



1941 Operation München v02

TOAW IV scenario by Rhinobones

Version: v02

:: PBEM :: Russian PO::

Date: July 2nd, 1941

Map Scale: 2.5 km

Time Scale: 1 Day Turns

Unit Scale: Romania - Division/Regiment HQ, Battalion Maneuver Units

Unit Scale: Russia - Division/Regiment HQ, Company Maneuver Units

Length: 24 turns

Complexity:

Force 1 – Romania

Turn 1 Initial Deployment: 31 Formations, 220 Units

Maximum Deployment: 42 Formations, 287 Units

Force 2 – Russia

Turn 1 Initial Deployment: 74 Formations, 331 Units

Maximum Deployment: 114 Formations, 453 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.

Changes v02

1. Force 1 (Romania) regimental infantry and artillery units changed from deployment as companies to deployment as battalions. Supporting units

remain as non-divisible companies. Reduction of Axis unit count and micromanagement.

2. Force 2 (Russia) artillery changed from company deployment to battalion.
3. Unit icon graphic changes.
4. Standardized movement allowances.
5. Distribution Efficiency set to 100% for all formations.
6. Supply and Supply Radius adjusted for both forces

UNIT COLORS

Force 1 - Green = Romania, Grey = German

Force 2 - Dark Red = Russia

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.

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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