

DEVELOPER'S NOTEBOOK

Retrofitting Barbarossa into Typhoon!

BY TONY CURTIS

Retrofitting a new set of rules into **Typhoon!** will require using components of both games. This, hopefully, is a complete *how-to-do-it* guide.

Components:

I. Maps: Use the three **Typhoon** maps (M, N and P), plus the Rostov map (R) can be added since the timeframe of both overlaps. If **Typhoon** units enter the Rostov map, they obey all **Barbarossa** rules. If **Barbarossa** units used in the Rostov scenario enter a **Typhoon** map, they obey the **Barbarossa** rules as modified below for **Typhoon**.

II. Counters:

A. Use the **Typhoon** counters with the following modifications:

1. All Soviet Guards rocket units have their Movement Allowances (MA) increased from 6 to 8.
2. All Axis nebelwerfer units have their MAs increased from 5 to 7.
3. Treat the Soviet 199 Naval and 200 Naval artillery units as super-heavy arty per **Barbarossa** rules.
 - Treat their MAs as **Barbarossa** Green MAs.
4. Treat Axis 641 Arty Bn, (not Harko 302 and Harko 312) as super-heavy arty per **Barbarossa** rules.
 - This unit becomes a double-sided counter (you can borrow the 641st from **Barbarossa** or use the **Typhoon** counter and note the differences. Also, make a new counter for the 614 Arty Bn identical to the 641st (or also borrow the 614th from **Barbarossa**). Place the 614th in the Axis Special Reinforcement Pool containing the 312 HARKO and 641 Arty Bn. Raise the VP cost for the reinforcement group to -2VPs.
 - Front side (mobile mode) – range box blank, support factor zero, defense factor one, Green MA of two on both units.
 - Back side (firing mode) – for both units range box two, attack DRM -1, def factor one, MA Green zero. For 614th and 641st, sptpt factor two.

5. Treat all remaining Soviet and Axis arty, rocket arty, nebelwerfers, and 0-0-8 MSUs as **Barbarossa** Orange MA units.

6. Treat all Soviet armored trains as **Barbarossa** Gray MA units.

7. Soviet HQs. All **Typhoon** HQs need to be modified so that they will possess a Non-Op side.

- Back side (Non-Op mode) – all HQs require a recovery value of one greater than their respective front side command values.

- Additionally, all Non-Op sides require att factors of zero, def factors of one and MAs of three.

III. Rule Book

1. Do not use the **Typhoon!** Rule Book. Almost all rules covered in the **Typhoon!** Rule Book are also covered in the **Barbarossa** Rule Book. It is far easier to note the few rules to add to the **Barbarossa** Rule Book than to modify and add to **Typhoon!**.

2. Add the following to the **Barbarossa** Rule Book (perhaps best to pencil in notes at the appropriate points to refer to this sheet):

a. Arctic Weather Effects

- There are now five climate conditions (add Arctic to para 5.1.2a).
- There are now five weather conditions (add Arctic to para 5.1.2b).
- LOCs are reduced to 5 hexes (add to para 6.2.2d)
- Major river hexsides can also be crossed for +1MP during Arctic (add to para 10.7.9)
- Inland sea/lake hexes and hexsides are affected by Arctic as well as Snow (add to para 10.7.10)
- Swamp hexes can also be entered from any hexside during Arctic turns (add to para 10.7.11)
- Units attacking across major rivers do not have their att factors halved (add to 15.5.2b, exception 1)
- Once the first Arctic turn occurs,

strongpoints can only be constructed in hexes with engineer units (add to section 18.3 as new para 18.3.8)

- Railroad Conversion costs two RCPs for all hexes (add to para 19.2.1).

b. Ski units. Add to para 11.5.1: Soviet and Axis ski units may only use Infiltration Movement during their respective Movement Phases of Snow and Arctic turns.

c. Moscow Air Defense Corps. Add to para 7.2.d – Aircraft: The Soviet player may also use the point to activate the Moscow Air Defense Corps (those air units in the Ready Box with Moscow on the counters). These units function identically in all respects to the other Soviet air units except that unless released by expending the air point, they are limited to conducting missions within ten hexes of any Moscow hex (count the Moscow hex – do not count the air mission hex).

3. Parts of the **Barbarossa** Rule Book not to use. The major rules sections are noted. Ignore any other minor references found in other sections of the Rule Book.

a. UR/MG units. Ignore sections:

- 11.6 – Untried UR/MG Movement
- 20.3 – Soviet UR/MG Units
- 22.9 – Soviet UR/MG Units

b. Flotillas. Ignore sections:

- 11.2 – Flotilla Movement
- 22.6 – Soviet Flotillas

c. Soviet Militia (Not all militia references are ignored. All references to untried militia are ignored however). Ignore sections:

- 8.5 – Untried Soviet Militia
- 22.10.2 – Untried Militia
- 22.10.3 – Militia movement restrictions

- 22.10.4 – Istrebitel'nyye (Istr) Units (plus any other references to Istr units in the rules).

d. Sea Transport. Ignore section 11.7.8

e. Optional Air System. Ignore all references to the optional **Barbarossa** Air System.

IV. Typhoon Play Book

The Eastern Front Series: Typhoon and Barbarossa

a. Ignore Learning Scenario.

b. Scenario #1

- 18.1.3h – Modify: reduce available Axis MSUs by one 0-0-8 unit
- add 18.1.3j – The Soviet 30 and 31 Army HQs set up on their Non-Op sides. Recovery die rolls or HQ removal start on GT24. Axis motorized units may use their full MA during the Axis motorized movement phase of GT24 only.

- Make above changes to Axis and Soviet Set-Up Cards if desired.

c. Scenario #2

- 18.2.3f – Modify: reduce available Axis MSUs by one 0-0-8 unit. Make this change on Axis Set-Up Card if desired.

- Add 18.2.3i – Axis motorized units may use their full MA during the Axis motorized movement phase of GT25 only.

d. Scenario #3

- 18.3.3 Placement – note that changes made to scenarios 1 and 2 apply here also.

e. Scenario #4

- Add 18.4.3j – Soviet Non-OP HQs. The Sov 3, 13, 43 and 50 Army HQs set up on their Non-Op sides. (make changes to Soviet Set-Up card if desired). Except for HQ 13 Army, no Non-Op Soviet HQ can move on GT1.

- Add 18.4.3k – Except for HQ 3 and 13 Armies, Non-Op Recovery die rolls begin during the Game Turn Interphase of GT2 and each GT thereafter.

- Add 18.4.3L – The Soviet player cannot disband a Non-Op HQ during the Game Turn Interphase of GT1.

- Add to 18.4.6a: Note – On GT1 only, all Axis motorized units allowed to move on Map P (those south of hex P1921) may move their full MA during the Axis Motorized Movement Phase.

- Delete rule 18.4.7 in its entirety. There are no at start Garrison units on Map P for this scenario.

f. Scenario #5

Note: Scenario #4 set-up is an integral part of scenario #5 since GT1 of scenario #5 is played on Map P exactly as played in scenario #4. All changes above also apply to this scenario.

- Garrisons. The only garrison units are those actually specified on the set-up cards as garrison units on Maps M and N

- Add 19.2.3j – Soviet Non-Op HQs. In addition to the Non-Op HQs on Map P, the Soviet 30, 19, 16, 20, 24, 31, 49, 32, and 33 Army HQs on Map N set up on their Non-Op Sides (make changes to Soviet Set-Up cards if desired). Except for 13 Army HQ on Map P, no other Non-Op HQ can move on GT1.

- Para 19.2.6a – delete last sentence (All units begin normal movement on GT#2), and replace with “On GT2 all units on all maps may move normally unless restricted by garrison requirements or the effects of Non-Op HQs.

- Add 19.2.6c – Except for HQ 3 and 13 Armies, Non-Op Recovery die rolls begin during the Game Turn Interphase of GT2 and each GT thereafter. The Soviet player may not disband a Non-Op HQ during the Game Turn Interphase of GT1.

- Add 19.2.6d – On GT1 only, all axis motorized units allowed to move on Map P (those south of hex P1921) may move their full MA during the Axis Motorized Movement Phase. On GT2, all Axis motorized units which will end their Motorized Movement Phase on Map N (including those motorized units entering Map N from Map P) may move their full MA during the Axis Motorized Movement Phase.

- Add para 19.2.6e – Axis Supply System Breakdown. During the Supply Determination Phase of GT12, remove one 0-0-8 Axis MSU (either on or off map). On GT18 remove a second 0-0-8 Axis MSU in the same manner. Neither may be used for the remainder of the scenario once removed from play.

- Delete para 19.3.2 Soviet Reserve Units. The Reserve Unit procedure is now covered in Barbarossa Rule 7.2c.

- Delete para 19.5.4 Bombard Moscow.

g. Typhoon Overrun and Air Combat examples: Ignore both.

Refer to examples in the **Barbarossa** Play Book if necessary.

V. Typhoon Player Aid Cards to Use

a. All Typhoon Set-Up Cards

(marked with above changes if desired)

b. Typhoon Turn Record Track

c. Typhoon Soviet Replacements Table

d. Typhoon Victory Point Schedule (less the reference at the bottom “For bombarding Moscow” (Para 19.5.4 has been deleted)

e. Typhoon card containing Weather Table and Axis Attack Supply Chart.

Note: If the entire card is used, ignore Summary of Additional Supply / Weather Effects, Surrender Table, Terrain Effects Chart, Movement Allowance Chart and Overrun Table which also appear on the card.

The two relevant charts and tables are reproduced below if you would rather copy them. Be aware that the Axis Supply Table has been modified from its original **Typhoon** levels. Pencil in the new levels if you are using the old **Typhoon** card.

Axis Attack Supply Chart		
Turn #	Scenario 4	Scenario 5
1	5	7
2-6	4	11
7-12	2	5
13-17	N/A	7
18-22	N/A	6
23-43	N/A	5

Weather Table					
Die Roll	Dry	Mud	Frost	Snow	Arctic
1	D	D	M	M	S
2	D	D	MT	F	S
3	D	M	F	F	S
4	D	M	F	S	S
5	D	M	F	S	ST
6	D	MT	F	ST	A
7	D	MT	F	ST	A
8	DT	MT	S	ST	A
9	M	F	ST	A	AT
10	MT	F	ST	A	AT

Note: Lingering Snow (**Barbarossa** 5.1.4b) If Frost weather occurs in a turn immediately following a Snow turn, apply Snow effects. It takes two consecutive turns of Frost weather to change Snow weather to Frost.

Codes: A = Arctic, D = Dry, F = Frost, M = Mud, S = Snow, T = Storm

VI. Barbarossa Chart and Table cards to use.

a. Soviet Unit Rebuilding and Air Unit Status card.

- Ignore the Sea Transport Box.

- Cadre Box and Eliminated Box: Add

Retrofitting Barbarossa into Typhoon!

Soviet ski units to the boxes requiring one Type I Point to move to the next higher box.

• Flown Box and Damaged Box: Add Arctic to the +1 Weather DRM list in each box.

b. Axis Unit Rebuilding and Air Unit Status card.

• Cadre Box and Eliminated Box: Add Axis ski units to the boxes requiring one Type I Point to move to the next higher box.

• Flown Box and Damaged Box: Add Arctic to the +2 Weather DRM in each box.

c. Four page card with terrain key on the front.

1) **Terrain Key:** Ignore the Mountain, Alpine, Sea, Coastal and National Boundary terrain examples. Ignore Barbarossa map reference hexes for all terrain types.

2) **Unit Type Symbols:** Add the Ski unit type symbol to the Non-Motorized Units box.

3) **Informational Markers:** Garrison Hex and Receiving Replacements markers are not in the original Typhoon counter mix, but feel free to use these Barbarossa markers, or coin your own for Typhoon.

4) Disregard the Barbarossa Optional Air System page.

d. Four page card with Movement Point Cost Chart and Effects on Movement Chart on the front.

1) **Movement Point Cost Chart.**

Modify the column heading for each Snow Column to read Snow / Arctic.

2) **Effects on Movement Chart.** In the Movement Is Allowed portion, add a new column (During Arctic Turns) to the right of During Snow Turns. See below:

Effects on Movement Chart	
	During Arctic Turns
Movement Phase	Y
Motorized Movement Phase	Y6N7
Reaction Movement Phase	Y
Infiltration Movement	Y
One Hex Movement	Y
Overrun	N
Strategic Movement	Y
Railroad (not Ar Train) Movement	Y
Armored Train Movement	Y
Flotilla Movement	N
A unit projects a ZOC	Y8,9

When playing Typhoon, ignore the entire Flotilla line.

3) **Combat Effects Chart.**

• Ignore Mountain, Alpine, Coastal and Sea combat effects lines

• Change all Snow Weather to Snow / Arctic

e. **Barbarossa Expanded Turn Sequence of Play** (two back pages of Barbarossa Play Book). It's not mandatory to use this one instead of the sequence in the back of the Typhoon Play Book, but the Barbarossa sequence is more complete. **Note:** Disregard references to UR/MG, Optional Air System, Sea Transport, and the Black Sea Fleet Table.

That about wraps it up. Any omissions, changes needed? Please get back to us.



LETTERS TO THE EDITOR

Some time ago I called requesting replacement charts (which I had misplaced) for *Crisis: Sinai 1973*. You sent them to me promptly and without charge. I appreciated that very much as it allowed me to play my game immediately. Thank you. I have since found my lost charts and have enclosed them. I apologize for my inconvenience.

Additionally, I'd like to thank you for producing high quality wargames. Your games have provided countless hours of recreation and study. The graphic production, counters, maps, and artwork of GMT Games is the best in the hobby. I consider *The Three Days of Gettysburg* to be the board wargame model for the American Civil War.

DAVID J. ZINN
Colorado Springs, CO

I would just like to say that your products rank with the finest in board wargames. All of your games represent the highest quality product, backed by extensive research, with superb design standards. I, for one, will fully back your future efforts. I only regret that I am from a rather isolated part of the midwest, as far as board wargamers goes, such that I do not interact with many other gamers. I will do what I can to spread the word about your products, however. I know the quality games you have in progress deserve the attention of all serious gamers. Best of luck and I look forward to hearing about your future advances.

JIM COX
Kirksville, MO

Dear Jim,
Please check-out the new GMT Opponents Wanted Section in the Feedback section on page 47 – Ed.

I would like to submit the following idea. You may wish to share it with the readers of *C3i* magazine. I enjoy the *Great Battles of History* games. In order to protect the maps, I went to a building supply store and bought two sheets of clear Plexiglass. I put the GMT map on my game table and then placed the Plexiglass sheet on top of the paper map. The standard Plexiglass sheet is 36x30 inches, and the normal game map sheet is 34x22 inches, so there is plenty of room. If the game calls for a game map sheet, plus extension, I then use two sheets of Plexiglass.

The Plexiglass offers a number of advantages: (1) The Plexiglass protects the map from dust and moisture; (2) The game playing surface is now smooth (no valleys and peaks from map folds) for easy movement of pieces; (3) You can now

(continued on page 47)