

Here is the Moves feedback question that resulted in Typhoon as we know it, ie, start dates, map, scale etc.

**MOVES nr. 33, published June/July 1977**

46. *Typhoon*: A tactical game covering "Operation Typhoon"—the final German drive on Moscow which took place between November 15 and December 5, 1941. *Typhoon* would use the *Panzergruppe Guderian* and *Wacht am Rhein* game systems. Rules would cover weather, supply, untried units, command difficulties, and fatigue. Scale would be roughly five kilometers to the hex and approximately six hours per Game-Turn. This would be the first simulation to cover an East Front battle so extensively. Probably a four-map game. \$20.

The designer notes updates in Moves

**MOVES nr. 36, published December/January 1978**

**Typhoon**

*Operation Typhoon* is a simulation of the final German thrust toward Moscow in the Second World War. This attack began on November 19, 1941 and continued until December 5. *Typhoon* is an outside design. The task was given to Joe Angiolillo, an experienced wargame designer who has been working with SPI for many years. Just recently, I have received Joe's preliminary rules manuscript, maps, and orders of battle — and mighty impressive they are! The game is based on SPI's *Wacht am Rhein* and all the modifications that have been thrown into the game since its publication. (For all who don't know: *Wacht* is a battalion-level game with one-mile hexes.) At this level, Second World War actions are difficult to simulate. However, the simultaneous development of *Atlantic Wall* should make matters a bit simpler. Joe's research was done from primary sources to a large extent. German *Lage Ost* maps (daily situation maps prepared for Hitler down to division level) were obtained from the National Archives for various dates of the campaign. These provided both German and Russian divisions, their designations, and their order of appearance. More on *Typhoon* later.

Joseph Balkoski

**MOVES nr. 37, published February/March 1978**

**Typhoon**

This new tactical/operational simulation of the German drive on Moscow is proving a tough nut to crack. The title was originally feedback as a compromise between *Panzergruppe Guderian* and *Wacht Am Rhein*. However, the design has been presented as a somewhat more complex version of the Battle of the Bulge game. With a larger hex scale (2.5 miles) and similar unit size (battalions for Germans, regiments for Russians), *Typhoon* is truly impressive when set up for the November 19, 1941 scenario. However, counter density and the plethora of unit types makes the game very difficult to play. Four playtesters could only get through two turns in two nights of playtesting! At this moment, we are toying with some new ideas. It looks as if we will go one step higher in unit scale (regiments for Germans, divisions for Russians) and keep the same hex scale. A few playtesters suggested beginning the game a month earlier than it does now (*Typhoon* starts November 19), when the Germans were still advancing rapidly and encircling huge pockets of Russians around Vyazma and Bryansk. In *Typhoon*, there is not that much chance of this kind of mobile warfare — mostly because of the weather and the stronger Russian preparation. In general, it appears that my task will be to simplify the game so that it really does resemble a compromise between those two popular SPI games.

Joseph Balkoski

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**Typhoon**

All of us involved in this game are glad that last-minute testing is still going on, even though all of us know the November 19 starting positions by heart for both Russian and German units. I am sure, in very general terms, the Germans in *Typhoon* are doing far better than they could have and infinitely better than they really did. This phenomenon occurred in the first test (in which the Germans won within four days), the second test (in which the Germans won within a week), and the third test (in which the Germans won within 10 days). All during this time, we had been making it progressively tougher and tougher for them as well. We have finally decided to be ruthless, however. German movement ability has been substantially slowed, their units weakened, their supply capabilities drastically reduced, and their ability to support major offensives in more than one area of the map at any one time severely curtailed. As of this moment, we are waiting for the final playtest to begin. All concerned are at least happy that the game system is working well (in fact, it's a lot of fun to play — not at all a monster game), while not having to worry about mechanical problems right down to the last minute of rules-writing.

Joseph Balkoski

**MOVES nr. 39, published June/July 1978**

**Typhoon**

*Typhoon* has stagnated a bit while I finish up my work on *Atlantic Wall*. Although the rules to *Typhoon* have been completed, some aspects of the game continue to undergo substantial change. For example, the starting point of the game has been moved up from November 19 to November 15, 1941. There will be four scenarios in the game, each portraying an attempted German drive toward Moscow (plus, of course, the Campaign Game). At the moment, we are about to resume playtesting of Hoepner's (4th Panzer Army) and Reinhardt's (3rd Panzer Army) assault in the north.

Joe Balkoski

This looks to be a survey question for a follow up game to Typhoon that never happened

**MOVES nr. 48, published December 1979/January 1980**

44. *Roads to Moscow, 1941*. With the coming of October and the autumn, the Soviet High Command did not expect any further offensive activity on the part of the Germans. But on the last day of September the Wehrmacht launched a massive offensive with Army Group Center. Achieving quick breakthroughs, some 600,000 Russians were trapped in two pockets located near the cities of Vyazma and Bryansk. The last German push to Moscow had gotten off to a fast start. *Roads to Moscow* recreates the opening weeks of Operation Typhoon on an operational regiment/division level. Using the popular *Typhoon* system, the game will include special rules for weather, mud and supply. The game will include multiple scenarios and a campaign game. Also included will be a special set of rules for linking the game to *Operation Typhoon*. To sell for \$25.