

1940-43 - Campaign for Mediterranean RBv01

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TOAW Version: TOAW IV 4.0.1.40

:: Hotseat::PBEM::Allied PO::Axis PO::

Start Date: October 1940

Location: Mediterranean Theater of Operations

Map Scale: 20 Kilometers/Hex

Time Scale: 1/2 Week/Turn

Unit Scale: Division, Regiment, Battalion

Length: 338 Turns

Complexity:

Allied

Initial Deployment: 21 formations, 167 units

Maximum Deployment: 44 Formations, 530 units

Event Driven Options: 4

Axis

Initial Deployment: 32 formations, 307 units

Maximum Deployment: 68 Formations, 661 units

Event Driven Options: 5

***** SCENARIO CHANGES *****

Version RBv01

1. Coastal Artillery units deployed as inland fortifications changed to Fixed Artillery fortifications.
2. Revised naval unit icons so destroyers, light cruisers, heavy cruisers, transports, carrier aircraft and submarines have distinctive icons.
3. Revised naval air units with distinctive naval air icons.
4. Assigned naval equipment as designated by unit name i.e., multiple light cruiser units were populated with heavy cruiser equipment.
5. Eliminated company ant units, all battalions made indivisible.
6. Changed the few company size ground units to battalions, rendering them indivisible.
7. Global parameters changed from default:
 - Maximum Rounds per Turn – 4
 - Supply Cost of Movement – 50
 - Readiness Cost of Movement – 50
8. Force parameters changed from default:
 - ZOC Cost – 150
 - Overextended Supply Threshold - 3
9. Events added:
 - Events 83 and 84, Rail Damage set to 10%
 - Events 85 and 86, Rail Repair set to 1
 - Events 87 and 88, Shock set to 105
 - Events 89 and 90, Supply Radius set to 3
 - Events 92-96, Selects Objective Tracks 1 (original) or 2 (added by RBv01)
 - Event 97, Remove Exclusion Zone 2
10. Advanced Rules Presets are set ON except as follows:
 - Active Disengagement – OFF
 - Mud and Snow - OFF
11. Formatted existing supply points to TOAW IV format.
12. Added supply points at named port locations with 33% of the maximum value.
13. Changed entry points of the following formations:
 - Axis Afrika Corps from 85,7 Munchen to 83,57 Tunis
 - Axis formation PZ Armee Afrika from 85,7 Munchen to 90,31 Terni
 - Axis formation DAK Security from 85,7 Munchen to 97,74 Tripoli

- Axis formation Sondervbnd 288 from 85,7 Munchen to 97,74 Tripoli
 - Axis formation DSK Almasy from 85,7 Munchen to 97,74 Tripoli
 - Axis formation 300th from 85,7 Munchen to 144,70 Tobruk
 - Axis formation Assault Command from 85,26 and 94,5 to 80,26
 - Axis formation Desert Patrol from 90,35 to 84,61
 - Allied formation BR 2nd Army from 2,7 to 0,40-41
 - Allied formation BR 1st Corps from 2,6 to 0,42
 - Allied formation CDA II Corps from 19,8 to 0,43
 - Allied formation BR 1st Army from 2,7 to 0,54
 - Allied formation BR Vth Army from 2,6 to 0,55
 - Allied formation BR IX Corps from 2,6 to 0,55
 - Allied formation US 7th Army from 19,6-7 to 0,56
 - Allied formation US IInd Corps from 19,6-9 to 0,56-57
 - Allied formation USN TF34 from 20,6 to 0,59-60
 - Allied formation RN Force T from 0,6 to 0,45
 - Allied formation RN Home Fleet from 0,6 and 1,7 to 0,34-35
 - Allied formation Malta Force 232nd, 233rd, 234th Bdes from 2,7 to 34,84
 - Allied formation BR XIII Corps 7th Armored Div from 2,7 to 183,71
 - Allied formation RN Force Z CVE Eagle from 0,6 to 17,55
 - Allied formation BR X Corps Field Artillery and AA from 2,6-7 to 183,71
 - Allied formation BR XXX Corps various maneuver units from 2,7 to 183,71
- 14.Axis reentry point located near Rome at 26,39

***** GAME NOTES *****

Added Objective Track 2 with a 50/50 chance of Objective Track 1 (the original) or Track 2 occurring.

Change #12, named ports are assumed to have sufficient infrastructure to import/export at least 33% of total force supply. This change helps the PO play a better game while giving the Cheyenne player additional options for conducting amphibious operations.

Change #13 revised the entry location for selected formations. Multiple formations (and a few individual units) enter along the northern border and need to travel a substantial distance to their intended destinations. While this is not a problem for PBM players it does produce an insurmountable problem for the AI. To make the AI a bit more competitive the formations and units identified in change #13 have entry

points which are closer to the action and easier for the AI to play. Of course, this will impact PBM games, but for the most part I expect that the new entry points will only enable formations to enter battle a turn or two earlier and not give either side a strategic advantage. Also, many of the formations in this change are scheduled to enter battle late in the game. I suspect that the issue will be decided before many of these formations are deployed.

***** ORIGINAL AUTHOR'S BRIEFING *****

The Mediterranean 1940-1941

This scenario is best played in two player mode or as the Axis against Allies computer.

Scale : 20km per hex

Unit size : divisions, regiments, battalions

In fall 1940, the Axis has been beaten in the Battle of Britain. Italy is about to start its own wars against Greece and to expand its African empire.

As the Axis player, can you bring Britain to its knees? and perhaps push the Afrika Korps all the way into the Middle East!

As the Allied can you hold against the Axis assault and pass onto the offensive against its "soft belly"?

Options :

AXIS:

1. Op. "Neptune"

This assumes the Axis seriously starts planning for an invasion of Malta. The Axis will receive some special trained units, which will take time to get at full strength, but that will be useful on future invasions as well. There is a penalty however to compensate for the resources having to be committed for this operation. Watch out, if you don't allow for sufficient strength to be gathered, you may squander these elite units for nothing. A failed landing is not a pretty sight.

2. Op. "Felix"

This Option allows the Axis player to cross Spain to seize Gibraltar. However, Spain will not stay idle and probably fight on, at least initially.

3. Build Carriers

This Option Assumes Italy prepared better for war at sea by building carriers. Will they tip the Balance in the Axis favor, or just make some more targets for the Allied forces?

4. Invade Greece.

Italian 9th and 10th Armies are activated against Greece in Mussolini's willingness to add victories to his scoreboard. It is said that winters in the Greek mountains are cold...

5. Invade Yugoslavia.

German armies intervene in the Balkans at the risk of delaying the all-important Barbarossa operation against Russia.

ALLIES :

1. Raid on Taranto.

As happened in reality, the British carriers raided Taranto, seriously damaging the Italian Fleet and its morale. If you choose this option, you have good chances to inflict heavy damage on Italian Capital ships, but also take a risk to have your precious carriers hit...

2. Spanish Torch.

This option allows the Allied player to experiment with the invasion of Spain and Portugal to open a second European Front. In doing so, the chances to grab important objectives are increased, but the Axis may react by sending some Reinforcements from Mainland Europe.

3. Commit more Navy.

This option assumes the British and Americans are willing to take the risk of sending more capital ships (not escorts) to the Mediterranean.

4. Bomb Italy.

This option assumes strong strategic bombing from Italy. If chosen, the damage and effect will grow stronger as time goes on and as Allied bases approach Italy.

Notes and Special Rules

Free French and Vichy French

Allies are in a strange position against Vichy French Units. Madagascar, Senegal, Syria, and North Africa are potential strategic areas from which expand operations against the Axis.

Special Events:

There is a strong chance that if the Axis forces occupy Egypt, Turkey might join the war on the Axis side.

If the Allies occupy North Africa, German reinforcements will be directed to the theater of operations.