indicated, this also represents the furthest supply head on the shaded rail hexes. All units must be deployed initially within ordinary stacking limitations.
After the German Player has finished his initial placement, he begins play according to the Sequence of Play.

17. MATCH GAME

In order that Player might have a way to determine their relative skills, the Match Game system has been devised.
Any two Players should play the game twice, changing sides in the second game (but using the same Orders of Battle for that side in each game). Each Level of Victory is worth a given number of Mach Points : Marginal=1, Substantial=3, Decisive=6. At the end of the two game match, each Player adds is match points and the Player with the fewer Match Points substracts his score from the winning Player. The winning Player takes the results and divides by two. This final number is expressed as a Match Victory Level using the values given at the beginning of this procedure.
Example : Player ''A'' wins a Substantial Victory as the Germans and Player ''B'' wins (in the second game a Margianl Victory with the Germans. Player ''A'' substracts ''1'' from ''3'' and divides by two to get a final Match score of ''1'' (wich equals a Marginal Player Victory for the match).
Series Play and Handicaping : The same two Players should play a series of three complete matches. At the end of three match series, the Players total up their Match Points. The winning Player substracts from his score the points achieved by the losing Player and divides by three. The result is his Series Level of Victory (determined by using the Match Game Victory Level values). In order to determine the relative handicap (for use in subsequent single game between two Players who have played at least one series with each other) take the value of the Series Level of Victory achieved by the winner, divide by two, and use the resultant number as the Victory Point Multiplier for the weaker Player. The Victory Point Multiplier is used to adjust the single-game Victory Point score of the weaker Player – simply multiply the points scored times the VPM and use the adjusted Victory Point score in conjunction with the standard Game Victory conditions.
Example : Player ''A'' has racked-up a Match Point total for a Series of 12 Match Points. He divides this number by six (12-3-2) obtaining a Victory Point Multiplier of ''2''. He and Player ''B'' play a single, no-match game. Player ''B'' achieves 83 Victory Points as the Soviet Player and Player ''A'' achieves 334 Victory Points as the Germans. This would normaly mean a Substantial Victory for the Germans (better than a 4:1 ratio) but when the VPM of ''2'' is applied to the Russian Victory Points, the ratio becomes 334 to 166 (i.e., slightly higher than 2:1, which means the Russians have a Marginal Victory).

18. THE MOSCOW CAMPAIGN DESIGNER'S NOTES

The Wehrmacht's First Defeat
The Germans were the losers during the Moscow Campaign (Sept. 20 to 31 Dec. 1941). The German lost more because of their own mistakes than because of anything the Russians did (or could have done). There were a number of reasons for German defeat (or collapse which may be more accurate). The Germans began the campaign understrength and nearly out of supply. Soom after they began their final push on Moscow they were out of supply, and this condition worsened as the end of the year approached. The weather also changed, for the worse. First came the mud, and then the snows. The intense cold cause the German transport system (primarily railroad) to collapse. Whithout supply, the already outnumbered and weakened German divisions were still more than an even match for the more numerous and supplied Russian divisions.
Between June and September 1941 the Germans had destroyed whatever military forces the Russian put in their way. But this effort had taken its toll. German units were understrength and far from their original bases of supply. German railway troops rebuilt supply lines as quickly as they could, but it was a hopeless task. For the Russians, the situation improved as the German's worsened.
Despite the enormous losses, the Russian armies were not destroyed. Russian forces were in a considerable state of disorganization. Masses of men and equipement were called ''divisions'' and literally thrown in the way of the advancing Germans. This usually slowed down the Germans, the Russians involved often did not survive. In the end the Germans were unable to overrun all the Russian units thrown in the way. The arrival of stronger Russian units from Siberia in November and December gave the Russians an offensive capability of sorts. By itself, this mass of Russian units should not have proven nearly fatal to the Germans. But the Germans had shot their bolt making one last grab for Moscow. Their failure to take Moscow (which was, if nothing else, a key rail center) left them in an exposed position. Up the creek without a paddle.
The Russians had thrown up some fortified lines. These helped slow down the Germans. Destroyed Russian units were in the habit of turning into partisan groups. This not only slowed down the Germans, it proved very inconvenient to have Russians behind them when the Russian in front of them got out of hand. Not only did the Russian get out of hand, they came very close to destroying the German armies before Moscow. The Russians, gathering before Moscow everything they could lay their hands on, had done their best. And it was enougth. The Germans hadn't, and wasn't.
The scenarios in the game show what additional efforts the Germans were capable of. These consisted, for the most part, of putting more strength in front of Moscow where it was needed most.
The Moscow Campaign is a continuation of the World War II Division-level game series begun with ***The Battle of France 1940*** (S&T 27 and later an Avalon Hill game) and ***Kursk*** (which was published first although designed after France 1940). This series also includes ***The Battle of Stalingrad***, ***Breakout & Pursuit*** and ***The Destruction of Army Group Center***, etc. The same basic ''system'' is used in all of these games. The uniqueness of each situation is reflected in whatever changes have to be made. These are often considerable from game to game. Different Combat Results Tables are used in some of the games, as well as different supply and movement rules. Each of the games also employs the use of scenarios to depict the various situations within each game. In ***The Moscow Campaign*** this consisted, basically, of the two German drives on Moscow in September and November as well as the Russian offensive in December.

The Moscow Campaign : Design Credits
Game System Design : James F. Dunnigan
Physical System Design and Graphics : Redmon A. Simonsen
Game Development : Stephen Bettum, John Young and William Sullivan.
Rules Editorial and Composition : John Young and Redmon A. Simonsen. Production : Manfred Milkuhn.
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TERRAIN EFFECTS CHART

TERRAIN	MOVEMENT Movement Point cost to enter or cross	COMBAT Effect on attacker's die roll when defender in terrain
Clear 	1 MP	none
City 	1 MP	none
Rail Hex 	1 MP (A)	none
Forests (B) 	1MP for non mechanized units 3MP for mechanized units	d6 - 2
Swamps (B) 	1MP for non mechanized units 3MP for mechanized units	d6 - 2
River Hexside (C) 	None additional	d6 - 2 If all attacking units are attacking through such hexsides
Lake Hexsides (C) 	Prohibited	Prohibited no attacks may be made
Fortifications Line 	+ 2 MP additional see Fortified Line Rules	d6 - 2 see Fortified Line Rules

Notes

(A) See rail movement Rules.

(B) Although Russian Armor and Motorized units have no Mechanized Movement Phase, for movement purposes they must pay these movement costs.

(C) Beginning Game-Turn 16, these terrain features are treated as plain hexsides, i.e., they lose all effect. See also Movement, Case L.

If any portion of a hex or hexside contains a terrain type, the whole hex or hexside is considered to be that terrain.

GERMAN COMBAT RESULTS TABLE

Combat Odds (Attacking Strength-to-Defending Strength)

Die	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1
-1	Ae	Ae	Ae	Ae	Ae	Ar	Ar	Ar	Br	Br	Br	Ex
0	Ae	Ae	Ae	Ae	Ar	Ar	Br	Br	Br	Dr	Dr	Ex
1	Ae	Ae	Ae	Ae	Ar	Ar	Br	Br	Ex	Ex	Ex	Ex
2	Ae	Ae	Ae	Ar	Ar	Br	Dr	Ex	Ex	DeAd	DeAd	DeAd
3	Ae	Ae	Ar	Ar	Br	Dr	Ex	Ex	Ex	DeAd	DeAd	DeAd
4	Ae	Ae	Ar	Br	Br	Dr	Ex	Ex	DeAd	De	De	De
5	Ae	Ar	Ar	Br	Dr	Ex	DeAd	DeAd	De	De	De	De
6	Ae	Ar	Ar	Dr	Dr	Ex	DeAd	De	De	De	De	De

RUSSIAN COMBAT RESULTS TABLE

Combat Odds (Attacking Strength-to-Defending Strength)

Die	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1
-1	Ae	Ae	Ae	Ae	Ae	Ar	Ar	Ar	Br	Br	Br	Ex
0	Ae	Ae	Ae	Ae	Ar	Ar	Br	Br	Br	Dr	Dr	½ Ex
1	Ae	Ae	Ae	Ae	Ar	Ar	Br	Br	Ex	Ex	Ex	½ Ex
2	Ae	Ae	Ae	Ar	Ar	Br	Dr	Ex	Ex	½ Ex	½ Ex	De
3	Ae	Ae	Ar	Ar	Br	Dr	Ex	Ex	½ Ex	½ Ex	½ Ex	De
4	Ae	Ae	Ar	Br	Br	Dr	Ex	½ Ex	½ Ex	De	De	De
5	Ae	Ar	Br	Br	Dr	Ex	½ Ex	½ Ex	De	De	De	De
6	Ae	Ar	Br	Dr	Dr	Ex	½ Ex	De	De	De	De	De

SCENARIO CHART

Scenario	Game	Start	Soviet	German	German

number	Turns	Line	Order Of Battle	Order Of Battle	Reinforcement Option
1	1-8	Sept	1	A	U
2	1-8	Sept	1	A	U and V
3	1-8	Sept	1	A	U and W
4	1-8	Sept	1	B	U and X
5	1-8	Sept	1	A	U, V and W
6	1-8	Sept	1	B	U, V and X
7	1-8	Sept	1	B	U, V, W and X
8	1-8	Sept	1	A	U, V and X
9*	1-8	Sept	1	A	U
10*	1-8	Sept	1	C	U
11	1-31	Sept	1	A	U
12	1-31	Sept	1	A	U and V
13*	1-31	Sept	1	A	U, V and X
14*	1-31	Sept	1	C	U
15	16-23	Nov	2	D	U
16	16-23	Nov	2	E	U and Y
17	16-31	Nov	2	D	U
18	16-31	Nov	2	E	U and Y
19*	16-23	Nov	2	D	U
20*	16-31	Nov	2	D	U
21	24-31	Dec	3	F	U
22	24-31	Dec	3	F	U and Z
23*	24-31	Dec	3	F	U
24*	24-31	Dec	3	F	U and Z

* Use German Replacement Rule in the scenarios.

Explanation of Orders of Battle

A – Historical September Order of Battle.

B – September Order of Battle including additional forces from France.

C – September Order of Battle including additional mobile forces taken from Army Group South.

D – Historical November Order of Battle.

E – Historical December Order of Battle.

With all Orders of Battle, the German Player receives three EB units, wich must be placed on the map at the indicate hexes.

Explanation of German Reinforcement Options

U – Historical reinforcements.

V – Additional mobile troops from Army Group South diverted to offensive in September. Advance on Rostov halted.

W - Additional mobile troops from Army Group North diverted to offensive in September. Advance on Tikhvin halted.

X – France stripped of infantry for September offensive.

Y – France stripped of infantry for November offensive.

Z – France stripped of infantry for December defense.