



Revisionist War 1937 v12

TOAW IV

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:: PBEM :: Hotseat ::

Date: October 6th, 1937
Location: hypothetical
Map: 300x300 @ 15 km per hex
Time scale: half week turns
Unit scale: brigades, regiments

Turns: Scenario is designed for 104 turns; however, the issue is normally decided in less than 40 turns.

Complexity: approximately 17 formations and 544 units per side.

Imperial Theater Options: 46 Options

Leftist Theater Options: 50 Options

Changes in v12

1. In response to player comments, new formations (6 per side) added to increase unit density to a maximum of 384 total units.
2. Added optional House Rule – no disbanding units unsupplied or over extended.
3. Leftist Dalan 355th Rail Gun was equipped with a fixed gun. Deleted fixed gun and replaced with an Armored Train.
4. Deleted engineers from non-engineer units.
5. Increased tactical/strategic aircraft bombardment AP/AT ratings in order to give aircraft a greater impact on the ground war. Anti-ship ratings are unchanged.
6. Increased destroyer “DD” AA rating from 0 to 30. All ship ratings adjusted upward for minimal AT capability.
7. Reduced capital ship replacement rates to zero.
8. Fixed (placed) Leftist Reentry Point on Kilo Island.

Special appreciation to axial6 (Bill P.) for v12 recommendations.

Changes in v11

1. Added paratroop capability to commando (special force) units.
2. Added custom Equipment256 graphics to force equipment.

Scenario Theme

The 1937 Revisionist War scenario is designed around two hypothetical political entities, Imperialists and Leftists, locked in a civil war for control of the continent. There are 16 cities capable of fielding armies. One of the

cities will start the scenario by fielding three Imperial armies (the Imperial home city) and one will field three armies as the revolutionary Leftists (the Leftists home city). Selection of these two cities is randomized in the event engine. The remaining 14 cities are activated using Theater Options. When activated each city is capable of fielding one army, however, whether they support the Imperialists, support the Leftists or elect to remain neutral is decided by probabilities built into the event engine. In the early stages of the scenario each side will periodically be given Theater Options, which enables the player to enlist cities for military assistance. There is a 60% chance that the city will agree to join and provide an army. If not, there is a 20% chance that the city will side with the enemy and a 20% chance that the city will remain neutral. The eventual composition of the opposing forces is designed to be significantly different from game to game.

The middle to late 1930's has been selected for this scenario for two reasons:

- 1) Aircraft associated with this period do not have the attack radius found in later periods. This effectively eliminates problems associated with the unrealistic combat ranges seen in modern era scenarios.
- 2) Historically, this period was a time of great innovation and development toward the modern armies. Not quite the trenches of WWI and not quite the military machines of WWII.

Scenario Objectives and Victory Conditions

The overall mission of the competing formations is to beat the enemy into submission using military force, thereby uniting the continent under one ruler. In addition to the enemy, pestilence/starvation, diminishing supplies and diminishing production capacity will conspire to end the struggle in stalemate. Truce or cease-fire is an acceptable end to this scenario.

Each side is led by a supreme command symbolized by the Army Headquarters unit fielded by the home city army. Destruction of the enemy Army Headquarters unit decapitates the enemy command/political structure. The scenario is programmed to end in victory when either the enemy Army Headquarters is destroyed, or the enemy home city is captured.

Unit Reconstitution & Reentry

As a general rule, units from home city formations will reconstitute in the home city. Their replacement priority is set on "High".

Units from minor allied cities only reconstitute HQ and infantry type units at the designated "Reentry" point. Their replacement priority is set on "Normal".

Volunteer units do not reconstitute, and their replacement priority is set on "Low".

Ships do not reconstitute.

House Rules

This scenario is specifically designed as a PBM scenario. Since the balance of the game depends on the random selection and allocation of forces to each side, it is possible for some scenarios to be terribly unbalanced. To achieve a reasonable level of play balance, while maintaining the uncertainty of force composition, suggest that the scenario be played using one of the following House Rules

House Rule #1. A game is only valid when the Imperial side starts with 3 or 4 initial Theater Options. If the Imperial side starts with more or fewer Theater Options, testing has shown that the resulting game will probably be a one-sided route.

House Rule #2. As an addition to rule #1, each side is allowed to exercise a maximum of five Theater Options for addition of allied cities. Players are, therefore, allowed a maximum of six city armies. By using this rule, a maximum of 12 cities will be in play and the remaining 4 will be neutral for both players. After using 5 TOs no additional TOs may be used to replace cities which remain neutral or elect to side with the enemy.

House Rule #3. Optional if agreed to by both players. Units may not be disbanded units which are out of supply, i.e. do not have an unobstructed path to a supply point or are in the "over extended" mode.

The scenario is intended to be played with amphibious forces permitted to land on all deep-water coastal hexes, i.e. anchorages and all other coast hexes with access to deep water. PBM players are advised to reach agreement on this point prior to initiating a game.

Starting around turn 12 the Imperialist can recall units on foreign assignment and the Leftists can receive foreign volunteers. Their entry in theater is simulated by activation of the formations on three island groups situated near the edges of the map. I strongly recommend that both players agree not to attack these units until after they have departed from their starting locations.

PO Games

This scenario does not support play against the AI.

See the documentation PDF file for additional scenario information

Theater Options

Exercising options to recall foreign deployed formations, conduct guerilla warfare, build spy networks, interdict enemy rail roads, chemical attacks and unrestricted submarine warfare all come with a cost penalty paid by the loss of supply. The player will need to make the decision whether the option benefit is worth the cost inflicted on the front-line supplies.

Theater Options for Enlisting Allied Cities:

This scenario was designed using Theater Options to enlist allies. Exercising an option always provides a benefit and always comes with either a cost (measured in lost supply) or a risk that the enemy will benefit from your actions.

Exercising an option to enlist a city has a 60% chance that the city will provide an army to support your side. Should the city refuse to join, there is a 20% chance that the city will instead support the enemy. There is also a 20% chance that the city will decide to remain neutral.

Guerilla Warfare:

Around turn 10 an opportunity will be presented to conduct limited guerilla warfare. Eventually a second theater option will be given to conduct a full-blown guerilla war. This requires the diversion of supplies from the front lines to the guerillas; therefore, limited guerilla warfare costs a permanent 6 supply points and unlimited warfare costs an additional 5 supply points. Once guerilla warfare is started it is out of your control and becomes a continuous drain on supply.

Guerilla Warfare acts to convert enemy territory into friendly territory. This potentially turns enemy railroad, road, supply, airfield and port hexes into friendly territory thereby, denying the enemy access until the hexes are re-occupied.

Unrestricted Submarine Warfare:

An option will be provided for each side to conduct unrestricted submarine warfare. Once started, supply points are diverted to the submariner forces as the submarines begin a battle of attrition against the enemy. It takes time, but eventually the enemy shipping capability will be reduced to 30% of the starting value.

A second option will be presented which allows the player to stop unrestricted submarine warfare. If this option is selected, some of the diverted supply points are returned to support the front lines. The enemy's shipping fleet is allowed to recover its losses.

Railroad Interdiction:

Each player will be offered the opportunity to conduct an overt campaign to destroy the enemy railroad capacity to 30% of the starting capacity. Selecting railroad interdiction requires the diversion of 20 supply points to the effort. If the campaign is later called off, 15 of the 20 supply points will be returned to support the field forces.

Underground/Spy Network:

Both sides start the war with 5% theater reconnaissance capability. For an appropriate cost in supply points an option will be made available to build a spy network for increased theater reconnaissance. Eventually a second option will be offered to enhance the network, an appropriate additional cost is then charged.

Foreign Volunteers and Formations Deployed from Overseas:

The Imperialists will be offered options to recall formations deployed overseas and the Leftists will be offered options to import volunteer formations. An appropriate cost in supply points is charged if these options are selected. The reduction in supply by 3 points per formation represents the dilution of available supplies caused by the additional troops. Theater Options to deploy these troops expire on turn 29.

Both sides have an additional six formations which may deploy on the outlying islands. Each formation has a 0.70 probability of deploying on turns 12 through 22. Each player can expect deployment of 4, 5 or 6 formations to reinforce their mainland armies. Cost to deploy each formation is 4 supply points. Theater Options to deploy these formations expire on turn 23.

The Exclusion Zone blocking the islands is removed on Turn 12. This allows reinforcement formations and reconstituted units to deploy on the island. Players are encouraged to agree not to attack these formations until they move toward, or are deployed on, the mainland.

Chemical Warfare:

Starting around turn 20 both forces will be given the first of two Theater Options to use chemical weapons. Using the TO gives the player a one turn shock bonus to simulate the effects of chemical warfare on unprepared forces. The cost of using chemical warfare has both temporary and permanent effects. Initially 15 supply points are diverted from the front-line

troops to support the chemical program. After three turns the supply points are returned to the front-line troops minus a small permanent loss. The process is then repeated for the next chemical attack.

Surrender and Cease Fire Options:

Beginning around turn 30 both sides will be provided with Theater Options to offer a surrender notice, or to negotiate a cease-fire with the enemy. These Theater Options are provided to give the players an easy way to end games, which are either hopelessly lost, or obviously deadlocked.

Timed Events

Pestilence:

Pestilence is used to simulate the breakdown of the medical infrastructure, the spread of disease, decline of farm production brought on by the drafting of farmers into the military, depopulation of the countryside and the destruction of crops.

Sometime after turn 40 the initial effects of pestilence are introduced to the scenario. After turn 55 the effects of pestilence begin to outpace the rate of replacement. If the war has not been decided by turn 100, both forces will have become exhausted, and a stalemate will ensue.

Diminishing Supply and Replacements:

As the war progresses the population will become depleted and industrial capacity reduced to a level where the military cannot be maintained. Supply and replacement rates begin to be diminished starting around turn 30, thereby, reducing the protagonist's capacity to continue the war.

Weather:

Starting in about November the scenario will cycle through a winter cycle in the Northern climate zone. Between turns 6 thru 21 expect cold weather, turns 14 thru very cold weather (freezing rivers) and turns 22 thru 33

freezing weather (freezing major rivers and shallow water). Starting around turn 35 the weather will start cycling back to temperate.

In the summer months of August and September, around turns 63 thru 74, the Southern climate zone will experience a heat wave. Heat will increase losses due to pestilence.

Miscellaneous Odds and Ends

Victory Points and Objectives:

This scenario contains no formation objectives (other than those necessary to create a valid scenario) and awards no points for capture or destruction of enemy forces. The individual players will make strategic decisions whether to attack, defend or abandon specific locations. In this manner it is the players who establish the objective value.

Supply Points:

16 supply points have been placed in the major cities. Sprinkled through the continent are an additional supply points providing 55% of the force stock level supply. Capture or loss of a supply point will not increase or decrease supply but does affect local supply reaching individual units. Supply points are never destroyed. They serve as supply depots for the side controlling the point.

Excess Transportation Capability:

The headquarter units of the formations fielded by the leading Imperial and Leftists cities have been designed with an overabundance of transport vehicles. It is intended that when the HQ units are idle these vehicles will be used to increase the overall force supply. This effect is achieved by increasing the number of trucks over the stated TO&E quantity. Note that if these excess trucks are destroyed, they cannot be replaced, and the HQ unit loses most of its ability to enhance supply.

Supply Centers:



There are 14 supply centers located throughout the map. When captured, seven of these centers are designed to support the Imperialists and seven support the Leftists by adding 15 to the force supply level. Of course, if a center is subsequently lost to the enemy, the reduction to force supply is considered to be greater than the initial gain and, therefore, the loss penalty is -18. This represents both the physical loss of supply and the destruction of infrastructure built to deliver supply.

Recruitment Centers:



There are 10 recruitment centers located throughout the map. When captured, five of these centers are designed to support the Imperialists and five support the Leftists by adding 25% to the force replacement rate. Of course, if a center is subsequently lost to the enemy, the reduction to replacement rate is considered to be greater than the initial gain and,

therefore, the loss penalty is -25%. This represents both the physical loss of recruitment center and the depopulation of the surrounding area.

Notes on Strategy and Tactics

Railroads are of paramount importance. Clearing rail hexes needs to be a priority task assigned to the most mobile units.

Occupation of Supply and Reinforcement Centers is critical; however, these objectives should not be attempted unless the player is also willing to garrison the center. The loss of a Supply or Reinforcement Center is greater than the gain from the initial occupation. Sometimes it is better to let the enemy occupy a center so that you can do more damage by taking it away.

Naval and aircraft units do not reconstitute.

Most land units reconstitute and reenter the scenario at their designated island location in accordance with Change v07 item #1. Reentry Points are located in the Tszaji Islands (Imperial reentry) and Kilo Island (Leftist reentry)

The following land units do not reconstitute capital ships, paratroops, commandos, foreign legions and volunteers.



Alternate Unit Graphics

Alternate unit and terrain graphic files are provided. These are optional and have no critical impact on play of the scenario.

Change History

Changes in v10

1. Removed artillery from HQs and inserted into new HQ Artillery units.

Changes in v09

1. Units that were previously divided have been recombined.
2. Additional maneuver units added to home city Naval HQ formations
3. A second aircraft carrier added to CV units
4. Repaired game ending events for destroyed Army HQs.

Changes in v08

1. Major city units (land, aircraft) – Reconstitute, Fixed Point Entry, Replacement Priority High
2. Minor city units (infantry only) - Reconstitute, Reenter at designated Reentry Point, Replacement Priority Normal
3. Volunteer units – Do Not Reconstitute, Replacement Priority Low
4. Repaired events for arctic conditions
5. Provided Leftist TBD squadrons with a small hi/low defense increase

Changes in v07

1. Reentry Points placed in the Tszqi Islands (Imperial reentry) and Kilo Island (Leftist reentry)

Changes in v06

1. Removed engineer allocations from front line combat units. Engineer TO&E slots remain in these units but are not manned.
2. Removed Dense Urban from all but capital city hexes.
3. Redeployed the anti-tank, anti-air and special force units as subdivided units. This permits the player to use these units as smaller units while not suffering the proficiency loss penalty normally incurred during subdivision. The player retains the option to recombine units without penalty.
4. All formation proficiency levels revised to a minimum of 70%.
5. Deleted all Leftist Ba 65 tactical bombers (range 8) and replaced with Z.1007bis tactical bombers (range 14).
6. Amphibious capability given to bridge engineering units; provides the ability to perform bridging operations in shallow water and flooded marsh.
7. Initial Theater Reconnaissance set to 5%. Follow on Theater Options may increase Theater Reconnaissance to 10% and 15%.
8. Both forces shock set to 105%.
9. Recommended Advanced Rules set OFF: Active Disengagement, No Borders, High Supply, Variable Initiative and New Mud and Snow Rules.

Changes in v05

1. Revised armor unit TO&Es to deploy selected units as heavy armor brigades.
2. Added secondary depot icons to HQ units for supply distribution.
3. Added an additional reserve formation to capital city OOBs.
4. Added a carrier task force to capital city OOBs.
5. Reduced AA lethality.
6. Revised naval ship and aircraft pre-NATO icon set.
7. Adjusted replacement schedule to reflect OOB changes.
8. Added secondary icons to marine and special force units for amphibious capability.
9. Dalan HQ BB icon fixed.
10. New unit types; Marine defense brigades, heavy mortars, naval attack aircraft, heavy tank brigades, heavy AAA brigades.
11. Force ZOC Cost increased to 150%.
12. Naval aircraft range adjusted and provided torpedo capability.

Changes in v04

1. Added Leftist starting unit to prevent early ending
2. Added multiple supply points to enable/encourage amphibious operations
3. Added vehicle bridges at R/R crossings of major rivers
4. Theater Option recon percentages increased
5. Total objective values reduced to 5 points per side
6. Added rail repair crews to Engineer and Bridge units
7. Added graphics for supply and replacement centers
8. Added climate zones, hot and cold weather events.
9. Overextended Supply Threshold set at 7.

Changes in v03

1. Added a vehicle bridge at 176,227
2. Changed Blown R/R to R/R at 267,201
3. Corrected automatic R/R repair to 80% for both sides

Changes in v02

1. Formation supply levels corrected for Formations containing multiple HQs.