



Gates of Moscow (Typhoon)



Operation Typhoon was the German military campaign to capture Moscow during World War II, launched in early October 1941 as part of their broader invasion of the Soviet Union (Operation Barbarossa). The offensive aimed to deliver a decisive blow by taking the Soviet capital before winter set in.

German forces, under Field Marshal Fedor von Bock, advanced with two large army groups and made initial gains, encircling and destroying significant Soviet forces. However, stiff Soviet resistance, logistical challenges, and worsening weather slowed the German advance. Muddy conditions in October, followed by the onset of harsh winter, further hampered their progress.

By December 1941, Soviet reinforcements, including Siberian troops acclimatized to winter warfare, launched a counteroffensive under General Georgy Zhukov. The Red Army pushed the Germans back from the outskirts of Moscow, marking the first major defeat of the



German Wehrmacht in the war. Operation Typhoon demonstrated the limits of Germany's Blitzkrieg strategy against a determined and well-resourced opponent.

7 VP's



Card Balance:

Allies - 5

Axis - 5

Complexity:

4

Conditions:

Urban



Location:

Russia

Year:



1941

Theater:

Eastern Front

Campaign:

Barbarossa

Codename:

Operation Typhoon

Summary:

The Gates of Moscow is a complex scenario which results in a brutal battle with many digital 'casualties' on both sides.

Objectives:

7 VP's, including two Objective Medals for Axis

Battlefield:

Frozen field with Kaluga river cutting vertically and a ridge of hills cutting across horizontally.

Troops:

Allies - 10 Infantry, 2 Armo, 2 Artillery

Axis - 10 Infantry, 8 Armor, 1 Artillery



Allied Strategy:

1. Although there is a large Axis force massed against the Allies, the Axis side starts back against the game border. Allies can use this to their advantage, by turning retreat flags into deadly kills. Target the Axis forces which have no retreat available to them. This will increase your odds of a kill by another 17%. This increases the likelihood of an armor hit from 33% to 50%, and an infantry hit from 50% to 67%.



Axis Strategy:

Battle Reports (percentage of Allied victories):

34%

(These are historical records. The poll on the right is new results.)

2

BR - Gates

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