
Operation Typhoon

Replay by TC Bradley

Operation Typhoon, 1978

Game background by Russ Gifford

Designed by Joe Angiolillo, and developed by Joe Balkoski, Operation Typhoon jumps straight into the action as soon as it starts. Soviets can see Moscow from where they start. Their goal is in sight. The question is, can they reach it in time?

Info:

A simulation of the last German assault on the Russian capital in WWII, in late 1941.

There are three maps. Each hex is 2.7 miles. Each turn is one day of real time.

There are 800 Counters. Most German units are regiments or battalions; Most Russians are usually divisions or brigades.

Comments:

A three-map operational level simulation of Russo-German conflict in the bitter Russian winter. Extensive supply, weather and limited intelligence rules.

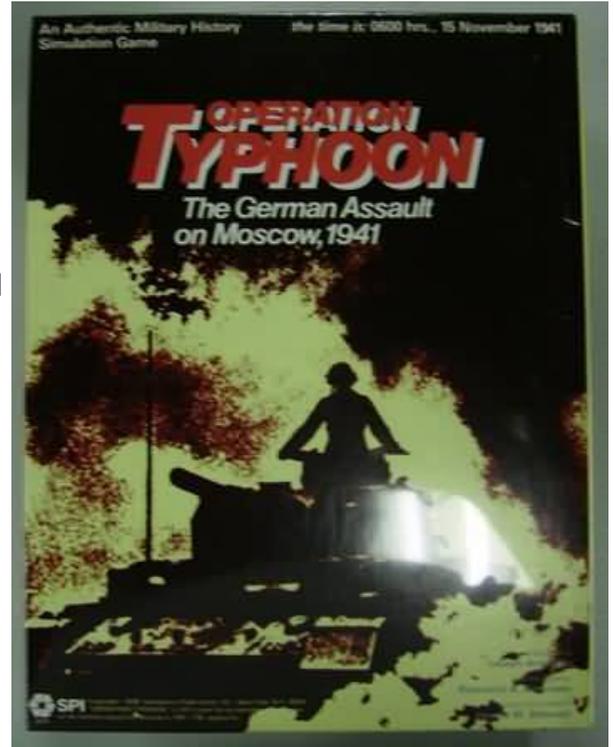
Typhoon offers three single-map scenarios and a three-map campaign game. The campaign can go to December 1, when the German supplies run out, or to December 15, to catch the Russian counter-assault.

A really good game, placing all the focus on the single question 'can the Germans take Moscow, or will they run out of time and troops?'

Like many of these games, the goal is to see how close you can come to changing history. But you will learn why history turned as it did in the process of playing this simulation.

Enjoy this replay with TC!

---Russ Gifford



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Hello – TC Bradley here.

Operation Typhoon, End of Game Turn 1

All German formations are out of supply, by rule, even Supported corps. Guderian felt the need to start the offensive, even while still short of supplies. The 4th and 3rd Panzer divisions hit the Soviet line south of Tula, but the 4P was ill-prepared for the Soviet defense (pulled very low strength markers) and an overworked regimental commander of the 33/4P wandered away from the rest of his division and the Soviet 220/50 Rifle and 41/50 Cavalry took advantage; the regiment was reduced to cadre strength. The 3P was more successful. The Soviets otherwise just shifted formations south along the front towards Tula.



Operation Typhoon, End of Game Turn 3 (First Picture, below)

Despite all indications that his panzers were not ready, Guderian pushed ahead without supplies the next 2 turns. The Soviet resistance was far stronger than expected, and the Germans lost 3 tank battalions in unsupported attacks. The 53rd Corps infantry pushed ahead as well, but the 112th nearly lost an entire regiment, though the 41/50 Soviet cavalry took heavy losses.



Operation Typhoon, End of Game Turn 5 (First Picture, below)

With greatly needed fuel and supplies, the panzers hit the Soviet line again. While losses were minimal, the 3P and 4P, having lost their tank battalions, were repulsed by a single Soviet rifle division, the 21R/49. The Soviets continued a slow walk-back from the line, to avoid engaging the now somewhat rejuvenated German formations, though an opportunistic counter-attack against the 17P reduced one of the regiments to cadre.





German Left Flank, Turn 6

