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# Rules for *Battle for Moscow* Game

by Frank Chadwick

## Operation Typhoon

*Operation Typhoon, the German Army's final lunge to capture Moscow in 1941, was intended to break the Soviet Army and end its resistance to German conquest. If the operation succeeded, it would mean the collapse of Soviet morale (or so the Germans believed). If it failed, it would (and did) leave the exhausted Germans open to a Soviet counter-offensive that would push them forever beyond reach of Moscow.*

**Battle for Moscow** is a historical wargame of the German Army's struggle to defeat the Soviet Army and capture Moscow in 1941. It is played on a map of the territory where the battle was fought, and it uses playing pieces which represent the actual military units (German corps and Soviet armies) from the battle. The game rules duplicate the situation as it occurred.

## How to Learn the Game

If you have never played a wargame before, the ideal way to learn is to have an experienced player teach you.

If you don't have an experienced player handy, just read the rules through once, paying particular attention to the examples. Be sure to follow the sequence of play exactly (it's given in **How to Play** below). Refer back to the rules whenever you have any questions.

**Experienced Players:** *When teaching the game to a novice, you should play the Soviets; your opponent will have more fun attacking than defending. Reduce the Soviet Replacement points from 5 per turn to 3. You might consider coaching your opponent a bit if he's about to make a mistake that will cost him the game, but otherwise let him play his own game.*

## Game Components

### Dice


You need a six-sided die, or a method of generating the numbers 1 thru 6 randomly.

### Counters

The **counters** represent Soviet and German military units. Soviet units are brown and German units are blue. The diagram below explains the information on the pair of counters for one unit.


### COUNTER INFORMATION

**front**





type  
combat strength  
**8 - 4**

**back**



size  
identification  
movement allowance  
**4 - 4**

**types**

	infantry
	panzer

**sizes**

<b>XXX</b>	corps
<b>XXXX</b>	army

Unit **type** is either infantry (foot soldiers) or panzer (armored); only the Germans have panzers.

**Combat strength** ("STR") measures a unit's value in battle; higher numbers are stronger.

**Movement allowance** ("MA") determines how far the unit can move.

Unit **size** and **identification** are purely for historical interest and have nothing to do with play.

All counters have two sides: a *full-strength* side and a *half-strength* side with about half the combat strength ("STR") of the full-strength side. Step losses in combat can reduce a full-strength unit to a half-strength unit. Replacements can turn a half-strength unit into a full-strength unit.

Counter Manifest key; *Full-strength /Half-strength: unit identification (type):*

### Soviet counters

- 8-4/4-4: 3<sup>rd</sup>, 5<sup>th</sup>, 10<sup>th</sup>, 13<sup>th</sup>, 16<sup>th</sup>, 19<sup>th</sup>, 20<sup>th</sup>, 24<sup>th</sup>, 29<sup>th</sup>, 30<sup>th</sup>, 32<sup>nd</sup>, 33<sup>rd</sup>, 40<sup>th</sup>, 43<sup>rd</sup>, 49<sup>th</sup>, 50<sup>th</sup> (infantry)
- 10-4/5-4: First Shock (infantry)
- 8-4/4-4: Tank Unit (tank)

### German counters




- 4-4/2-4: XXXIV, XLII (infantry)
- 5-4/2-4: VI, XII (infantry)
- 6-4/3-4: V, XIII, XX, XXVII, LIII (infantry)
- 7-4/4-4: VII, VIII, IX (infantry)
- 8-4/4-4: XXII, XXXV (infantry)
- 8-6/4-6: XL, XLVIII (panzer)
- 9-6/4-6: XLVII, LVI (panzer)
- 10-6/5-6: XLVI (panzer)
- 12-6/6-6: XXIV, XLI, LVII (panzer)

## Mapboard

The map is divided into hexagons (we call them hexes for short) which define units' positions just like the squares of a chessboard. The map shows important terrain such as *forests*, *cities*, *fortifications*, *rivers*, and *railroads*; the terrain effects chart explains each terrain type.

### TERRAIN EFFECTS CHART

#### Terrain Effects Chart

<b>Clear</b> 	Costs 1 Movement Allowance each hex entered.
<b>Forest</b> 	Costs 2 Movement Allowance each hex entered.
<b>Railroad</b> 	Soviet unit starting in hex may use during Rail Movement Phase. Each hex entered costs 1 Movement Allowance.

**Examine** the Terrain Effects Chart provided with BFM.aide.pdf. It contains details as to how terrain in a hex affects movement and combat as described within this document.

For example, it can be seen here in the sample that Forest terrain hexes *cost 2 Movement Allowance each hex entered.*

## How to Play

There are seven turns in **Battle for Moscow**. Each turn represents one week (*Exception*: turns 3 and 4 each represent two weeks, because mud slows the battle). See the turn record on the charts.

Each turn is divided into eight parts or **phases** performed in the exact order given below. All actions in one phase must be finished before the next phase can begin. The first four phases are the German player's turn; the last four are the Soviet player's turn.

### German Player's Turn

1. **German Replacement Phase.** The Germans receive replacements.
2. **German Panzer Movement Phase.** All panzers may move.
3. **German Combat Phase.** All German units may attack.
4. **German Movement Phase.** All German units may move (including panzers which moved in phase 2).

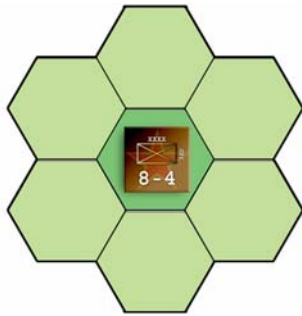
### Soviet Player's Turn

5. **Soviet Replacement Phase.** The Soviets receive replacements.
6. **Soviet Rail Movement Phase.** All Soviet units which begin the phase on a rail line may move along the rail line.
7. **Soviet Combat Phase.** All Soviet units may attack.
8. **Soviet Movement Phase.** All Soviet units may move (including those which moved in phase 6).

## Zone of Control

Each unit has a **zone of control** which consists of the six hexes surrounding it (see the diagram), including hexes occupied by enemy units. Enemy zones of control have important effects on movement, combat, and replacement.

### ZONE of CONTROL DIAGRAM



**Movement:** A unit entering an enemy zone of control must immediately end its movement phase.

**Combat:** Units cannot end their retreat in an enemy zone of control (they are eliminated if they do).

**Replacements:** Zones of control affect how a path can be traced to allow replacements.

### Movement

Units are moved during the movement phases (phases 2, 4, 6, and 8 of the turn). Movement works essentially the same way in each phase. Each unit has a **movement allowance (“MA”)**, which represents the distance in hexes it can move in one phase. (*Exception:* a forest hex counts as two hexes for movement.) In a phase, the player moves any or all of his units that qualify (only panzers in the panzer movement phase; only Soviet units on rail lines in the rail movement phase). Units move one at a time, from hex to hex, in any direction.

**Rail Movement:** In the rail movement phase, any Soviet units which start the phase on a railroad terrain hex may move. They must move to adjacent railroad hexes with connecting rail line artwork. A *forest* hex counts as only one hex for movement in this phase.

**Restrictions:** A unit can never enter a hex containing an enemy unit. A unit can enter a hex containing a friendly unit, but there can only be one unit in a hex *at the end of the phase*.

### MOVEMENT EXAMPLE

The example shows different ways the Soviet unit could move. The numbers show the number of hexes it has moved. With a movement allowance of four, the unit can move four hexes, as in **path A**.

In **path B** the third hex the unit enters is a forest hex, which counts as two hexes moved, and the unit must stop.

In **path C** the unit enters an enemy zone of control in its first hex and must stop.

In **path D** the unit enters an enemy zone of control in its second hex and must stop.

In **path E**, the unit ends its movement in an enemy zone of control in its fourth hex and must stop because its movement allowance is used up.

**Path F** is not possible: the unit would have to move 5 hexes (counting 2 for the forest hex).



### Combat

In each combat phase (phases 3 and 7), units may attack adjacent enemy units. First, the **attacking player** (the German in the German combat phase, the Soviet in the Soviet combat phase) announces all his battles: which enemy units he will attack and which of his units will attack them. A battle is an attack on one enemy unit by any or all the attacking player's units which are adjacent to it. A single unit may only attack once per phase, and a single enemy unit may only be attacked ("defend") once per phase. Once battles have been announced, the attacking player can't change his mind.

**Resolve battles** one at a time in any order the attacking player wants. For each battle this sequence is followed:

1. **Total the combat strengths** of all the attacking units
2. **Divide this total** by the combat strength of the defending unit, dropping all fractions, to get one of the odds levels given on the combat results table. For example, a strength 16 attacking 4 is 4:1 (four to one), while 15 attacking 4 is only 3:1.
3. **Determine** if the effects of terrain have reduced the odds
4. **Roll one die** and consult the combat results table; cross-index the number rolled with the odds to determine the result.
5. **Apply the result** immediately.
6. **If the attacked unit is no longer in the hex (eliminated or forced to retreat), one of the attacking units may immediately move into the hex.**
7. **Resolve** the next battle.

**Maximum and Minimum Odds:** In step 2, if the odds are above 6:1, reduce them to 6:1. After step 3, if the odds are below 1 :1 the attack has no effect on either side.

**Terrain Effects:** If the defending unit is in a forest hex, is in Moscow, or is a Soviet unit in a fortification, reduce the odds by one level (thus; 4:1 becomes 3:1, 3:1 becomes 2:1, and so on). If *all* of the attacking units are across a river from the defending unit, reduce the odds by one level. (If both these conditions apply, reduce the odds by *two* levels.)

COMBAT RESULTS TABLE						
<b>Combat Results:</b> There are six different results on the combat results table.						
DE	Defender Eliminated					
DRL	Defender retreats with loss					
DR	Defender retreats					
EX	Exchange					
NE	No Effect					
AL	Attacker loss					
DIE ROLL	Standard Odds Ratio					
	1:1	2:1	3:1	4:1	5:1	6:1
1	DR	DR	DRL	DE	DE	DE
2	NE	DR	DR	DRL	DE	DE
3	NE	NE	DR	DRL	DRL	DE
4	EX	NE	DR	DR	DRL	DE
5	EX	EX	EX	DR	DRL	DRL
6	AL	EX	EX	EX	DR	DRL

**NE (No Effect):** Nothing happens.

**DR (Defender Retreat):** The defending unit is moved two hexes **by the attacking player**. The unit must end up two hexes away from its starting hex and may not enter an enemy zone of control. If there is no retreat path which satisfies these conditions, the unit is eliminated. The unit also must end its retreat in a hex not already occupied by a friendly unit, and must retreat further than two hexes if necessary to reach an empty hex.

**DRL (Defender Retreat and Loss):** The defending unit must first take a step loss; then, if it still survives, it must retreat as described in **DR**. If a full-strength unit takes a loss, replace it with its half-strength counter. If a half-strength unit takes a loss, it is eliminated.

**AL (Attacker Loss):** One attacking unit (of the attacker's choice) takes a step loss. If a full-strength unit takes a loss, replace it with its half-strength counter. If a half-strength unit takes a loss, it is eliminated.

**DE (Defender Eliminated):** The defending unit is entirely eliminated whether full-strength or half-strength.



**EX (Exchange):** First, the defending unit takes a step loss. Then the attacking player must lose at least the same amount of strength from attacking units. In both cases, if a full-strength unit is reduced to half-strength, the amount of the loss is the original strength minus the reduced strength.

**For example,** if a panzer with a strength of 9 takes a loss (and is replaced by its strength-4 counter), the loss is 5. Finally, the defending unit, if it survives, must retreat as for DR above. (Note that the defending unit may be eliminated in its retreat, but the attacking player is not required to match this loss).

### COMBAT EXAMPLE – First Attack



The example below shows two possible attacks on a Soviet unit. In the first attack the odds begin at 15 to 4, or 3:1.

They are reduced one level for the river and one for the defending unit's fortifications, for a final level of 1:1.

### COMBAT EXAMPLE – Second Attack



The second attack is just like the first except for the addition of a strength-2 German infantry unit, but that makes a big difference.

The odds are now 17 to 4, or 4:1; they are still reduced one level for fortifications, but no longer for the river, making the final odds 3:1; finally, the Soviet unit would be eliminated if forced to retreat, since it is surrounded by enemy zones of control.

## Mud Turns

Turns 3 and 4 are **mud** turns. All movement except Soviet rail movement is reduced to 1 hex per phase; rail movement is unaffected. All units' combat strengths are halved when attacking (not when defending).

**For example**, in the second example of combat, above, the three German units would be reduced to a total combat strength of 8½, making the odds 2:1 (before terrain effects). The attacker's losses in an exchange are based on printed strength, not halved strength.

### 1st Shock Army

The “First Shock” unit may not begin on the map at the start of the game, and may not be taken as a replacement until turn 4 (Nov I/II).

### Replacements

Both players get Replacement points each turn to purchase replacements, each during their respective replacement phases. Each turn, the German player gets 1 *Replacement point*, and the Soviet player gets 5. Spending a Replacement point will create a new half-strength unit (using one which was previously eliminated), or to flip an existing half-strength unit to full-strength.

You can't use two Replacement points at once to create a new full-strength unit. Creating a new full-strength unit from nothing would take two turns of replacements.

New Soviet units appear near the east edge of the map (in any empty hex marked with a single arrow) or in any empty **controlled** city *in communication* with the east edge (at most one per city). Existing Soviet units, to be restored, must also be in communication with the east edge.

- **Controlled** means that your units were the last units in the city; all cities except for those that start occupied by a German unit are owned by the Soviets at the beginning of the game.
- **In communication** means being able to trace a path of any length, without **entering** a hex containing an enemy unit or enemy zone of control, to the east edge of the map.

**Exception:** the Soviets can bring in or restore a unit in Moscow even if it isn't in communication.

German replacements work the same way, except that communication is traced to the west edge and Moscow has no special properties.

If replacements are not used, they may **not** be saved for later turns.

**Game Balance:** *If a handicap is needed for players of unequal experience, change the replacements. To benefit the Germans, change the Soviet replacements to four or even three. To benefit the Soviets, give the Germans their replacement only on turns 2, 4, and 6.*

### Starting the Game

Set up one Soviet unit on each hex marked with yellow battle star, **all at half-strength**. Don't use the 1st Shock Army (the Soviet army with a combat strength of 10); it comes later. Since all Soviet units are the same, it doesn't matter which unit goes where. You should have four units left over (counting the 1st Shock Army); all except the 1st Shock Army can be used as replacements in the Soviet player's turn.

The German player should then set up one German unit on each black cross, *all at full-strength*. The exact setup is important since it helps to determine what the German can do on turn 1.

After setting up the game, the German player begins his panzer movement phase. Since all German units begin the game at full-strength, the German player receives no replacements on turn 1 and skips his replacement phase.

### Winning the Game

Whoever holds Moscow at the end of the game wins. A player holds Moscow if one of his units was the last unit to be in the city. The Soviets hold Moscow at the start of the game.

**NOTE:** once you have mastered the above rules try the extra rules given in "What happens next: continuing play in ***Battle for Moscow***".

### Game Credits

*Battle for Moscow* was designed by Frank Chadwick (he proposed the basic game idea, researched the information, and wrote the game rules). The game was developed by John Harshman and John Astell (they tested, polished, and edited the rules into their final form). Playtesting was performed by members of the staff of Game Designers' Workshop and Diverse Talents Incorporated (they played the game before publication and pointed out flaws and problems that needed to be fixed). Barbie Pratt was art director (she organized the components into a final product).

# What Happens Next: Continuing play in *Battle for Moscow*

by Thomas M. Kane

## Introduction

*" . . . The next day, amid the onset of winter, the reinforced Soviets launched their winter counteroffensive. "*

With these words, GDW concludes the description of how the original Battle for Moscow ended. Another battle was obviously beginning, and one which would make an interesting "mini-campaign game" variant for *Battle for Moscow*. This scenario gives the Soviets extra chances for revenge, and also lets the German player experiment with more conservative strategies than the mad-dash-at-all-costs approach to Moscow. Perhaps such plans which might have saved Germany from its utter defeat on the Eastern Front.

## New Victory Conditions

The Soviets controlled Moscow when they launched their counter-offensive, and Germany had no more hopes of taking it. Therefore, the continued campaign game rewards other objectives too. Each side receives *victory points* ("VP") for accomplishing goals, and whoever has the most VP when the game ends wins.

There are three different ways to earn victory points:

1. Each side gets 1 VP per enemy unit eliminated from the board, even if they are replaced later.
2. Players receive 5 VP for each **controlled city** at the end of the game, and 20 VP for Moscow. A player controls a city if his units were the last to move through it.
3. The Germans get 10 VP if they can occupy Moscow at the end of any Soviet Player Turn, even if Soviet recaptures it later. This is awarded just once.

The player with the greatest number of Victory Points at the end Game Turn 14 is the winner.

## Winter Effects

The cold of Moscow's winter is legendary. German mess cooks cut butter with saws, and boiling soup could freeze nearly solid in the time a soldier took to retrieve a dropped spoon. Therefore, both sides suffer **Winter Attrition**.

### WINTER ATTRITION TABLE

DIE ROLL	Winter Attrition	
	German	Soviet
1	Frostbite	Frostbite
2	Frostbite	Frostbite
3	Frostbite	Frostbite
4	Frostbite	Frostbite
5	Frostbite	No Effect
6	No Effect	No Effect

During each player's Replacement Phase on turns 8 through 12, each player rolls on the *Winter Attrition Table*.

If the result is **Frostbite**, one unit of the player's choice is reduced by one step. A player may choose which unit to reduce, and units which are eliminated by frostbite do not yield Victory Points to the enemy.

Actually, winter did not affect the armies as much as the autumn muds had, but it still slowed them down. All infantry units have one fewer *movement allowance* than normal during Snow turns (turns 8 through 12), while panzer units lose two *movement allowance* per Movement Phase. This is because tanks suffered special problems during the cold. (Their engines had to be run regularly to keep them warm. This resulted in severe gasoline shortages and, in spite of all precautions, batteries warped and oil congealed from the cold).

### Replacements

The Soviets had been concentrating their forces in the Moscow area all fall, and by winter they had begun to redirect their attention to the South. Therefore, beginning on turn 8, the Soviet player *only gets 2 Replacement points* per turn. However, the Soviets were finally accumulating enough T-34 tanks to build an armored force.

On turn 13, the Soviet player may designate any one army which is in communication as his **Tank unit** by replacing it with the matching counter. This requires the expenditure of one Replacement point.

**Soviet Tank Unit Special Abilities:** The Soviet Tank unit may move during the Rail Movement phase but need not follow any rail lines. Additionally, it receives one column shift to the right when attacking.

### New Timetable

This campaign scenario begins on Battle for Moscow's usual Game Turn 1, but lasts through turn 14, until early March. This is shown in the chart below as well as upon the revised mapboard.

**TURN RECORD TRACK**

<b>4</b>	Nov I/II Mud	<b>1 5</b>	
Units at 1 MA Units at ½ STR attacking Soviet gets First Shock			
<p>This image shows a turn on the Turn Record track printed on the revised mapboard. Clockwise the bits of information shown in each cell are; turn number, week, weather, replacement points for German and Soviet players, special rules affecting play.</p> <p><b>STR</b> and <b>MA</b> are abbreviations for <i>Combat Strength</i> and <i>Movement Allowance</i>.</p>			

Turn	Weather	Week
1	Clear	Oct I
2	Clear	Oct II
3	Mud	Oct III/IV
4*	Mud	Nov I/II
5	Clear	Nov III
6	Clear	Nov IV
7	Clear	Dec I
8	Snow	Dec II/III
9	Snow	Dec IV/Jan I
10	Snow	Jan II/III
11	Snow	Jan IV/Feb I
12	Snow	Feb II/III
13*	Clear	Mar I
14	Clear	Mar II

**Specific Game Turns** indicate Soviet Reinforcements. On turn 4 add the *10-4 Shock Army* to the replacement pool, and turn 13 designate one unit the Tank Army.

**Mud Game Turns** causes one hex movement per Movement Phase and all units attack at half their printed strength.

**Snow Game Turns** causes Winter Attrition die rolls and reduce infantry by one *movement allowance* and Panzers by two *movement allowance*.

### Historical Summary

*When Hitler heard of the Soviet counter-offensive, he characteristically ordered unflinching resistance without the possibility of withdrawal. This time, the policy might have been appropriate. Perhaps the Soviets could have overrun retreating armies in the cold. As it was, the offensive disappointed them, leaving the Germans exhausted but still controlling Rzhev, Vyazma and Orel. Naturally, Hitler was convinced that he had personally saved the army, and he exulted to his aides, "This little matter of operational command is something that anyone can do." But despite his confidence, Hitler had already defeated himself by attacking a country too large for any army to master.*

## IMPORTANT

"What Happens Next - Continuing Play in Battle for Moscow" by Thomas M. Kane originally appeared in:

**BATTLEPLAN, Issue Number 7, August/September 1988, pp10-11**



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# Additional Material

By Robert Kurcina

*This rulebook incorporates the available on-line material of Battle for Moscow including the original rules, the mini-campaign, and the errata. The mapboard measures 10x14 hexes across, which matches the original design as well as the PBEM versions for Cyberboard and Wargame Processor.*

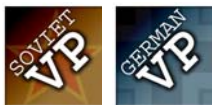
## Game-play Aides

Some game-play aides have been provided with this revised game. The new mapboard has a Turn Record track that shows information as to the turn number, how many Replacement points each player receives, special Soviet unit availability, and specific weather effects. On the mapboard is also a Points track that will assist in tracking victory points (“VP”) received during the “*What Happens Next...*” mini-campaign. In addition there are a number of markers in the `BFM.aide.pdf` PDF file that assist with status tracking as follows:



### Weather Marker

This marker is used with the optional rule “Variable Weather”. The marker shows “EARLY” or “LATE” to indicate that for the given turn, either the next turn’s weather or the previous turn’s weather is in effect.



### Victory Points Markers

Place these on the Points track as soon as either player acquires VP during play.



### Supply Points Markers

For use with the Supply Phase rule used with the *Advanced Game*. Place these on the Points track on the **5** for German player and **15** for Soviet player.



### Attack Commitment Markers

Place Attack markers on each attacking unit pointing the arrow towards its target defending unit prior to resolving combat. Resolve combat in any order desired. Remove all markers at the end of each resolved combat.



### City Control Markers

Place on Soviet controlled cities at the start of the game. When a German unit enters a city hex, remove marker to indicate that it’s in “controlled” status for the Germans. Place again if a Soviet unit enters the city.

### Clarifications

These are clarifications of the existing rules. To some it may seem obvious, but one never knows ...

#### Zone of Control

All units may always leave an enemy zone of control, but must stop upon entering another enemy zone of control. Retreat through a hex with enemy zone of control is possible as a last resort, but will cause a loss to full-strength. Half-strength units retreating through an enemy zone of control are eliminated.

#### Always Use Victory Points

For both the 7-turn original game and the 14-turn mini-campaign, always use the Victory Point conditions described under “*New Victory Conditions*”.

#### Soviet Tank Unit

When the Soviet *Tank unit* arrives it replaces the unit to which it has been assigned – essentially converting it. If that unit was at full-strength, then so is the Soviet Tank unit – otherwise it will be at half-strength.

### Soviet Play Balance

These optional rules alter play balance in favor of the Soviet player.

#### Improved Soviet 1<sup>st</sup> Shock Unit

When the Soviet 1st Shock unit arrives, it will be at half-strength and counts as one of the replacements allowed to the Soviet player. The Soviet 1<sup>st</sup> Shock unit creates one column shift to the right when attacking from Moscow or a fortification hex if in communication.

#### Stronger Soviet Defensive Line

Any Soviet unit that is targeted as defender while within Moscow or a fortification hex while adjacent to another Soviet unit **also in such** creates 2 left odds-ratio shifts instead of just 1.

#### German Logistics Problems

The German player receives Replacement points only on turns 2, 4, and 6. All other turns the German player *receives no points*. As a reminder of this house rule; turns 2, 4, and 6 are indicated on the Turn Record track as black replacement cells.

### Optional Rules

These additional rules make the game a bit more interesting.

#### Soviet Replacement Edge

**For turns 1, 2, and 3;** allow replacements/in communication to be traced into the two triple-arrowed hexes north of Moscow, and the triple-arrowed hex south of Orel. If



## Battle for Moscow

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playing the 14-turn mini-campaign, allow use of those entry hexes on turns 13 and 14 as well.

### Harsher Winter

The German player rolls twice on the Winter Attrition table for turns 9, 10, and 11. This is indicated on the Turn Record track as “Harsh Snow”. For all Winter Attrition rolls, all players must take losses against full-strength units if they are available.

### Advanced Combat Results Table

This modified combat results table allows 1:2 and 3:2 odds ratios. Attacks at 1:2 or greater are allowed. Attacks that are adjusted to less than 1:2 odds are not allowed.

### Possible Early 1st Shock

On turn 3 of the Soviet replacement phase, the Soviet player rolls a die. If the die roll scores 4, 5 or 6, the Soviet First Shock unit becomes immediately available now as a replacement instead of on turn 4. It will be at **half-strength** and counts as one of the replacements allowed to the Soviet player.

### Variable Weather

On some turns, the Turn Record track will show the weather condition followed by words “EARLY” or “LATE”.

Roll a die on those turns at the start of the German Replacement phase (or if using the house rule for Supply Lines; during the Supply phase). Scoring a 4, 5, or 6 means that the weather is different than that printed on the chart for the given turn.

**EARLY** means that the weather of the next turn also affects the current turn.

**LATE** means that the weather of the previous turn also affects the current turn.

Indicate that the alternate weather is in effect by placing the Weather marker in the turn’s box on the track.

## The “War of Attrition” Variant

These rules provide for the use of supply points that represent the abstract factors of air support, partisan forces, logistics and command. Use these rules in conjunction with all “*Soviet Play Balance*” and “*Optional*” rules.

### Supply Phase

At the start of game, the German player has 5 *Supply points* and the Soviet player has 15; indicate these on the Points track with a Supply marker. Add a *Supply Phase* prior to each Replacement phase. In this phase, the first step is to check supply; a player is allowed to keep 1 *supply point* for every city that they control, with Moscow allowing 3 points for the Soviet player.

- **Basic Supply**

The next step is to receive basic supply; each player receives 3 supply points.

**Exception:** Starting with turn 5, the German player no longer receives basic supply. This is indicated on the Turn Record track as red bars under the German replacement schedules.

- **Extra Supply**

During each player's Replacement phase, allow that player to receive extra supply points equal to the value scored on a die roll for each Replacement point spent. Up to 2 Replacement points may be spent for this purpose.

### Supply Utilization

Supply points may be spent on units that are *in supply* for a number of supply options such as; increasing combat strength for attack and for avoiding winter attrition. *In supply* uses the same rules as *in communication*, except it can be always be traced through a friendly unit.

- **Assault**

Players may provide **attacking** units that are *in supply* with extra combat capability by spending supply points. Each supply point spent provides a unit with an extra strength, up to the printed value of that unit's combat strength. This extra strength is applied *prior* to reductions due to Mud weather or odds-ratio column shifts.

- **Winter Gear**

Players may announce before checking Winter Attrition that they want to purchase *winter gear* to avoid the effects of one "Frostbite" result. They must then spend 2 supply points.

*In Supply* can also be traced through an empty hex containing enemy zone of control, but for each such hex entered it will cost 1 supply point more.

## DISCLAIMER

*This document is a revision of the original Battle for Moscow game and the mini-campaign game available for download via the Internet at Web Grogards. Some textual modification of those original works was made for clarification or enhancement purposes in order to create a comprehensive and consistent presentation. Other changes were made for materials such as the counters and mapboard, and the creation of play-aides. The updated map, counters, play-aides, rules, advanced game rules, optional rules, and house rules were created by Robert Kurcina and altogether this body of work is released to the public as of September 30<sup>th</sup>, 2006 under fair-use clauses as fan art.*

Web-Grogards URL: <http://grogard.com/bfm/game.html>