

Drive on Moscow: Operation Typhoon 1941

Drive on Moscow: Operation Typhoon 1941, is a reprint of the original game published in S&T 244. This edition incorporates corrections from the original publication, updated graphics and includes a new German order of battle based on information that has come out since the original publication of the game.

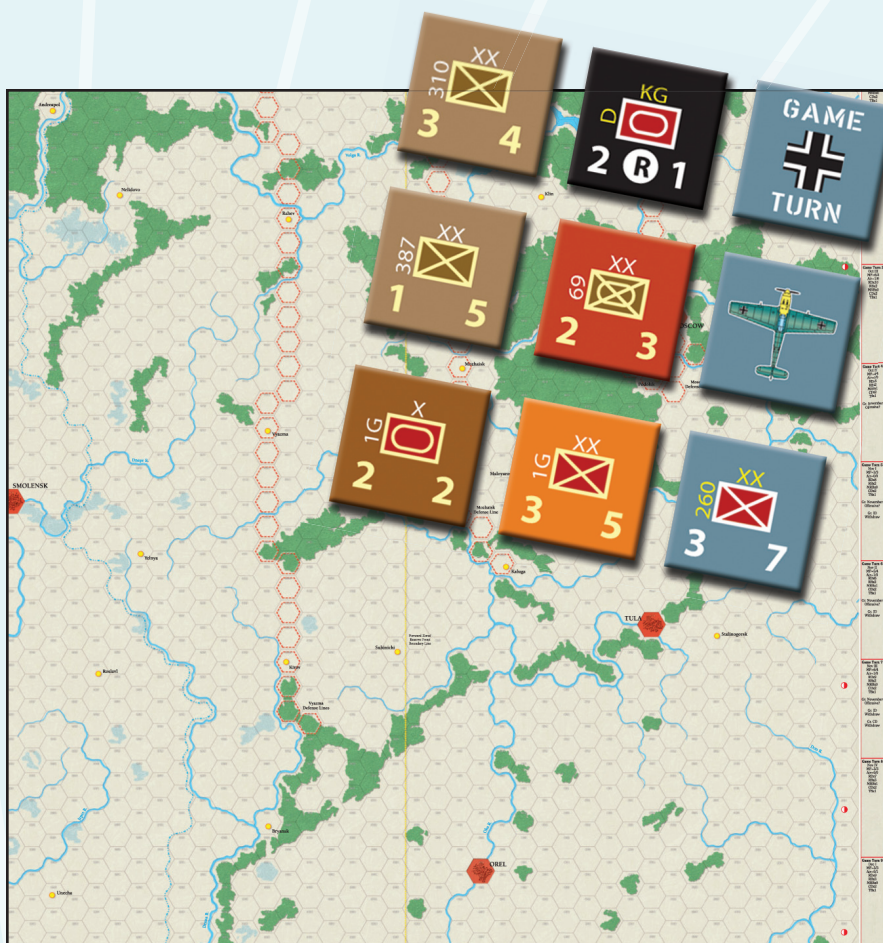
Drive on Moscow is a two-player (solitaire friendly), low-intermediate complexity, strategic simulation of the German attempt to capture the capital of the Soviet Union late in 1941. Play encompasses the period that began with the Germans launching their offensive on 1 October 1941 and ends on 7 December.

The units of maneuver for both sides are primarily divisions, along with some brigades and one elite regiment. Each hexagon on the map represents 7.5 miles (12 km) from side to opposite side. Each game turn represents a week. The effects of the general air superiority enjoyed by the Germans throughout much of the campaign are built into the movement and combat rules. Soviet units are mostly untried with their exact strengths unknown until the first time they enter combat; however, their elite Guards divisions all have two steps and known strengths.



DRIVE ON MOSCOW

OPERATION TYPHOON, 1941



Target Market

- WWII history buffs

Up-Sells & Cross-Sells

- Duel in the North (WW Issue #48)
- Zhukov's War (WW Issue #50)
- Escape Hell's Gate (WW Issue #57)
- Land Without End (DG box game)
- Leningrad (DG box game)

Selling Points

- Easy to play system
- Great Value (boxed version would be \$80 or more)

Stock no

- 1402

MSRP

- \$50

UPC Code

- 095109014028

Contents

- Two 22 x 34 inch maps
- 352 die-cut counters
- One Player Aid Card
- One 32-page rules & campaign analysis

Place your order today!