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 ’41, the Germans thought they had Moscow in their grip—but Zhukov and his Siberian wolves had other plans. Hardened for winter, those Red Army troops stormed forward in a counteroffensive that drove the Wehrmacht off the city’s doorstep. It was the first time Hitler’s war machine got its teeth kicked in, proof that Blitzkrieg had limits when it slammed into a determined foe with steel in

its spine and snow in its veins.

~~ General Howitzer

7 VP’s



Card Balance:

Allies – 5

Axis – 5

Complexity:

4

Conditions:

Urban



Location:

Russia

Year:

1941

Theater:

Eastern Front

Campaign:

Barbarossa

Codename:

Operation Typoon

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

Terrain:

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



Winning as Allies

1. Big picture strategy for the Allies. This is a defensive scenario, so stay behind your sandbags and defend the two medal objectives. Move your Artillery and Armor forward into the battle.

2. 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%.

3. Attack Vector Left Flank: The enemy forces are congested. If you have a good set of cards, you can move in, and clear out many of the forces, including the armor.



Winning as Axis

1. Big picture strategy for Axis is to disperse your bunched-up troops and concentrate your forces on the front-line enemy to eliminate them as quickly as possible before they score too many hits against your forces.

2. Keep pushing forward as you attack with the goal to eventually be to capture the bridge hex medal (often as a final decisive move to end the game).

3. This is a long scenario of 7 medals, so you will have to take out the centrally located enemy Artillery. It is sand-bagged on a hill, but it needs to be attacked quickly.

4. Beware of your armor trapped behind the row of trees on your right flank. Do not try to take out the enemy infantry in the woods, because they will inflict heavy penalties on such an attempt. Best option is to get them into the tree line and then out into the open for more fruitful attacks.

Battle Reports (percentage of Allied victories):

34%

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

Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Gates of Moscow (Typhoon)

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**33.33%**
Average medals per side
Allies—Axis—
Submitted AARs
36Games reported
Allied victories**12 · 33.3%**
Axis victories**24 · 66.7%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Eastern Front

1. Breakout at Klin→ — Open Scenario
2. Prokhorovka [Overlord]→ — Open Scenario

3. Breakout to Lisyanka→ — Open Scenario
4. Suomussalmi [Russo-Finnish War]→ — Open Scenario
5. Gates of Moscow [Typhoon] Current scenario
6. Red Barricades Factory Complex [Stalingrad]→ — Open Scenario
7. Ponyri [Kursk]→ — Open Scenario
8. Bug River [Barbarossa]→ — Open Scenario

Barbarossa Center

1. [Barbarossa] Bug River→ — Open Scenario
2. Pruzana→ — Open Scenario
3. Smolensk→ — Open Scenario
4. Barbarossa Center: Yelnya - Timoschenko's→ — Open Scenario
5. Yelnya - Zhukov's Assault→ — Open Scenario
6. Barbarossa Center: Kamenewo→ — Open Scenario
7. [Typhoon] Gates of Moscow Current scenario
8. Breakout at Klin→ — Open Scenario