

OPERATION TYPHOON (SPI 1978)

Designed by Joe Angiollilo

24 pages rules, 800 counters, 3 22" x 34" unmounted maps, boxed. Scale 1 day/turn, 2.7 mi/hex, regiment and division sized units. \$22.00. Rating: B+

OT is a recreation of the last stages of the German assault on Moscow in 1941. The game has been designed so that attacks by the various component armies can be played as one-map scenarios. There is also a full sized campaign game, but it is of reasonable length (16 turns). As an option, the campaign can be extended another 15 turns to cover the Soviet counteroffensive that began in December.



The game uses a variant of the *Wacht am Rhein* mechanics, which permits no post combat mech move. Play is speeded by the absence of distinct artillery units, and has been given a strong limited intelligence flavor. Most units do not have combat factors, but a combat class and a morale rating. The first time a unit takes part in combat, a chit with the proper morale rating is drawn and the combat factor for the proper combat class is used. Chits are two sided, allowing for two step reductions in strength. Loss of two steps returns the chit to the pool and the unit counter is inverted to denote cadre status. Players are forbidden to examine the other player's units to inspect their strength, or to write strengths down as they are determined, so "intelligence" is limited by "memory."

Despite the presence of three German Panzer Gruppen, this game is somewhat in favor of the Soviet. Most of the terrain is heavily wooded, to armor's detriment. The Germans are hampered by weather and by their supply situation. Every four turns, the German Player must determine (randomly) how many corps in each army can be "supported." Units in unsupported corps are out of supply, while those which are supported are tied to fairly short lines back to the corps HQ. The German can never attack on a broad front, but must instead make a series of probes along roads, which can rarely be coordinated as much as he would like. The game is a challenge to both players, but especially the German.