

DEEP BATTLE 1930

Hypothetical conflict on Tukhachevsky's Battlefield

Original Designer: Chuck Kotraba

Final Version by Original Designer: Deep Battle 1930_3

TOAW IV update by Rhinobones

Updated Version: Deep Battle 1930 RBv02

:: PBEM ::

Date: August 1st, 1930

Map Scale: 20 km

Time Scale: 1 week turns

Unit Scale: Corps/Division

Length: 55-65 turns (basic) / 500 turns (extended)

Complexity (Measured on Turn 10)

Great Blue Force: 26 Formations, 166 Units

Big Red Force: 23 Formations, 153 Units

Great Blue Theater Options: 70 Options

Big Red Theater Options: 53 Options

Changes: Deep Battle 1930_3

1. Both sides have a good deal more units now:

a. The reserve divisions have greatly increased, with each side getting 12 new divisions added to their OOB. This should help a bit with rearguard and flank duties.

b. Airborne brigades have been added to each side. These will allow for some minor airborne operations during the course of the scenario.

c. A few more armored units have been added to each side.

d. The air force OOB has been expanded a bit.

e. Security divisions have been added to army-level formations.

2. Production selections changed. War production takes longer to arrive. The earlier options to have immediate additional production have generally been changed to take 10-15 turns to arrive. The bigger options now usually take 30-40 turns. This should make it a more reasonable choice between pushing early to mid-game to making a very large move at the end.

3. Minor map changes.

4. Beachhead supply points set to 50% of supply stockpile.

5. Scenario starts earlier in the year, to allow a few more weeks of fighting in good weather before winter sets in.

Changes: Deep Battle 1930 RBv01

1. All major country roads changed to improved roads

2. All minor country roads changed to unimproved roads

3. Pre-NATO unit icons (optional change)

4. Board Game graphics (optional change)

5. ZOC Cost raised to 200

6. Recommended Advanced Rules Preset No Borders "On", Active Disengagement "Off", New Mud Rules "OFF" and High Supply "On"
7. In the Equipment File, added recon flag on for Rifle Squads (Early), Light Rifle Squads and Rifle Squads
8. Enemy Hex Conversion Cost 50
9. Supply Cost Movement Rate 50
10. Readiness Cost Movement Rate 50
11. Overextended Supply Threshold 5

Changes: Deep Battle 1930 RBv02

1. Created Bicycle Mounted Infantry to replace Light Infantry in Bicycle units. Adjusted Replacements accordingly.
2. Both forces shock set to 105%.

UNIT COLORS:

Blue = Great Blue

Red = Big Red

Orange, Yellow, Teal, White, Green, Gray, Brown, and Black are minor countries. Orange, Yellow, Teal, and White are allied with Big Red. The rest are controlled by Great Blue.

"Deep battle is battle with the massive use of new mobile and shock forces for the simultaneous attack of the enemy to the entire depth of his combat formation with

the aim of fully encircling and destroying him. The new means and tactics of deep battle increase the importance of surprise."

- Mikhail Tukhachevsky

BACKGROUND:

This scenario shamelessly steals several ideas from another TOAW scenario, "Blitzkrieg 1950", to recreate a hypothetical conflict in 1930 between two major powers along with several allied states caught in the middle. Fans of "Blitzkrieg" will notice many similarities between the two scenarios and hopefully they'll have some fun with this new one as well. Most credit should be given to Curt Chambers, the designer of the "Blitzkrieg" TOAW scenario, and Avalon Hill, the makers of the boardgame with the forementioned title.

DESIGN NOTES:

There are four main differences between "Deep Battle" and "Blitzkrieg". Firstly, the size and scope are different. "Deep Battle" involves more units, a larger map, a longer time frame, and more strategic choices. Its size and scope is roughly twice that of "Blitzkrieg". Secondly, both sides are not exact quantitative equals as in "Blitzkrieg". Overall, the two sides are qualitative equals, but each have unique advantages and disadvantages. Thirdly, the minor countries are no longer walkovers. Players will have to plan a strategy for conquering minor cities. Lastly, the time periods differ by two decades. "Deep Battle" involves pre-WW2 rather than post-WW2 concepts and theories.

- Victory Conditions -

Victory is obtained when a side either captures the opposing side's capital OR earns a +100-victory point (VP) level over the opposing side. If neither happens the game will run the full length (a random turn somewhere between 55 and 65) and victory will be determined normally.

Players may choose on turn 1 via theater option (TO) to cancel the +100-victory point victory option and have the game decided on the status of capitals alone. Both players must select the TO on turn 1 or both victory conditions will be used.

The extended game is selected via TO. This TO is available on turn 1 and will only appear for a single turn. Both players must select it for the extended game to be chosen.

- War Production -

War production is the new key feature of "Deep Battle". Both the Great Blue and Big Red players have control over the production of most of their side's war materials. The basic question that players will have to answer is whether it is better to have less material available early on or more to have more material available at a later point.

War production choices are determined through TOs. Blue makes the first choices on turn 2, followed by Red on turn 7, and finally Great Blue again on turn 12. The TOs trigger the automatic disbanding of production units that dump equipment into the replacement pool. Red's production units have twice as much equipment as those of Blue's, so they average out in total value.

The specific choice that must be made is between selecting a particular TO to have more material available early on or leaving a TO unselect, leading to even more material available later. For example, selecting the "Artillery" TO will dump X amount of artillery equipment into the replacement pool within 10-15 turns. Leaving it unselected will dump 2X amount of artillery equipment into the replacement pool in 30-40 turns.

- War Production Categories -

"Aircraft" - Aircraft equipment such as fighters and bombers. Players choose between having 1X equipment in 10-15 turns or 2X equipment in 30-40 turns.

"Armor" - Armored equipment such as tanks and armored cars. Players choose between having 1X in 10-15 turns or 3X equipment in 30-40 turns.

"Artillery" - Artillery equipment such as infantry, field, and siege guns. Players choose between having 1X equipment in 10-15 turns or 2X equipment in 30-40 turns.

"Cavalry" - Mounted cavalry squads (early). Players choose between having 1X equipment in 10-15 turns or 2X equipment in 30-40 turns.

"Headquarters" - Equipment such as command groups and support squads. Players choose between having 1X equipment in 10-15 turns or 2X equipment in 30-40 turns.

"Infantry" - Equipment such as rifle squads, machine guns, and mortars. Players choose between having 1X equipment in 10-15 turns or 2X equipment in 30-40 turns.

"Rail Damage" - Players choose between having 40% damage in 5-10 turns or 20% damage in 25-30 turns.

"Rail Repair" - Players choose between having 2X auto rail repair in 5-10 turns or 4X auto rail repair in 25-30 turns.

"Rail Transport" - Players choose between having 2X rail transport in 10-15 turns or 3X rail transport in 25-30 turns. Not available for Great Blue until second selections.

"Recon" - Players choose between having 2X theater recon in 10-15 turns or 3X theater recon in 25-30 turns.

"Reserves" - Equipment such as rifle squads (early) and irregular squads. Players choose between having 1X in 10-15 turns or 2X equipment in 30-40 turns.

"Special" - Equipment such as light infantry squads that are used by non-regular infantry units (airborne, mountain, ski, etc.) and engineering assets. Players choose between having 1X in 10-15 turns or 2X equipment in 30-40 turns.

"Supply" - Players choose between having +10 supply stockpile in 5-10 turns or +20 supply stockpile in 25-30 turns. Not available for Great Blue until second selections.

"Transport" - Transport equipment such as horse teams and trucks. Players choose between having 1X equipment in 10-15 turns or 3X equipment in 30-40 turns.

- Fluctuating Loss Penalty Levels -

Due to the disbanding of massive amounts of equipment, the loss penalty levels will artificially fluctuate between turns 3 and 42. By turn 43 the amount of the various disbands will have evened out and will no longer have an impact the VP level. The scenario is designed to lessen the impact of the loss penalty swings and also to prevent players from using the VP level to determine what war production choices were made.

- Industrial Intelligence -

On turns 7 and 12, intelligence agents will report on the war production choices made by the opposing side. For each item reported on, there is a 80% chance the information is accurate and a 20% chance it is inaccurate.

- Minor Country War Production -

In addition to the production controlled directly by Blue and Red, minor countries also will produce a small but significant amount of war materials. The use of these materials depends upon control over the cities within the minor countries. On turns 10, 20, 30, 40, and 50 each city within the eight minor countries will produce a small amount of war materials that shows up as equipment in a disband unit. Note that minor capitals produce 5X the amount of material as minor cities as well as additional vital equipment such as command groups and support squads.

Players will have to disband the units on their turn to get the equipment to go into the replacement pool. On the next turn (11,21, etc.) all remaining disband units for the previous turn's production are withdrawn. This is done so only one side can get a city's production for a particular turn.

- Capturing Minor Capitals -

For each minor country capital that is captured the controlling side will get a +5 bonus to supply. The opponent's numbers are reduced by the same amount.

These effects will take place as often as a capital changes hand. Note that in the beginning of the game players may not see much of a change since both sides are capturing capitals at the same time.

- Capturing Opponents Home Cities -

Capturing one of an opponent's home cities will result in his supply dropping by -4. This applies to each city captured and is non-reversible. The captor does not receive any corresponding benefit.

- Operational TOs -

Several different operations become available for each side after winter ends (turn 30). Each operation presents players with some advantage on the battlefield (such as extra supply or air transport) but at the cost of VPs lost. Note that on the turn when an operation begins, a unit will appear in the side's capital to remind players that the operation has begun. A turn later the unit will be withdrawn from the map.

- Offensives -

There is a total of four offensives available. Each side gets one major and one minor offensive. Major offensives cost 10 VPs while minor offensives cost 5 VPs. To begin an offensive, select the appropriate TO.

Major offensives take 4 turns to begin and last 6 turns. Supply increases by 20 points, supply radius increases to 8, and theater recon increases by 10.

Minor offensives take 2 turns to begin and last 3 turns. Supply increases by 10 points, supply radius increases to 6, and theater recon increases by 5.

- Airborne -

There is a total of three airborne operations available. Great Blue has one (major-2,000 tons) and Big Red has two (major-3,250 tons & minor-1,250 tons). Major landings cost 10 VPs while the minor landing cost 5 VPs. To begin an airborne landing, select the appropriate TO. For major landings, it takes 4-6 turns for the single-turn allotment of air transport to become available. For the minor landing, it takes 2-4 turns.

- Seaborne -

There is a total of three seaborne operations available. Great Blue has two (major-30,000 tons over 10 turns & minor-12,000 tons over 6 turns) and Big Red has one (major-22,000 tons over 8 turns). Major landings cost 10 VPs while the minor landing cost 5 VPs. Landings are triggered through selecting the appropriate TO.

- Major Seaborne Landings -

It takes 10 turns for a major landing's sea transport to become available. Great Blue's major landing begins with 6,000 tons of sea transport and declines over 4 turns to a level of 2,000 tons, where it stays for 6 turns before declining to the default level of 500 tons. Big Red's major landing begins with 5,000 tons of sea transport and declines over 3 turns to a level of 2,000 tons, where it stays for 5 turns before declining to the default level of 500 tons.

IMPORTANT! A turn after the major TO is selected, a secondary set of TOs appears allowing the player to select the invasion beach. Each TO costs 10 victory points and will place a supply point at the selected location on the turn when the invasion

begins. The available invasion beaches are GN-1, GY-1, RD-1, RD-2, and WH-1 for Blue and BL-1, BL-2, BL-3, OR-1, and WH-2 for Red. Note that at least one location must be selected, or the major landing is canceled.

Both Blue and Red will receive invasion transport units on the first turn of a major landing. These are best used to protect invasion convoys from enemy coastal guns. They are withdrawn after one turn.

- Minor Seaborne Landing -

The minor landing takes 6 turns for the sea transport to become available. Note that the minor landing does not add a supply point to an invasion beach. The minor landings main use is to either:

- 1.) Support an existing beachhead with additional sea transport.
- 2.) Raid the enemies coast without establishing a permanent foothold.

- Partisans and Fifth Columns -

On the first turn both sides will each have two TOs to deploy partisans and/or fifth column elements. Each TO costs 5 VPs and is only available on the first turn.

Partisans are simulated using the refugee effect and are placed in the four friendly minor countries to slow up the initial movements of the enemy. The refugee effects begin on turn 2 and last 3 turns.

Fifth column elements are simulated with guerilla units in garrison status and are placed in the four enemy minor countries to convert territory over to friendly control. The effect is to speed up the initial movements of friendly troops through enemy minor countries. The guerillas appear on turn 2 and are withdrawn on turn 3.

- Chemical Weapons -

When it is determined that a side is losing the war by a significant margin, a TO will appear to that side allowing it employ chemical weapons. The cost is 5 VPs. Two turns later, the other side will also begin employing chemical weapons but at no cost in victory points.

- Weather Effects -

There will be short mud seasons during the autumn and spring. During winter there will be several changes in the playing environment to simulate the effects of wintery weather. Supply will go down on both sides by 20. Supply radius will go from 4 to 1. Pestilence will go from 0% to 5%.

- Game Play Notes -

It is best to play this scenario with "no borders" set to ON and "high supply" set to ON. The "active disengagement" option should be set to OFF.

Max Rounds per Battle is set to 4. The attrition level is set to 6. NBC proficiency is set to 20%. Initials supply settings are 30 stockpile points and 4 radii. Automatic rail repair is 2 and rail damage chance is 80%.

- Player Strategy -

See document file.

- Play Testers -

Thanks to Ben Turner, Curt Chambers, Jason Raven, and Aryaman for testing the scenario.