1940 Battle of Pindus

TOAW IV scenario by Rhinobones

Version: v05

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:: PBEM ::Greek PO::

Date: October 28th, 1940

Map Scale: 5 km

Time Scale: 1 Day Turns

Unit Scale: Division/Regiment HQ, Company Maneuver Units

Length: 18 turns

Complexity:

Force 1 – Italian Regio Esercito: 29 Formations and 111 Units (Solo Game)

Force 1 – Italian Regio Esercito: 32 Formations and 146 Units (PBEM Cheyenne Game)

Force 2, Royal Hellenic Army: 53 Formations and 214 Units

Note: Some units may not deploy due to failed 0.70 probability check

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UNIT COLORS:

Brown/Tan = Italian Regio Esercito

White = Royal Hellenic Army, British Air Units

********** CHANGES **********

Change v05

1. Minor graphics updates
2. Suggested Advanced Rules Preset changed to New Supply Rules "ON"

Change v04

1. Reduced Italian unit count by reforming companies at the battalion level. This change maintains Italian combat power while decreasing battlefield clutter caused by excessive units. Greek units remain deployed at company level relieving the need for the PO to purposely divide units.
2. Added events to reduce Italian force supply level from 100 to 25. Reduction is progressive, events contain 5 turn delays and simulate consumption of supply over time. This is in addition to supply reduction due to weather.

Changes v03

Graphical enhancements to map and counter unit numbers.

********** DESIGN NOTES **********

Global Settings

Roads overlay R/R tracks, tracks are not visible in game.

R/R Destruction is set at 0%.

Initial Theater Reconnaissance set at 15%.

Attrition Divider = 15

Max Rounds Per Battle = 4

Supply Cost of Movement = 50

Readiness Cost of Movement = 50

After Turn 10 Winter Weather Reduces Supply

After Turn 10 Winter Weather Impacts Troop Strength

Advanced Preset Settings:

Active Disengagement = OFF

High Supply = OFF

No Borders = ON

Mud & Snow Rules = OFF

Italian

In the solo game the 82nd CCNN Legion, 140th Rgt, 152nd CCNN Legion and 141st CCNN Legion have a 0.70 probability of deployment with a possible delay of up to four turns.

For balance in the Cheyenne game the 48th Regiment, 265th Regiment and 312th Cor. (tank) Bn have a 0.70 probability of deployment.

Greek

Initial deployments are in defensive postures. Around turn 10 Greek forces under PO control will switch to an attack posture.

Turn 8, Strategic Bias has a 0.80 probability to reset to “Aggressive”

** DESCRIPTION & THEATER OPTIONS **

October 28th, 1940 Italy launched an invasion into Greece along the Albanian frontier. The initial objective was to cut the North/South Greek supply line at the town of Metsovo. Cutting the line would deprive Greek forces South of Metsovo to the Ionian Sea of supply and enable easy passage of Italian forces deep into Greece. This event came to be known as the Battle of Pindus after the mountainous region in which it took place. However, poor military planning combined with stubborn Greek resistance and harsh weather doomed the invasion to failure.

This scenario models the basic Battle of Pindus and adds in elements of the Battle of Elaia–Kalamas which occurred immediately South of the Pindus action. To add spice, the historical objective of Metsovo is changed to a primary objective selected from three towns along the North/South Greek supply line. There is also a secondary objective randomly selected from one of four towns along the invasion route. The Italian commander must capture and hold both the secondary and primary objectives in order to secure a major victory.

Turn 1 the Italian commander will be offered three Theater Options. One option each for the primary and secondary objectives. The commander is NOT to use the options until 1) turn 17 and 2) only if the objective(s) is occupied by Italian forces. Only then can the options be used, and the appropriate Victory Points awarded.

The third theater Option is used when a Cheyenne PBEM game is played. A 0.70 probability exists for each of three additional Italian formations to deploy.

********* ACKNOWLEDGMENTS *********

Gianluca: Italian unit names

Wikipedia: Historical background

Battle of Pindus

Battle of Elaia–Kalamas

Niehorster: Greek and Italian Tables of Organization

Index of Organizations (niehorster.org)