Unit	Romania (Force 1) Deployment	Status
4th Army	Barlad	T1,Mobile
3rd Corps	Barlad	T1,Mobile
. 2nd Tank Rgt	Barlad	T1,Mobile
. 3rd Corps Artillery	Barlad	T1,Mobile
. 11th Div	Husi	T1, Mobile
. . 2nd Rgt	Husi	T1, Mobile
. . 3rd Rgt	Husi	T1, Mobile
. . 19th Rgt	Husi	T2-6, Mobile 80% Chance of Deployment
. . 11th Artillery Bde	Husi	T1, Mobile
. 15th Div	Isai (South)	T1, Mobile
. . 10th Rgt	Isai (South)	T1, Mobile
. . 25th Rgt	Husi (North)	T1, Mobile
. . 35th Rgt	Isai (South)	T2-6, Mobile 80% Chance of Deployment
. . 15th Artillery Bde	Isai (South)	T1, Mobile
. Guards Inf Div	Leovo	T1, Mobile
. . Elisabeta Rgt	Leovo	T1, Mobile
. . Alexandru Rgt	Leovo	T1, Mobile
. . Viteazu Rgt	Leovo	T2-6, Mobile 80% Chance of Deployment
. . 1st Guards Artillery Bde	Leovo	T1, Mobile
. 35th Res Div	Isai	T1, Mobile
. . 50th Rgt	Isai	T1, Mobile
. . 55th Rgt	Isai	T2-6, Mobile 80% Chance of Deployment
. . 67th Rgt	Isai	T1, Mobile
. . 35th Artillery Bde	Isai	T1, Mobile
5th Corps	Vaslui (North)	T1, Mobile
. 5th Corps Artillery	Vaslui (North)	T1, Mobile
. 21st Div	Bogdanesti	T1, Mobile
. . 11th Rgt	Bogdanesti	T1, Mobile
. . 12th Rgt	Bogdanesti	T1, Mobile
. . 24th Rgt	Bogdanesti	T2-6, Mobile 80% Chance of Deployment
. . 21st Artillery Bde	Bogdanesti	T1, Mobile
. Border Guard Div	Vaslui	T2, Mobile
. . 1st BG Rgt	Vaslui	T2, Mobile
. . 2nd BG Rgt	Vaslui	T3-6, Mobile 80% Chance of Deployment
. . 5th BG Rgt	Vaslui	T3-6, Mobile 80% Chance of Deployment
. . 1st BG Artillery Rgt	Vaslui	T3-6, Mobile 80% Chance of Deployment
. . 2nd BG Artillery Rgt	Vaslui	T2, Mobile

. 50th Div (German)	Skulyana	T1, Mobile
. . 121st Rgt	Skulyana	T1, Mobile
. . 122nd Rgt	Skulyana	T1, Mobile
. . 123rd Rgt	Skulyana	T1, Mobile
. . 50th Artillery Rgt	Skulyana	T1, Mobile

Unit	Russia (Force 2) Deployment	Status
9th Army	Tiraspol	T1, Hold
. 57th Artillery Rgt	Dubossary	Wait, T2-4 30% Chance of Deployment
. 266th Artillery Rgt	Bendery	Wait, T2-4 30% Chance of Deployment
. 374th Artillery Rgt	Slobodzeya	Wait, T2-4 30% Chance of Deployment
. 320th Artillery Rgt	Olanesthy	Wait, T2-4 30% Chance of Deployment
. 648th Artillery Rgt	Grigoriopol	Independent, T10-18 30% Chance of Deployment
. 430th Artillery Rgt	Olanesthy	Independent, T10-18 30% Chance of Deployment
. 317th Artillery Bn	Tiraspol	Independent, T10-18 30% Chance of Deployment
. 8th Engineer Bn	Tiraspol	T1, Defend
. 16th Engineer Bn	Olanesthy	Independent, T10-18 30% Chance of Deployment
. 121st Engineer Bn	Dubossary	Independent, T10-18 30% Chance of Deployment
. 28th AA Bn	Dubossary, Bendery, Slobodzeya	T1, Garrison
35th Corps	Kishinev	T1, Hold
. 35th Engineer Bn	Kishinev	T2-4, Defend 30% Chance of Deployment
. 35th Recon Co	Skulyana (Upper Purt R.)	T1, Independent
. 95th Rifle Div	Kalarash	T1, Defend
. . 13th Recon Bn	Kalarash	T1, Screen
. . 175th AA Bn	Kishinev	Screen, T6-12 30% Chance of Deployment
. . 97th ATG Bn	Kalarash	T1, Screen
. . 48th Engineer Bn	Kishinev	T2-4, Screen 30% Chance of Deployment
. . 90th Rifle Rgt	Kalarash	T1, Screen
. . . 90th Rifle Bn I	Ungheny	T1, Defend
. . . 90th Rifle Bn II	Skulyana	T1, Screen
. . . 90th Rifle Bn III	Kalarash	T1, Screen
. . 161st Rifle Rgt	Kotovskoya	T1, Defend
. . . 161st Rifle Bn I	Lapushna	T1, Screen
. . . 161st Rifle Bn II	Lapushna	T1, Screen
. . . 161st Rifle Bn III	Kotovskoya	T1, Screen
. . 241st Rifle Rgt	Kishinev	T1, Screen

. . . 241st Rifle Bn I	Kishinev	T1, Screen
. . . 241st Rifle Bn II	Kishinev	T1, Screen
. . . 241st Rifle Bn III	Kishinev	Screen, T2-6 30% Chance of Deployment
. . 57th Artillery Rgt	Ungheny	T1, Defend
. . . 57th Artillery Bn I	Ungheny	T1, Defend
. . . 57th Artillery Bn II	Lapushna	T1, Defend
. . 134th Artillery Rgt	Kishinev	T1, Defend
. . . 134th Artillery Bn I	Kishinev	T1, Defend
. . . 134th Artillery Bn II	Kishinev	T1, Defend
. . . 134th Artillery Bn III	Kishinev	T1, Defend
2nd Mech Corps	Bendery	T1, Defend
. 49th Engineer Bn	Bendery	T4-10, Independent 30% Chance of Deployment
. 6th Motorcycle Rgt	Bendery	T1, Screen
. 15th Mech Div	Dubossary	T1, Defend
. . 77th Recon Bn	Dubossary	T1, Screen
. . 114th AA Bn	Dubossary	Screen, T6-12 30% Chance of Deployment
. . 166th ATG Bn	Dubossary	T1, Screen
. . 75th Engineer Bn	Dubossary	T6-12, Independent 30% Chance of Deployment
. . 14th Tank Rgt	Dubossary	Screen, T6-12 30% Chance of Deployment
. . . 14th Tank Bn I	Dubossary	Screen, T6-12 30% Chance of Deployment
. . . 14th Tank Bn II	Dubossary	Screen, T6-12 30% Chance of Deployment
. . . 14th Tank Bn III	Dubossary	Screen, T6-12 30% Chance of Deployment
. . . 14th Tank Bn IV	Dubossary	Screen, T6-12 30% Chance of Deployment
. . 47th Rife Rgt	Orgeyev	T1, Defend
. . . 47th Rife Bn I	Orgeyev	T1, Screen
. . . 47th Rife Bn II	Orgeyev	Screen, T2-6 30% Chance of Deployment
. . . 47th Rife Bn III	Orgeyev	Screen, T2-6 30% Chance of Deployment
. . 321st Rifle Rgt	Dubossary	Screen, T6-12 30% Chance of Deployment
. . . 321st Rifle Bn I	Dubossary	Screen, T6-12 30% Chance of Deployment
. . . 321st Rifle Bn II	Dubossary	Screen, T6-12 30% Chance of Deployment
. . . 321st Rifle Bn III	Dubossary	Screen, T6-12 30% Chance of Deployment
. . 203rd Artillery Rgt	Orgeyev	T1, Defend
. 11th Tank Div	Zaim	T1, Defend
. . 11th Recon Bn	Zaim	T1, Screen
. . 11th AA Bn	Zaim	Screen, T6-12 30% Chance of Deployment
. . 11th Engineer Bn	Zaim	T6-12, Independent 30% Chance of Deployment
. . 21st Tank Rgt	Zaim	T1, Screen

. . . 21st Tank Bn I	Zaim	T1, Screen
. . . 21st Tank Bn II	Zaim	T1, Screen
. . . 21st Tank Bn III	Slobodzeya	Defend, T6-12 30% Chance of Deployment
. . . 21st Tank Bn IV	Zaim	Defend, T6-12 30% Chance of Deployment
. . 22nd Tank Rgt	Bendery	T1, Defend
. . . 22nd Tank Bn I	Bendery	T1, Screen
. . . 22nd Tank Bn II	Bulboko	Screen, T6-12 30% Chance of Deployment
. . . 22nd Tank Bn III	Tsyntsareny	Screen, T6-12 30% Chance of Deployment
. . . 22nd Tank Bn IV	Bendery	Screen, T6-12 30% Chance of Deployment
. . 11th Rife Rgt	Zaim	T1, Defend
. . . 11th Rife Bn I	Slobodzeya	Defend, T4-10 30% Chance of Deployment
. . . 11th Rife Bn II	Zaim	T1, Screen
. . . 11th Rife Bn III	Zaim	Screen, T4-10 30% Chance of Deployment
. . 11th Artillery Rgt	Zaim	T1, Defend
. . . 11th Arty Bn I	Zaim	T1, Screen
. . . 11th Arty Bn II	Bendery	T1, Screen
. . . 11th Arty Bn III	Slobodzeya	Screen, T6-12 30% Chance of Deployment
2nd Cavalry Corps	Komrat	T1, Wait
. 5th Cavalry Div	Volontirovka	T1, Wait
. . 11th Cavalry Rgt	Abakliya	T1, Screen
. . 96th Cavalry Rgt	Olanesthy	Defend, T6-12 30% Chance of Deployment
. . 131st Cavalry Rgt	Olanesthy	Defend, T6-12 30% Chance of Deployment
. . 160th Cavalry Rgt	Olanesthy	Independent, T6-12 30% Chance of Deployment
. . 32nd Tank Rgt	Volontirovka	T1, Screen
. . 5th Cavalry Artillery Rgt	Abakliya	T1, Screen
. 9th Cavalry Div	Kaynary	T1, Wait
. . 5th Cavalry Rgt	Leovo	T1, Screen
. . 108th Cavalry Rgt	Yarga	T1, Screen
. . 72nd Cavalry Rgt	Kaniya	T1, Screen
. . 136th Cavalry Rgt	Kaynary	T1, Screen
. . 30th Tank Rgt	Kaynary	T1, Screen
. . 9th Cavalry Artillery Rgt	Kaynary	T1, Wait
Boarder Guard Det 23	Ungheny	T1, Local Reserve
. Ungheny Post 1	Ungheny	T1, Static
. Ungheny Post 2	Ungheny	T1, Static
. Ungheny Post 3	Ungheny	T1, Static
. Leuseni Post 1	Leuseni	T1, Static
. Leuseni Post 2	Leuseni	T1, Static
. Leuseni Post 3	Leuseni	T1, Static
. Leuseni Post 4	Leuseni	T1, Static

Boarder Guard Det 25	**Yarga**	**T1, Local Reserve**
. Leovo Post 1	**Leovo**	**T1, Static**
. Leovo Post 2	**Leovo**	**T1, Static**
. Leovo Post 3	**Leovo**	**T1, Static**
. Leovo Post 4	**Leovo**	**T1, Static**
. Kaniya Post 1	**Kaniya**	**T1, Static**
. Kaniya Post 2	**Kaniya**	**T1, Static**
. Kaniya Post 3	**Kaniya**	**T1, Static**

1941 Operation München

TOAW IV scenario by Rhinobones

Version: Original Release

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:: PBEM :: Russian PO::

Date: July 2nd, 1941

Map Scale: 2.5 km

Time Scale: 1 Day Turns

Unit Scale: Division/Regiment HQ, Company Maneuver Units

Length: 24 turns

Complexity:

Force 1 – Romania

Turn 1 Deployment: 31 Formations, 390 Units

Maximum Deployment: 42 Formations, 523 Units

Force 2 – Russia

Turn 1 Deployment: 74 Formations, 306 Units

Maximum Deployment: 114 Formations, 522 Units

Note: Units not deployed on Turn 1 are subject to passing a probability test before deployment. Romanian units have an 80% chance of deployment, Russian units have a 25% chance.

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UNIT COLORS

Force 1 - Brown = Romania, Grey = German

Force 2 - Dark Red = Russia

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DESIGN NOTES

** Global Settings **

R/R Destruction is set at 0%.

Initial Theater Reconnaissance set at 15%.

Max Rounds Per Battle = 4

Hex Conversion Cost = 50

Supply Cost of Movement = 50

Readiness Cost of Movement = 50

** Force Settings **

Force ZOC Cost = 200 (Romania & Russia)

Force Communications Level = 60 (Russia)

** Advanced Preset Settings **

Active Disengagement = OFF

High Supply = OFF

No Borders = ON

New Mud Rules = OFF

** Romania **

Supply Dumps are located along the Prut River. These supply dumps are designed to support the initial assaults across the Prut.

11 regimental formations are held in reserve. Each has An 80% chance of entering the battle between turns 3 and 6.

** Russia **

Five Force Tracks are employed. There is a possibility that the default setting will change between turns 8 and 14. Tracks 2, 3, 4 and 5 will cause the Russians to counterattack aggressively.

40 regimental and battalion formations are held in reserve. Each has a 25% chance of entering the battle between turns 2 and 12.

** Victory Points **

CRITICAL

The bridges at Dubossary, Bendery, Slobodzeya and Olanesthy are selected randomly as Romania's "Primary Objective". A Theater Option is used to notify the Romanian player which bridge is the primary objective. The Theater Option is only to be activated when the primary objective is captured. Victory Points will be awarded for its capture. Capture and activation of the Theater Option will usually trigger an early ending victory for the Romanians.

The city of Kishinev and the four bridges are each scored as 3 Victory Points for the owner.

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SCENARIO DESCRIPTION AND THEATER OPTIONS

Operation München was the Romanian code name or their part of Operation Barbarossa. Their initial desire was to regain Moldavia and Bessarabia, but they became convinced the successful German invasion of Russian would provide them with substantially more gains. This scenario models the drive toward the city of Kishinev and adds the requirement of establishing a bridgehead over the Dniester.

Historically aircraft played a minor role in Operation München therefore, no air units are deployed in this scenario. Elimination of aircraft also prevents the Romanian player from blowing bridges and denying R/R supply to the PO Russian force.

Theater Options are used to identify the Romanian players Primary Objective and provide Victory Points when the objective is captured.

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ACKNOWLEDGEMENTS

Niehorster: Research and publication of Romanian, German and Russian OOBs at the company level scale.