

Directive 21 - Scenario Briefing



Directive 21: Version 4.6

"The German Wehrmacht must be prepared to crush Soviet Russia in a quick campaign (Operation Barbarossa) even before the conclusion of the war against England."

Directive 21 by Adolph Hitler, December 18, 1940

Directive 21 Design:

Steve Sill sbsill@comcast.net (sPzAbt653)
Rick Kesler thepowerof1@verizon.net (TPOO)

Map Design

Rick Kesler

Eastern Front - June 22nd 1941 to May 1945

Axis Human only, Soviet PO only (do not start in hotseat mode or PBEM as events do not trigger properly and it is not balanced for such play) Do not interrupt the Soviet PO turn as this could also trigger events to fire for the PO incorrectly.

Time Scale: Half-week turns

Map Scale: 10km per hex

Unit Scale: Regiment, Brigade, Division level units.

Turns: 405

Maximum Rounds per Battle: 3

Attrition Divider: 6

Overextended Supply rules are in effect. Please see the manual for description of Overextended Supply Rules

This scenario covers the entire Eastern Front from Murmansk in the north to Baku in the south and as far east as the Ural Mountains

The scenario is designed to be used with TOAW IV. It will not run on any other version.

Please turn on new supply rules and new turn rules. DO NOT use New Mud and Snow Rules

Victory:

If the Soviet side captures Berlin before turn 405, he wins. Otherwise it is considered an Axis win.

Soviet Production:

Soviet production starts at 34%. The Soviet production rate increases at turn 48 by 200%, at turn 78 by 150%, and at turn 352 by 150%. A certain number of Soviet cities (marked by asterisks) will reduce the production level (once captured and held for 1 turn). Moscow is an exception and some production will return if the Soviets recapture it. These cities were historical cities of production or huge significance. Capturing them quickly and more than were captured historically is certainly a key to an Axis victory. Kalinin, Tula and Stalino must be captured before turn 50 for Soviet reduction.

Axis Production:

In April 1943, the effects of Albert Speer taking control of German production begin to take effect. The Axis will get a 5% production boost at this time.

If the Axis lose the Petsamo nickel mines (134,2) they will suffer a 5% loss in production.

If the Axis lose Katowice (43,208), the Silesian production and mineral area is considered damaged and the Axis will suffer a 5% loss in production.

Rasputitsa (the roadless quagmire season):

6 periods of greatly reduced movement, combat ability and supply come into effect around the following turns (slight variances will occur) due to the Russian Rain Season and Spring Thaw which turned the primitive Russian roads into mud:

32-42 - Fall 41

82-89 - Spring 42

136-143 - Fall 42

186-193 - Spring 43

240-247 - Fall 43

290-297 - Spring 44

Shock:

German ground forces have a Shock value of 140 the first 2 turns, and a general Shock value of 115 in 41, 105 in 42 and 100 in the rest of the scenario. Soviet Forces have a general ground Shock value of 80 the first two turns, 95 on turn 3, 98 on turn 13, and 100 on turn 161 until the end. Axis will suffer Shock penalties during Winter.

The Axis have 140 Air Shock the first 10 turns, then 120 until the first winter when it drops to 100. After the first winter it goes up to 110 for the rest of 1942, and then 100 in 1943 and the rest of the war.

The Soviets have Air Shock of 5, going to 50 on turn 4, 75 on turn 11, 100 on turn 178, 105 on turn 265, and 110 on turn 369.

Offensives:

The Soviet side will employ winter offensives around turns 49 to 56 (Soviet shock of 120 for 10 turns) and turns 143 to 165 (Soviet shock of 120 for 10 turns).

The German side will experience shock of 90 for 5 to 10 turns during these times. Then shock of 95 and on March 1st 1942 shock of 100.

Germans will suffer a Pestilence penalty (1%) from Nov 30th 1941 to March 24th 1942 for not being ready for Winter Warfare. Try to hold your ground as retreating might be worse. See Manual for description of Pestilence penalties.

The Soviets will attempt a Spring Offensive in 1942 on Turn 91 and will have a Shock of 110 for 4 turns.

Typhoon - The Axis receive two additional supply units for Operation Typhoon at turn 43. The Axis will get a shock bonus of 155 for a few turns. There are also some forward supply points to sustain the operation if the hexes are captured (146,248 154,229 162,251 160,240 168,225 182,249 171,192 195,256 212, 276 182,177 183,163 171,151 165,155) These provide only local supply. These represent Axis truck movement of supplies to forward depots as well as capturing some Soviet Trains and using the Soviet gage RR. Losing the hexes back to the Soviets could put the Axis positions in danger of Overextended Supply. (See TOAW IV manual for more details)

Case Blau - Theater Option appears on turn 100, and is removed on turn 117:

German Shock of 120 by Case Blau for 10 turns. Supply increase of 5 for 10 turns.

Citadel - Theater Option appears on turn 193, and is removed on turn 221:

German shock of 120 for 4 turns followed by 10 turns of 80 shock. Supply increase of 5 for 4 turns, followed by a permanent supply decrease of 3.

Theater Options:

In addition to the Theater Options for offensives, the Axis also have theater options to refit the 99th Lt/Jg for Finland (recommended), refitting the Panzer Divisions (recommended) and forming the Panzer Brigades in 1944(optional).

Supply:

The Axis have an initial Force Supply Stockpile Level of 30. This level will fluctuate due to weather conditions. Forward Supply Dumps will be established at Pskov, Riga, Bryansk, Smolensk, Zaporozhe and Kiev. There are additional smaller supply dumps available for the Axis if they decide to push forward to Moscow in 1941. The initial advance and first winter period will cause a general collapse of the Axis supply system. The Forward Supply Dumps will be removed at the end of November. The loss of Ploesti will result in a drop of 5. They have a Supply Radius of 8 for 2 turns at start and reduced to 6 on turn 3, reduced to 2 during mud periods, and to four in between mud periods. The capture of Maykop gains +1, Grozny +2, Baku +2. Loss of these locations will lose these benefits.

The Soviets have a Force Supply Stockpile Level of 30, rising to 38 over the years due to lend lease. In addition they have temporary effects of +10 the first winter, and +5 the following winters. They have a Supply Radius of 4 temporarily rising to 6 during their first winter offensive. Loss of Maikop gives a -1 penalty; loss of Archangelsk gives a -5 penalty. Axis interdiction of the Volga River traffic at Stalingrad (hex 232,229) results in -2 penalty. Capture of Ploesti gives a +5 bonus; a Yellow Diamond on the map marks these areas.

Rail:

German Rail Capacity is 9400, going to 8400 in 44 and 5400 in 45. Rail Repair will tend to occur automatically nearest 'Bautrupp' units at a maximum rate of 12 per turn (dropping to 3 during the first winter). Rail Damage starts at 0%, goes to 25% on turn 2, to 75% on turn 3, and to 100% on turn 32.

Soviet Rail Capacity starts at 1000, goes to 3000 on turn 3, 8000 on turn 6, 9000 on turn 9, and 13000 on turn 13. If the Axis capture Moscow, Soviet Rail Capacity is reduced to 6000 until Moscow is recaptured by the Soviets.

Soviet Rail Repair starts at 3, goes to 10 on turn 89, 15 on turn 189, and 20 on turn 289.

It is imperative that the Axis use the rail repair units appropriately. It is a major part of a successful offensive. There are several threads on the Matrix forum by Steve that explain its method. If you are unsure please read them.

Air:

German Air Transport is 1100 goes to 0 on Turn 5. (Brandenburg's can only be used for airdrops on turns 1-4)

Soviet Air Transport starts at 0, going to 1500 at turn 40, 2000 in 1944 and 2500 in 1945.

Sea:

Sea transport is restricted by a limited number of ports in the scenario. This was done in order to prevent the PO from unnecessarily shuffling units back and forth. Some port areas have off-shore supply points representing limited seaborne supply capacity. The Axis gain sea transport with the capture of Leningrad or Sevastopol. Exclusion Zone 2 is removed with the capture of Leningrad. At that time the Axis will gain sea transport in the Baltic. Exclusion Zone 1 is removed as they Axis approach Tallinn. This is to prevent the Axis from transferring units to areas where they were not deployed historically. The Axis can invade the Baltic Islands by placing a bridging engineer on hex 97,130.

Ryti - Ribbentrop:

After the western Allied invasion of France in June 1944, the Axis loss of Narva, Viipuri and Tolvajarvi will result in Finland withdrawing from the war. Units contained in the Ryti-Ribbentrop formation that are located at the western map edge are not intended to be in-play units. These units monitor the Finnish withdrawal conditions. Finland will also surrender if Helsinki is captured by the Soviets.

Self Imposed Restrictions / House Rules:

1. Axis Minor Allies may not stack units (Rumania, Finland, Hungary, Italy, Bulgaria, Slovakia) in one hex or attack in conjunction with units from other Axis Minor Allies, only Germany.

2. Finnish units may not cross the 'stop line' until after Leningrad is captured by the Axis. You cannot transfer any assets to Finland from the OOB other than the Theater Options that are available to you or until Leningrad falls.

3. Airborne units may not drop more than 10 hexes behind enemy lines.

4. German units must remain with their respective Army Group assignment (based on the counter color) in the historical region through March 31st 1942. The exception to this is German division reinforcements with counter color grey and white center, black insignia. When they arrive they can go to any Army Group. After the capture of Sevastopol units of the 11th Army can be assigned anywhere. Historically a good chunk along with Manstein were sent to Army Group North and the rest parceled out between Army Group South and Army Group South. (If Army Group North is secure then it would be wise to keep them all in Army Group South). Units from Hungary, Romania, Italy and if activated Bulgaria should always remain in Army Group South.

5. The Third Turkish Army will activate if the Axis capture Makhachkala at hex 252,297. The Turkish army may only occupy area west of the Caucasus. They probably would not be any more than a co-belligerent and would manly be preventing the migration of ethnic minorities into Turkey from Georgia and Armenia.

6. After Turn 4 Security units and MP units may only be used to convert rear enemy hexes, mop up rear echelon surrounded enemy units, preform garrison duties in any occupied rear echelon hex. Another-wards they cannot advance into enemy territory with the purpose of converting forward hexes or encircling enemy units. They can be used to shore up front lines. They do not reconstruct if destroyed.

7. Other Auxiliary/support units such as Anti-Tank units, AA units, Artillery units can only advance into front echelon enemy territory accompanied by panzer, cavalry, and infantry regiments, brigades and Divisions.

The AI may violate these rules so it would be wise to have some security units and MPs available in support of your rear area. As well the AI can reconstruct units in your rear area if you do not convert all rear area hexes. They AI is known to use Airborne units as well for paradrops but there is no rhyme or reason to when it may occur.

The PO Assist feature can be used to move Axis units. Units will move roughly along their historic paths to a line near the areas of Leningrad, Moscow and Rostov. Use this sparingly as the PO will not preform as well for the Axis side.

New for Version 4.3

If the Axis capture Sevastopol before Dec 3rd 1941 parts of the Bulgarian Army will join the Axis forces.

Some of the statistics for the Junkers JU 87 have been adjusted. Be vigilant that in 1941 that there are few replacements for the JU87B. The JU87D will replace the JU87B in 1942 with better production.

Some adjustments to Axis Rail repair per turn.

New for Version 4.4

Fixed event that triggered Bulgarian Army to soon. Fixed inventory on some ships that for some reason converted to helicopters when going from TOAW3 to 4. Fixed some spelling on names of unit inventory.

New for Version 4.45

Changed some unit assignments in Sevastopol. Updated some equipment in the equipment file for various units. German 7th Flieger division is only ground unit-no airborne. Corrected more of the German alphabet special characters that did not convert from TOAW3 to TOAW4

New for Version 4.5

Adjusted some equipment in TOEs for Axis and Soviet units. Adjusted Finnish Navy and Air Force and added some units to Finnish OOB. Finnish infantry have slightly better defense. Adjusted a couple of Rumanian Air force units to proper equipment. For organizational purposes only, changed a lot of Soviet formations to reflect Initial Rifle Corps.

Axis SS Divisions/Units now have their own Heavy Rifle Squads which are somewhat stronger but are not numerous. One should use them accordingly. Rumanian Tank Rgt I will withdraw in Oct 1941 for refit and return in Aug 1942. Added additional Axis forward supply depot at Zaporozhe which will be expended at the end of Nov 1941.

Added units to Soviet OOB included initial Corps HQs. some more armored trains, motorized Katyusha battalions, ski battalions and brigades and a couple of Soviet Naval bases. Adjusted Soviet Sevastopol defense to try to simulate historical OOB. Added some historical attack opportunities in 1941 Winter Offensive. Adjusted some Soviet PO parameters for things that Elmer was not doing right in previous versions. Adjusted some Soviet ships as some actually for some reason did not have any AA defense.

Fixed some of the errors that were pointed out in current AAR's on Matrix Forum.

New for Version 4.6

Adjusted more equipment for Axis and Soviets to be more weapons and side specific. Please when looking at the replacements window to check the "New Equipment Section" at the end of the unit list as well as some of the equipment is in this section. The JU870 -B had an error and it has been corrected. The Turks were not activating and should now if Makhachkala is captured, There are house rules regarding their limited use. Moved some Soviet sea supply hexes to a mainland hex do to possible bug in TOAW IV. New Axis 13th and 14th Wave infantry divisions missing from the OOB. Soviets Moscow Defensive Zone will now be stronger starting with the onset of the 1st Winter Offensive and will gradually grow strong turn by turn over the winter and harder to capture Moscow, if at all after the 1941 winter offensive begins. The scenario did not account enough for the buildup in previous versions. Some shock parameters have been

adjusted for the Germans in 1941. They will get a limited boost during Typhoon in November 41 but that can range from as little as 2 turns to possible 6 depending on the activation of the Winter Offensive which is random. The Germans will gradually(3 phases) re-gain shock over the course of the first winter offensive. There are new house rules regarding the use of German security and auxiliary units

See the Background Document for more details.

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For allowing elements of their scenario FITE to be incorporated in D21.