

TOAW 3 – SCENARIO DESCRIPTIONS

Classic TOAW

Balkans 1912

Designer – Todd Klemme

Start October 18, 1912

OTTOMAN EMPIRE vs. BALKAN LEAGUE

245 regiment/brigade sized units

14 half-week turns

15km/hex 45x39 map of the Balkans

This simulates the First Balkan War, which drove the Turks almost out of Europe.

Balkans 1913

Designer – Todd Klemme

Start June 13, 1913

BULGARIA vs. BALKAN LEAGUE

184 regiment/brigade sized units

11 half-week turns

15km/hex 45x39 map of the Balkans

This simulates the Second Balkan War, which Bulgaria launched against their former Balkan League allies over pique about how the spoils of the first war were being divided. They ended up losing all their gains of the first war.

France 1914

Designer – Todd Klemme

Start August 7, 1914

GERMAN vs. ENTENTE

489 division sized units

14 full-week turns

15km/hex 47x33 map of Northwest Europe

This covers the initial mobile phase of World War I on the Western Front, allowing players to fight out the von Schlieffen Plan.

Serbia-Galicia 1914

Designer – Todd Klemme

Start August 12, 1914

Russia & Serbia vs. Austria-Hungary

581 brigade sized units

11 half-week turns

10km/hex 64x78 map of Serbia and Galicia

This covers the opening battles of the First World War in Serbia and Galicia. A revised version is in the TOAW III section.

TOAW 3 – SCENARIO DESCRIPTIONS

Tannenberg 1914

Designer – Todd Klemme

Start August 13, 1914

Germans vs. Russians

259 brigade sized units

13 half-week turns

10km/hex 43x39 map of East Prussia and Poland

This is the German holding action against the Russians at the start of the First World War that resulted in the crushing Russian defeat at Tannenberg. A revised version is in the TOAW III section.

St. Mihiel 1918

Designer – Erik Rutins

Start September 12, 1918

Allied Forces vs. German Army

183 regiment sized units

6 full-day turns

2.5km/hex 20x20 map of St. Mihiel, France

This simulates the first American offensive of World War I, against the St. Mihiel salient.

Meuse-Argonne 1918

Designer – Erik Rutins

Start September 26, 1918

Allied Forces vs. German Army

281 regiment sized units

14 half-week turns

2.5km/hex 25x39 map of Meuse-Argonne, France

This simulates the American offensive in the Meuse-Argonne. Sargent York, the “Lost” battalion, and George Patton’s US Tank Brigade all took part here.

Nomonhan 1939

Designer – Norm Koger

Start July 1, 1939

Japanese vs. Soviet

181 battalion sized units

60 full-day turns

2.5km/hex 24x20 map of Mongolia

This simulates a clash over a border dispute between the Japanese and the Soviets. The Japanese gained such a respect for Soviet power from the incident that it compelled them to neutrality upon the Axis invasion in 1941 - to the dismay of their German allies.

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France 1940

Designer – Doug Bevard

Start May 10, 1940

GERMAN vs. ALLIED

480 division sized units

18 half-week turns

15km/hex 81x54 map of Northwest Europe

This models the German blitzkrieg offensive against France, Belgium and Holland.

Greece 1940-1941

Designer – Chris Butterfield

Start October 28, 1940

Italian vs. Greek

354 battalion/regiment sized units

48 half-week turns

5km/hex 49x65 map of Southern Balkans

This covers the campaign in Greece from the Italian invasion to the German intervention.

Crete 1941

Designer – Eric Larsen

Start May 20, 1941

Axis vs. Commonwealth

118 company/battalion sized units

8 half-day turns

2.5km/hex 85x23 map of Crete

This covers “Operation Mercury”, Germany’s largest airborne operation to capture the strategically important Mediterranean island of Crete.

Barbarossa 1941

Designer – Eric Larsen & Jim Rose

Start June 22, 1941

AXIS vs. SOVIETS

1525 division sized units

48 half-week turns

25km/hex 66x90 map of Soviet Union

This covers the initial German invasion of the Soviet Union from June 22, 1941 through early December, 1941.

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Smolensk 1941

Designer – Darrell Dik

Start July 3, 1941

Germany vs. Soviet Union

201 regiment/division sized units

24 full-day turns

10km/hex 60x30 map of Central Russia

This covers the German battles to take Smolensk during Operation Barbarossa.

Crusader 1941

Designer – Doug Bevard

Start November 19, 1941

COMMONWEALTH vs. AXIS

356 battalion sized units

17 full-day turns

5km/hex 84x38 map of North Africa

This covers the British 8th Army's winter offensive against the Afrika Korps, which relieved Tobruk.

Typhoon 1941

Designer – John L. Underwood Jr.

Start November 15, 1941

German vs. Russian

633 regiment/division sized units

40 full-day turns

10km/hex 59x61 map of Central Russia

This models “Operation Typhoon”, which was the German attack to capture Moscow.

Luzon 1941-1942

Designer – John L. Underwood Jr.

Start December 22, 1941

United States vs. Japanese

172 battalion/regiment sized units

50 full-day turns

5km/hex 74x76 map of Luzon, Philippine Islands

This covers the Japanese Invasion of the Philippines, including the fall of Bataan.

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Singapore 1942

Designer – Darrell Dik

Start February 8, 1942

Commonwealth vs. Japanese

133 battalion sized units

16 half-day turns

2.5km/hex 40x20 map of Singapore

This simulates the Japanese Assault on Singapore Island.

Kharkov 1942

Designer – Doug Bevard

Start May 12, 1942

AXIS vs. SOVIET

362 regiment/division sized units

12 full-day turns

10km/hex 41x41 map of the Eastern Front

This covers the Soviet 1942 spring offensive from the Izyum Bulge.

African Campaign 1942

Designer – Matt Moyer

Start May 26, 1942

Axis vs. British

529 battalion sized units

52 half-week turns

5km/hex 230x70 map of North Africa

This covers the desert war from Gazala to 2nd El Alamein.

Malta 1942

Designer – James D. Burns & Ray Wolfe

Start July 20, 1942

Axis vs. British

203 battalion sized units

12 half-day turns

2.5km/hex 31x25 map of Malta

This covers “Operation Hercules”, which was Italy's plan for the invasion of Malta. A revised version is in the TOAW III section.

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Tunisia 1942 - 1943

Designer – John Schettler

Start November 15, 1942

Axis vs. Allied

191 battalion/regiment sized units

50 half-week turns

5km/hex 60x69 map of Tunisia

This covers the entire campaign in Tunisia.

South Front 1942

Designer – John Schettler

Start November 19, 1942

Soviets vs. Axis

348 regiment/division sized units

50 full-day turns

5km/hex 95x57 map of Soviet Union

This covers “Operation Uranus”, the Soviet Winter Offensive of 1942, which pocketed the German 6th Army in Stalingrad.

Burma 1942 - 1943

Designer – Greg Daulton

Start December 17, 1942

Allied vs. Japanese

85 company/battalion sized units

30 half-week turns

5km/hex 20x30 map of Southwest Burma

This models the unsuccessful “Operation Cannibal” against the Japanese in Burma.

Kasserine 1943

Designer – Doug Bevard

Start February 14, 1943

GERMAN vs. ALLIED

114 battalion sized units

12 full-day turns

5km/hex 44x26 map of Tunisia

This simulates the Axis thrust by the 5th Panzer Army and Panzerarmee Afrika against the US II Corps in Tunisia. This was the first “trial by fire” of the US Army against the Germans, and they showed they had a lot to learn.

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Attu Island 1943

Designer – John E. Cross

Start May 11, 1943

Allied (US) vs. Axis (IJN/A)

153 company sized units

20 full-day turns

2.5km/hex 45x25 map of Attu Island

This models the American amphibious invasion to retake Attu Island from the Japanese. It climaxed in a massive suicide charge by the Japanese.

Kursk 1943

Designer – Tim McBride and Wild Bill Wilder

Start July 5, 1943

Soviet Union vs. Deutschland

736 regiment/brigade sized units

20 half-day turns

5km/hex 23x60 map of Soviet Union

This models the German offensive to pocket the Kursk salient. A revised version is in the TOAW III section.

Sicily 1943

Designer – John Schettler

Start July 10, 1943

Allied vs. Axis

418 battalion sized units

42 full-day turns

2.5km/hex 88x63 map of Sicily

This covers “Operation Husky”, which was the Allied landing in Sicily.

Kiska Island 1943 [hypothetical]

Designer – John E. Cross

Start August 15, 1943

Allied (US/CA) vs. Axis (IJN/A)

165 company sized units

20 full-day turns

2.5km/hex 45x45 map of Kiska Island

This covers the American amphibious invasion to retake Kiska Island. It is hypothetical in that the Japanese are assumed to have not abandoned the island before the invasion.

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Italy 1943

Designer – John E. Cross & John L. Underwood

Start September 9, 1943

Allied vs. Axis

417 battalion/regiment/division sized units

80 half-week turns

5km/hex 60x100 map of Italy

This covers the Italian campaign from the invasion to the Allied attempt to Liberate Rome.

Korsun 1944

Designer – Doug Bevard

Start February 4, 1944

GERMAN vs. SOVIET

360 regiment/division sized units

26 half-day turns

5km/hex 52x33 map of the Eastern Front

This models the German counteroffensive to relieve the Korsun Pocket.

Overlord 1944

Designer – James D. Burns

Start June 5, 1944

Allied vs. German

1742 battalion sized units

200 half-day turns

2.5km/hex 100x88 map of Normandy, France

This monster is a massive simulation of “Operation Overlord”, the battle for the liberation of Europe.

Normandy 1944

Designer – Eric Larsen

Start June 6, 1944

Allied Army vs. German Army

920 battalion/regiment sized units

23 half-week turns

5km/hex 41x41 map of Normandy, France

This covers “Operation Overlord”, the Allied invasion of Normandy to establish the second front.

TOAW 3 – SCENARIO DESCRIPTIONS

NormandyRommel 1944 [hypothetical]

Designer – Eric Larsen

Start June 6, 1944

Allied Army vs. German Army

961 battalion/regiment sized units

25 half-week turns

5km/hex 43x41 map of Normandy, France

This is a hypothetical variant depicting what might have occurred if Rommel had been given total control to stop the Allied invasion of Normandy to establish the second front.

Cherbourg 1944

Designer – James D. Burns

Start June 19, 1944

United States vs. German

189 battalion sized units

24 half-day turns

2.5km/hex 41x34 map of the Cotentin Peninsula

This simulates the U. S. VII Corp offensive to capture the port city of Cherbourg.

St Lo 1944

Designer – Bryan Corkill & Wild Bill Wilder

Start July 7, 1944

XIX Corps vs. II Para Corps

228 battalion sized units

21 full-day turns

2.5km/hex 30x25 map of Normandy, France

This covers the US drive to capture St. Lo.

Cobra 1944

Designer – James D. Burns

Start July 25, 1944

United States vs. German

547 battalion sized units

27 six-hour turns

2.5km/hex 47x57 map of Normandy, France

This models the US lead offensive that would lead to the breakout of the hedgerow country.

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Mortain 1944

Designer – James D. Burns

Start August 6, 1944

Allied vs. German

263 battalion sized units

15 six-hour turns

2.5km/hex 41x29 map of Normandy, France

This models Germany's armored assault following the Operation Cobra's breakout.

Falaise Pocket 1944

Designer – James D. Burns

Start August 17, 1944

Allied vs. German

626 battalion sized units

19 six-hour turns

2.5km/hex 59x29 map of Normandy, France

This models the final battle of the Normandy Campaign, which turned into a German battle to avoid being pocketed at Falaise.

Dragoon 1944

Designer – Erik Rutins

Start August 15, 1944

Allied Army vs. German Army

332 regiment/division sized units

28 half-day turns

2.5km/hex 100x99 map of Southern France

This covers “Operation Dragoon”, the Allied Invasion of Southern France.

Market Garden 1944

Designer – John Schettler

Start September 17, 1944

Allies vs. Germans

254 battalion/regiment sized units

20 half-day turns

2.5km/hex 45x55 map of Holland

This models the ill-fated Allied attempt to use airborne forces to facilitate an armored drive over the Rhine.

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Arracourt 1944

Designer – Doug Bevard

Start September 19, 1944

GERMAN vs. US ARMY

35 company sized units

8 half-day turns

2.5km/hex 21x21 map of France, east of Nancy

This covers CCA/4th Armored Division's defense against the LVIII Panzer Corps.

Bulge 1944

Designer – Eric Larsen

Start December 16, 1944

German vs. United States

2050 battalion sized units

123 six-hour turns

2.5km/hex 92x97 map of the Ardennes

This massive monster simulates the Battle of the Bulge.

Iwo Jima 1945

Designer – Wild Bill Wilder

Start February 19, 1945

US 5th Amphib Cp vs. Iwo Jima Def Fce

100 company/battalion sized units

10 half-week turns

2.5km/hex 20x20 map of Iwo Jima Island

This covers the US amphibious invasion of Iwo Jima Island.

Patton 1945 [hypothetical]

Designer – Doug Bevard

Start July 15, 1945

SOVIET vs. US ARMY

394 regiment/brigade/division sized units

28 full-day turns

5km/hex 75x40 map of Germany

This models a hypothetical Soviet offensive against the US Third Army from Czechoslovakia, to seize portions of southern Germany.

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Olympic 1945 [hypothetical]

Designer – John P. Boomershine

Start November 1, 1945

6th US Army vs. 16th Area Army

565 battalion/regiment sized units

31 full-day turns

5km/hex 48x84 map of Kyushu, Japan

This models “Operation Olympic”, which was the invasion of Kyushu. This was the first stage of the planned conquest of the Japanese home islands.

Israel 1948

Designer – John L. Underwood Jr.

Start October 6, 1948

IDF vs. Arab Alliance

158 battalion sized units

31 full-day turns

5km/hex 50x100 map of Israel

This models the IDF's attempt to consolidate the Jewish settlements in Israel's War of Independence.

Korea 1950-1951

Designer – Norm Koger

Start June 25, 1950

Communist vs. United Nations

413 regiment sized units

52 full-week turns

15km/hex 37x67 map of Korea

This models the first year of the Korean War.

Chosen 1950

Designer – Wild Bill Wilder

Start November 27, 1950

CHINA PLA vs. 10th Corps USA

142 battalion sized units

15 full-day turns

2.5km/hex 34x45 map of North Korea

This models the heroic escape of the Marines from threatened Chinese encirclement at the Chosen Reservoir, while out-numbered 5-1.

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Nghia Lo 1954

Designer – Wild Bill Wilder

Start September 22, 1951

French Forces vs. Vietminh Forces

76 company/battalion sized units

15 full-day turns

2.5km/hex 30x28 map of Nghia Lo Valley, Indochina

This models the start of conventional combat in the French Indochina war, as the Vietminh attempt to take the Nghia Lo Valley. The attempt turns the valley into the “Valley of Death”.

Dien Bien Phu 1954

Designer – Wild Bill Wilder

Start March 16, 1954

Viet Minh PLA vs. French Army

125 company/battalion sized units

14 half-week turns

2.5km/hex 20x35 map of North Indochina

This models the climactic battle of the French Indochina War.

Fulda 1955 [hypothetical]

Designer – Doug Bevard

Start May 21, 1955

WARSAW PACT vs. NATO

213 battalion/regiment sized units

18 full-day turns

5km/hex 51x22 map of West Germany

This models a hypothetical attack by the newly formed Warsaw Pact against NATO forces to seize Frankfurt.

Middle East 1956

Designer – James D. Burns

Start October 29, 1956

Israel vs. Egypt

196 battalion sized units

50 six-hour turns

2.5km/hex 119x106 map of Sinai Desert

This simulates Israel's 1956 “Operation Kadesh”, which was a surprise invasion against Egypt in the Sinai Peninsula.

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NATO-Warsaw Pact 1962 [hypothetical]

Designer – Matt Moyer

Start October 25, 1962

NATO vs. WARSAW PACT

541 brigade/division sized units

30 full-day turns

15km/hex 62x80 map of Central Europe

This models a hypothetical Third World War, triggered by the Cuban Missile Crisis.

Cuba 1962 [hypothetical]

Designer – Doug Bevard

Start October 31, 1962

UNITED STATES vs. CUBAN

261 battalion/regiment/brigade/division sized units

32 half-day turns

15km/hex 85x36 map of Cuba

This models “Operation Scabbards”, a hypothetical invasion of Cuba by the United States in 1962, triggered by the Cuban Missile Crisis.

Ia Drang 1965

Designer – Doug Bevard

Start October 17, 1965

NORTH VIETNAM vs. US ARMY/ARVN

143 company/battalion sized units

13 half-week turns

2.5km/hex 40x30 map of South Vietnam

This models “Operation Silver Bayonet”, which was the first campaign by the US 1st Air Cavalry Division (Airmobile) in the Ia Drang Valley against the NVA "Field Front" Division and local Viet Cong.

Note that this operation was the one shown in the film “We Were Soldiers Once, and Young”.

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Bong Son 1966

Designer – Doug Bevard

Start January 25, 1966

US ARMY/ARVN vs. NORTH VIETNAM

135 company/battalion sized units

13 half-week turns

2.5km/hex 35x36 map of South Vietnam

This models “Operation Masher/White Wing”, which was the US 1st Air Cavalry Division (Airmobile) campaign in Binh Dinh Province against the 3rd NVA "Yellow Flag" Division.

Middle East 1967

Designer – Pete Abrams, Brad Beavers & James Burns

Start June 5, 1967

Israel vs. Arab League

498 company/battalion/brigade sized units

48 six-hour turns

2.5km/hex 156x177 map of Israel

This simulates Israel's 1967 six-day war against the Arab League Nations of Egypt, Syria and Jordan.

Tet Offensive 1968

Designer – Wild Bill Wilder

Start January 31, 1968

USA-ARVN vs. NLF-NVA

713 battalion sized units

15 full-day turns

5km/hex 100x190 map of South Vietnam

This models the Tet Offensive, in which US belief in the “light at the end of the tunnel” dimmed.

Vietnam Invasion 1969 [hypothetical]

Designer – John Schettler

Start March 1, 1969

US Forces vs. North Vietnam

218 battalion/regiment sized units

20 full-day turns

5km/hex 52x100 map of DMZ & North Vietnam

This scenario studies the possible outcome of "Operation Inchon", a hypothetical US invasion of North Vietnam.

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Sino-Soviet 1969 [hypothetical]

Designer – John Schettler

Start August 2, 1969

Soviet vs. Chinese

151 division sized units

18 half-week turns

50km/hex 74x40 map of Soviet-Chinese Border

This models a hypothetical attack by the Soviet Union against Chinese forces along the Amur River.

Middle East 1973

Designer – Norm Koger

Start October 6, 1973

Arab vs. Israeli

446 brigade sized units

36 half-day turns

10km/hex 59x74 map of Israel

This models the Yom Kippur War.

Fulda 1976 [hypothetical]

Designer – Doug Bevard

Start August 1, 1976

WARSAW PACT vs. NATO

268 battalion/regiment sized units

18 full-day turns

5km/hex 51x22 map of West Germany

This models a hypothetical attack by the Warsaw Pact against NATO forces to seize Frankfurt, West Germany.

NATO-Warsaw Pact 1978 [hypothetical]

Designer – Pete Abrams

Start May 28, 1977

NATO (CENTAG) vs. WARSAW PACT

822 company/battalion sized units

18 six-hour turns

2.5km/hex 100x100 map of Hof Gap, West Germany

In this scenario, NATO's CENTAG covering the vital East-West German border is attacked.

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Grenada 1983

Designer – Jeff Riddolls

Start October 25, 1983

US/OECS vs. Grenada/Cuba

48 company/battalion sized units

12 six-hour turns

2.5km/hex 20x20 map of Grenada, Windward Islands

This models Operation “Urgent Fury”, an assault on the Caribbean island nation of Grenada, with the aim of restoring the recently deposed government and rescuing a large number of American citizens.

Iran-Iraq 1984

Designer – Jeff Riddolls

Start February 27, 1984

Iran vs. Iraq

95 regiment/brigade/division sized units

9 six-hour turns

2.5km/hex 27x33 map of Basra, Southeastern Iraq

This models the Iranian “Operation Dawn V”, which consisted of human-wave assaults on fortified Iraqi armored units.

Germany 1984 [hypothetical]

Designer – Doug Bevard

Start August 1, 1984

WARSAW PACT vs. NATO

689 brigade/division sized units

24 full-day turns

15km/hex 71x57 map of Central Europe

This covers a hypothetical attack by the Warsaw Pact against NATO forces in West Germany.

Desert Storm 1991

Designer – Wild Bill Wilder

Start February 23, 1991

Coalition vs. Iraq

1145 battalion sized units

10 half-day turns

5km/hex 72x73 map of Iraq, Kuwait, & Saudi Arabia

This simulates “Operation Desert Storm”, which routed the Iraqis out of Kuwait.

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Kuwait 1991

Designer – Jeff Riddolls

Start February 24, 1991

Coalition vs. Iraq

492 company/battalion sized units

17 six-hour turns

2.5km/hex 36x47 map of Kuwait

This covers the Liberation of Kuwait during “Operation Desert Storm”.

Kashmir 1999 [hypothetical]

Designer – Tim McBride

Start May 7, 1999

India vs. Pakistan

707 regiment/brigade sized units

40 half-week turns

10km/hex 100x100 map of Kashmir, India

This models a hypothetical war between India and Pakistan over the disputed Kashmir province.

Yugoslavia 1999 [hypothetical]

Designer – Doug Bevard

Start June 1, 1999

NATO vs. YUGOSLAVIA

716 battalion sized units

31 full-day turns

5km/hex 76x70 map of Yugoslavia

This models a hypothetical invasion of the Federal Republic of Yugoslavia by NATO in June, 1999.

Korea 1999 [hypothetical]

Designer – Erik Rutins

Start July 8, 1999

North Korea vs. ROK/USA CFC

467 brigade/division sized units

32 half-week turns

20km/hex 37x67 map of Korea

This models a hypothetical Second Korean War.

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Bulge 2000 [abstract]

Designer – James D. Burns

Start April 1, 2000

USSR vs. USA

4000 regiment/brigade/division sized units

60 half-week turns

15km/hex 183x150 map of a fictional European battleground

This models a massive fictional battle resembling the Battle of the Bulge.

Russo-China 2000 [hypothetical]

Designer – John Schettler

Start August 1, 2000

Russia vs. China

250 division sized units

20 half-week turns

50km/hex 119x46 map of Central & Eastern Asia

This models a hypothetical outbreak of major Asian conflict between Russia & China in the year 2000.

Libya-Egypt 2000 [hypothetical]

Designer – John Schettler

Start October 1, 2000

Libyan vs. Egyptian

177 battalion/brigade sized units

30 full-day turns

5km/hex 144x50 map of Libya & Egypt

This models a hypothetical Libyan Attack on Egypt.

Hungary-Romania 2000 [hypothetical]

Designer – Matt Moyer

Start October 1, 2000

HUNGARY vs. ROMANIAN

218 battalion sized units

30 full-day turns

10km/hex 55x45 map of Eastern Europe

This models a hypothetical Hungarian war to liberate the Transylvanian region in Romania, taken from Hungary after the breakup of the Austro-Hungarian Empire following the end of World War One.

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Middle East 2000 [hypothetical]

Designer – Norm Koger

Start October 10, 2000

Israeli vs. Arab

505 brigade sized units

36 half-day turns

10km/hex 59x74 map of Israel

This models a hypothetical Arab Coalition attack on Israel.

Seoul 2000 [hypothetical]

Designer – Jeff Riddolls

Start December 26, 2000

North Korea vs. South Korea/US

589 battalion/regiment sized units

20 six-hour turns

2.5km/hex 57x55 map of Northwestern Republic of Korea

This simulates a hypothetical North Korean sneak attack towards Seoul.

US Civil War 2008 [hypothetical]

Designer – Trey Marshall

Start May 5, 2006

CSA vs. USA

567 battalion/brigade sized units

96 full-week turns

50km/hex 145x79 map of the United States

This models a hypothetical second US Civil War.

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TOAW-III

- **Pre - World War I**

Waterloo 1815

Designer – Bob Cross

Start June 16, 1815

French vs. Allies

90 division sized units

10 six-hour turns

2.5km/hex 12x14 map of Belgium

This models the Waterloo Campaign from the Napoleonic Wars.

Killer Angels 1863

Designer – Bob Cross

Start June 15, 1863

CSA vs. USA

92 division/corps sized units

30 one-day turns

8km/hex 40x36 map of Virginia, Maryland, & Pennsylvania

This models the Gettysburg Campaign from the American Civil War. This version uses the historical set-up.

Killer Angels 1863 - Jackson Variant [hypothetical]

Designer – Bob Cross

Start June 15, 1863

CSA vs. USA

92 division/corps sized units

30 one-day turns

8km/hex 40x36 map of Virginia, Maryland, & Pennsylvania

This version covers a hypothetical set up in which "Stonewall" Jackson is presumed not to have been mortally wounded at Chancellorsville.

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Battle of Adua 1896

Designer – Piero Falotti

Start February 29, 1896

Italians vs. Ethiopians

181 battalion/regiment sized units

13 full-day turns

400m/hex 63x34 map of Ethiopia

This is a tactical-scale simulation of the humiliating Italian defeat at the hands of hordes of Ethiopian primitives. Tactical effects are facilitated via a line-of-sight house rule and the use of ranged equipment for some Italian infantry elements.

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Double Eagle/Rising Sun 1904-1905

Designer – Erik Nygaard

Start February 4, 1904

Imperial Japan vs. Imperial Russia

558 brigade sized units

80 full-week turns

10km/hex 110x168 map of Korea and Manchuria

This simulates the Russo-Japanese War of 1904-1905. The game begins with the Japanese Fleet poised to spring the surprise attack on the Russian Fleet at Port Arthur.

• World War I

The Great War 1914-1918

Designer – Piero Falotti

Start August 1, 1914

Central Powers vs. Entente

3767 division sized units

250 full-week turns

15km/hex 277x294 map of Europe, Middle East, & Africa

This is a monster simulation of the entire First World War.

Home Before The Leaves Fall 1914

Designer – Tom Porto

Start August 2, 1914

Entente vs. German

945 regiment/brigade sized units

50 full-day turns

5km/hex 112x65 map of Northwest Europe

This covers the initial moves on the Western Front in the First World War, allowing players to fight out the German von Schlieffen Plan.

Tannenberg 1914

Designer – Todd Klemme

Start August 13, 1914

Germans vs. Russians

259 brigade sized units

13 half-week turns

10km/hex 43x39 map of East Prussia and Poland

This is the German holding action against the Russians at the start of the First World War that resulted in the crushing Russian defeat at Tannenberg. This version has been revised by the author from the Classic TOAW version that is still included in that folder.

TOAW 3 – SCENARIO DESCRIPTIONS

Serbia-Galicia 1914

Designer – Todd Klemme

Start August 12, 1914

Russia & Serbia vs. Austria-Hungary

581 brigade sized units

11 half-week turns

10km/hex 64x78 map of Serbia and Galicia

This covers the opening battles of the First World War in Serbia and Galicia. This version has been revised by the author from the Classic TOAW version that is still included in that folder.

Mons 1914

Designer – Todd Klemme

Start August 23, 1914

Entente vs. Germans

131 brigade sized units

11 half-day turns

2.5km/hex 29x26 map of Belgium

This simulates the battle of Mons, Belgium, at the start of the First World War. This was the first engagement of the BEF, which blunted the Schlieffen plan, forcing it east of Paris, towards the Marne.

Marne 1914

Designer – Todd Klemme

Start September 4, 1914

Entente vs. Germans

391 brigade sized units

12 half-day turns

2.5km/hex 46x28 map of France

This simulates the battle of the Marne at the start of the First World War. The “Miracle on the Marne” saved France at the expense of the Schlieffen plan.

The Battle on Mount Cer 1914

Designer – Kuzma

Start August 12, 1914

Austro-Hungary vs. Serbia

147 regiment sized units

13 full-day turns

5km/hex 33x25 map of Serbia

This is the decisive battle that foiled the initial Austro-Hungarian offensive against Serbia in the First World War.

TOAW 3 – SCENARIO DESCRIPTIONS

Forgotten Battles - Lodz 1914

Designer – Jarek Flis

Start November 16, 1914

Germany vs. Russia

442 regiment/brigade sized units

24 full-day turns

5km/hex 40x31 map of Poland

This scenario is the first of three covering different parts of the Eastern Front campaign in 1914 - the most mobile part of WWI. All three use the same OOB, TO&E and map standards. The Battle of Lodz was a unique, dramatic and dynamic battle, with breakouts, raids, encirclements and escapes.

Forgotten Battles - Komarow 1914

Designer – Jarek Flis

Start August 24, 1914

Austria-Hungary vs. Russia

266 regiment/brigade sized units

12 full-day turns

5km/hex 42x33 map of Poland

The second scenario of the series simulates the most interesting part of the battle of Galicia - the Battle of Komarow. This was a Tannenberg-like battle of surprise and confusion with both sides very close to a decisive result.

Forgotten Battles - Cracow 1914

Designer – Jarek Flis

Start November 10, 1914

Central Powers vs. Russia

514 regiment/brigade sized units

20 full-day turns

5km/hex 63x42 map of Poland

This simulates the Battle of Cracow - a sister battle of Lodz, with Austro-Hungarian counter-attacks stopping "The Russian Steam-Roller".

Gallipoli 1915

Designer – Steve Oliver

Start April 25, 1915

Allied vs. Ottoman Turkey

132 battalion sized units

14 full-day turns

2.5km/hex 31x26 map of the Gallipoli Peninsula

This covers the initial feckless amphibious landings on the Gallipoli Peninsula in the failed Allied attempt to knock Turkey out of the First World War.

TOAW 3 – SCENARIO DESCRIPTIONS

Eastern Front 1915

Designer – Todd Klemme

Start May 2, 1915

Central Powers vs. Russia

429 division sized units

22 full-week turns

20km/hex 51x39 map of Eastern Europe

This covers the entire eastern front in 1915.

Brusilov 1916

Designer – Todd Klemme

Start June 4, 1916

Central Powers vs. Russia

203 division sized units

13 full-week turns

20km/hex 50x23 map of Poland

This models the most successful Russian offensive of the First World War. Which was named after its commander.

Strafexposition 1916

Designer – Andreoli Maurizio

Start May 15, 1916

Kingdom of Italy vs. Imperial

836 regiment sized units

47 full-day turns

2.5km/hex 156x87 map of Northern Italy

This covers the 1916 Central Powers “Strafexposition” offensive against Italy.

TOAW 3 – SCENARIO DESCRIPTIONS

Caporetto 1917

Designer – Andreoli Maurizio

Start October 24, 1917

Kingdom of Italy vs. Central Empires

1096 regiment sized units

69 full-day turns

2.5km/hex 156x87 map of Northern Italy

This covers the 1917 Central Powers successful “Caporetto” offensive against Italy.

Cambrai 1917

Designer – Bob Cross

Start November 20, 1917

British vs. Germans

397 regiment/brigade sized units

17 one-day turns

2.5km/hex 20x17 map of Northern France

This simulates the Battle of Cambrai. This battle was history's first mass use of tanks. It also included the first use of the German Stosstruppen on the Western front, in the German counterattack. The scenario covers both the British armored assault and the German counterattack.

Polish-Soviet War 1920

Designer – CSTO Group

Start April 25, 1920

Polish vs. Soviets

571 regiment/brigade sized units

50 half-week turns

5km/hex 117x90 map of Poland and Byelorussia

This covers the 1920 Polish spoiling war against the newly formed Soviet Union that prevented Soviet western consolidation of the old Russian Empire.

• World War II Mediterranean

Italian Offensive In Tunisia 1940 [hypothetical]

Designer – Piero Falotti

Start June 10, 1940

Italia vs. France

162 battalion/regiment sized units

22 half-day turns

5km/hex 64x74 map of Tunisia

This simulates a hypothetical Italian invasion of Tunisia in 1940.

TOAW 3 – SCENARIO DESCRIPTIONS

Campaign For North Africa 1940-1943 (Complete Campaign)

Designer – Bob Cross

Start September 18, 1940

Axis vs. Commonwealth

1531 battalion sized units

242 half-week turns

5km/hex 272x149 map of North Africa

This scenario is the first of six covering the Campaign for North Africa from successive starting points. All six run to the same ending point in the first week in January, 1943. This is the complete campaign, starting with Graziani's Offensive in September 1940.

Campaign For North Africa 1940D-1943 (O'Connor's Raid)

Designer – Bob Cross

Start December 11, 1940

Axis vs. Commonwealth

1529 battalion sized units

218 half-week turns

5km/hex 272x149 map of North Africa

This version is the second of six and starts with O'Connor's Raid in December 1940.

Campaign For North Africa 1941-1943 (Rommel's 1st Offensive)

Designer – Bob Cross

Start March 26, 1941

Axis vs. Commonwealth

1195 battalion sized units

188 half-week turns

5km/hex 272x149 map of North Africa

This version is the third of six and starts with Rommel's First Offensive in March 1941.

Campaign For North Africa 1941N-1943 (Crusader)

Designer – Bob Cross

Start November 19, 1941

Axis vs. Commonwealth

1123 battalion sized units

120 half-week turns

5km/hex 272x149 map of North Africa

This version is the fourth of six and starts with the Commonwealth Crusader Offensive in November 1941.

TOAW 3 – SCENARIO DESCRIPTIONS

Campaign For North Africa 1942-1943 (Gazala)

Designer – Bob Cross

Start May 27, 1942

Axis vs. Commonwealth

969 battalion sized units

66 half-week turns

5km/hex 272x149 map of North Africa

This version is the fifth of six and starts with the Battle of Gazala in May 1942.

Campaign For North Africa 1942O-1943 (El Alamein)

Designer – Bob Cross

Start October 23, 1942

Axis vs. Commonwealth

824 battalion sized units

24 half-week turns

5km/hex 272x149 map of North Africa

This version is the last of six and starts with the Second Battle of El Alamein in October 1942.

North African Campaign 1940-1942

Designer – Sam Mudd

Start September 13, 1940

Italian/Axis vs. Commonwealth

197 division sized units

121 full-week turns

20km/hex 95x36 map of North Africa

This covers the entire campaign for North Africa from Graziani's offensive to the end of 1942.

Rommel in North Africa 1941-1942

Designer – Inaki Harrizabalagatar

Start March 26, 1941

Axis vs. Commonwealth

227 regiment sized units

168 half-week turns

5km/hex 270x149 map of North Africa

This simulates the campaign for North Africa from Rommel's First Offensive to El Alamein.

TOAW 3 – SCENARIO DESCRIPTIONS

Italian East Africa 1941

Designer – Sam Mudd

Start January 19, 1941

Commonwealth vs. Italian Forces

101 battalion/brigade/division sized units

24 full-week turns

50km/hex 51x34 map of East Africa

This simulates the Commonwealth liberation of Italian occupied East Africa.

Tobruk 1941

Designer – Daniel McBride

Start November 17, 1941

Commonwealth vs. Axis

379 battalion sized units

25 full-day turns

2.5km/hex 100x60 map of Libya

This simulates the Commonwealth “Crusader” offensive, which relieved Tobruk.

El Alamein 1942

Designer – Daniel McBride

Start October 23, 1942

Commonwealth vs. Axis

429 battalion sized units

28 half-day turns

2km/hex 56x45 map of the Western Desert

This simulates the 2nd Battle of El Alamein. Minefields are innovatively modeled using “contaminated” terrain.

Malta - Operation Hercules 1942 [hypothetical]

Designer – James Burns and Ray Wolfe, revised by Piero Falotti

Start July 20, 1942

Axis vs. British

219 battalion sized units

24 six-hour turns

2.5km/hex 37x25 map of Malta

This covers a hypothetical Axis invasion of Malta in 1942. This has been extensively revised from the Classic TOAW version still included in that folder.

TOAW 3 – SCENARIO DESCRIPTIONS

Race for Tunis 1942

Designer – Erik Nygaard

Start November 10, 1942

V Corps/1 Army vs. XC Korps/5 Armee

407 battalion sized units

45 full-day turns

5km/hex 74x61 map of Tunisia

This models the race for Tunis that occurred just after the “Torch” landings, in an attempt to trap the DAK in Africa without a base of operations. That race, conducted primarily by limited Allied air and sea forces vs. Axis airborne forces, was ultimately won by the Axis.

Last Stand in Africa 1942

Designer – Martin Schenkel

Start November 15, 1942

Allies vs. Axis

744 battalion sized units

80 half-week turns

5km/hex 66x66 map of Tunisia

This simulates the entire campaign in Tunisia.

Bitter Victory Sicily 1943

Designer – Marc Custer

Start July 9, 1943

Allied vs. Axis

1083 battalion sized units

79 half-day turns

2.5km/hex 112x98 map of Sicily

This simulates the Allied invasion of Sicily.

Leros 1943

Designer – Ben Turner

Start November 12, 1943

German vs. Allied

77 platoon/company sized units

18 six-hour turns

0.5mile/hex 27x25 map of

This simulates the German recapture of the Aegean island of Leros.

TOAW 3 – SCENARIO DESCRIPTIONS

Sicily to Brenner Pass 1943-1945

Designer – Quisling

Start July 10, 1943

Allied vs. Axis

1020 regiment/brigade sized units

667 full-day turns

5km/hex 218x288 map of Sicily, Italy, and Southern France

This is a monster simulation of the entire Sicily, Italy, and Southern France campaigns.

Italian Campaign 1943-1945

Designer – Bill Kransdorf, revised by Marc Custer

Start September 9, 1943

Allied vs. Axis

941 regiment sized units

173 half-week turns

10km/hex 52x100 map of Italy

This simulates the Italian campaign from the Allied invasion to May, 1945.

Road to Rimini 1944

Designer – Chuck Kotraba

Start August 25, 1944

British 8th Army vs. German 10th Army

332 battalion sized units

10 full-day turns

2.5km/hex 42x22 map of Eastern Italy

This is the Allied “Operation Olive” offensive to breach the Gothic Line in Italy.

• World War II Western Front

Vesting Holland 1940

Designer – Trey Marshall

Start May 10, 1940

Germany vs. Netherlands

1121 battalion sized units

28 half-day turns

2.5km/hex 145x125 map of Holland

This is a monster simulation of the German invasion of Holland in 1940.

TOAW 3 – SCENARIO DESCRIPTIONS

Sealion 1940 [hypothetical]

Designer – Greg Lawrence, revised by James A. Mathews

Start September 10, 1940

Germans vs. British

359 division sized units

17 half-week turns

15km/hex 59x49 map of Britain

This models a hypothetical German “Sealion” invasion of Britain in 1940. It assumes the Germans have won the “Battle of Britain”.

Operation Roundup 1943 [hypothetical]

Designer – Tim McBride

Start August 12, 1943

Allied Forces vs. Deutschland

1078 battalion sized units

40 full-day turns

2.5km/hex 100x88 map of Normandy

This hypothetical scenario makes the assumption that the Allies carry out the planned “Operation Roundup” invasion of France in 1943.

Two Weeks in Normandy 1944

Designer – Brett Turner

Start June 6, 1944

Allied Army vs. German Army

753 battalion sized units

12 full-day turns

1.5km/hex 99x52 map of Normandy

This covers the first two weeks of the Normandy campaign.

France 1944 D-Day

Designer – Bob Cross

Start June 6, 1944

Western Allies vs. Germans

2330 regiment/brigade sized units

34 half-week turns

10 km/hex 108x80 map of Northwest Europe

This covers the Battle for France in 1944. There are two versions. Both run to the end of September. This is the longer version, which starts with the D-Day invasion.

TOAW 3 – SCENARIO DESCRIPTIONS

France 1944 Cobra

Designer – Bob Cross

Start July 25, 1944

Western Allies vs. Germans

2120 regiment/brigade sized units

20 half-week turns

10 km/hex 108x80 map of Northwest Europe

This is the shorter version, which starts with the Cobra breakout.

Western Front 1944-1945

Designer – Trey Marshall

Start May 13, 1944

German vs. Allied

883 brigade/division sized units

102 half-week turns

15km/hex 129x94 map of Western Europe

This covers the campaigns in Italy and Northwest Europe from May 1944, to May 1945.

West Wall Campaign 1944 - 1st and 9th US Armies

Designer – Trey Marshall

Start September 10, 1944

Germany vs. American

1153 battalion sized units

97 full-day turns

2.5km/hex 51x98 map of Northwest Europe

This covers the operations of the US First and Ninth Armies against the West Wall in the Fall of 1944.

West Wall Campaign 1944 - 21st British Army Group

Designer – Trey Marshall

Start September 17, 1944

German vs. Allied

1125 battalion sized units

91 full-day turns

2.5km/hex 116x67 map of Holland

This covers the operations of the British Twenty-First Army-Group against the West Wall in the Fall of 1944.

TOAW 3 – SCENARIO DESCRIPTIONS

Rundstedt's Plan Martin 1944 [hypothetical]

Designer – Daniel McBride

Start December 16, 1944

Allies vs. German

709 battalion/regiment sized units

90 half-day turns

2.5km/hex 709 map of the Ardennes

This is the “Battle of the Bulge” with a hypothetically maximized German force mix. All German forces that historically could have been made available are employed in the offensive.

Operation Nordwind 1945

Designer – Jack Koon

Start January 1, 1945

U. S. Army vs. German Army

178 regiment sized units

20 full-day turns

2.5km/hex 42x26 map of Alsace-Lorraine, France

This simulates the last German offensive on the Western Front.

• World War II Eastern Front

Fire in the East 1941 - 1945

Designers – Søren Gaun, Kristian Kristensen, and Stefan Kristensen

Start June 22, 1941

Axis vs. Soviet

3856 regiment/division sized units

405 half-week turns

10km/hex 299x300 map of Eastern Europe

This is a massive monster simulation of the entire War in the East, from the start of “Barbarossa” to the fall of Berlin.

Soviet Union 1941

Designer – Bob Cross

Start June 22, 1941

Axis vs. Soviets

1388 Corps/Army sized combat units

29 whole-week turns

50km/hex 50x67 map of Eastern Europe

This models Operation Barbarossa at the beer-and-pretzel scale. It is a companion scenario to the “Germany 1945” scenario pair.

TOAW 3 – SCENARIO DESCRIPTIONS

Finland 1941

Designer – Petri Kamunen

Start June 29, 1941

Finland vs. Soviet Union

654 battalion/regiment sized units

50 half-week turns

15km/hex 100x100 map of Finland

This covers the attack phase of the “Finnish Continuation War” shortly after Germany launched Operation “Barbarossa”.

The Road to Moscow 1941 I - Crossing the Border

Designer – Rob Kunz

Start June 22, 1941

German vs. Soviet

247 regiment/division sized units

12 full-day turns

10km/hex 74x39 map of Soviet Union

This series of scenarios models Army Group Center’s part of Operation Barbarossa. This is the first of eight, covering the initial border crossing operations.

The Road to Moscow 1941 II - The Battle of Smolensk

Designer – Rob Kunz

Start July 4, 1941

German vs. Soviet

308 regiment/division sized units

29 full-day turns

10km/hex 85x56 map of Soviet Union

This is the second of eight, covering the battle for Smolensk.

The Road to Moscow 1941 III - Guderian moves south

Designer – Rob Kunz

Start August 1, 1941

Germany vs. Soviet

322 regiment/division sized units

25 full-day turns

10km/hex 85x100 map of Soviet Union

This is the third of eight, covering Guderian’s breakout to divert to form the Kiev Pocket.

TOAW 3 – SCENARIO DESCRIPTIONS

The Road to Moscow 1941 IV – Kiev

Designer – Rob Kunz

Start August 26, 1941

German vs. Soviet

254 regiment/division sized units

30 full-day turns

10km/hex 65x54 map of Soviet Union

This is the fourth of eight, covering the formation of the Kiev Pocket.

The Road to Moscow 1941 V - Center-Bryansk and Vyasma

Designer – Rob Kunz

Start October 1, 1941

German vs. Soviet

356 regiment/division sized units

15 full-day turns

10km/hex 85x100 map of Soviet Union

This is the fifth of eight, covering the start of Operation “Typhoon”.

The Road to Moscow 1941 VI - At the Gates

Designer – Rob Kunz

Start October 16, 1941

German vs. Soviet

407 regiment/division sized units

51 full-day turns

10km/hex 85x100 map of Soviet Union

This is the sixth of eight, covering the frigid climax to Operation “Typhoon”.

The Road to Moscow 1941 VII - Soviet Counteroffensive

Designer – Rob Kunz

Start December 5, 1941

German vs. Soviet

458 regiment/division sized units

61 full-day turns

10km/hex 85x100 map of Soviet Union

This is the seventh of eight, covering the Soviet counteroffensive.

TOAW 3 – SCENARIO DESCRIPTIONS

The Road to Moscow 1941 VIII – What if... [hypothetical]

Designer – Rob Kunz

Start August 15, 1941

Soviet vs. German

370 regiment/division sized units

54 full-day turns

10km/hex 85x67 map of Soviet Union

This is the last of eight, covering a hypothetical German continuation to Moscow after Smolensk, instead of the diversion to Kiev.

Operation Typhoon 1941

Designer – Brian Topp

Start September 21, 1941

OKW/OKH vs. Stavka

574 division sized units

26 half-week turns

10km/hex 64x69 map of Soviet Union

This covers Germany's attempt to conquer Moscow before the onset of winter, during Operation "Barbarossa".

Operation Barbarossa 1941

Designer – Brian Topp

Start June 22, 1941

OKW/OKH vs. Stavka

1538 division sized units

32 full-week turns

20km/hex 116x128 map of Soviet Union

This models the Axis invasion of the Soviet Union at the divisional-scale. It is the first in a series covering the entire course of the War in the East.

Operation Blau 1942

Designer – Brian Topp

Start May 17, 1942

OKW/OKH vs. Stavka

1927 division sized units

32 full-week turns

25km/hex 136x128 map of Soviet Union

This is the second in the series covering the Axis summer 1942 offensive.

TOAW 3 – SCENARIO DESCRIPTIONS

Operation Zitadelle 1943

Designer – Brian Topp

Start July 12, 1943

OKH vs. Stavka

1562 division sized units

34 full-week turns

20km/hex 182x99 map of Soviet Union

This is the third in the series covering the Axis summer 1943 offensive against the Kursk salient.

Operation Bagration (To Berlin) 1944

Designer – Brian Topp

Start June 22, 1944

OKH vs. Stavka

1320 division sized units

52 full-week turns

20km/hex 98x91 map of Soviet Union

This is the fourth in the series covering the Soviet 1944 summer through 1945 offensives that ended in Berlin.

2nd Battle of Kharkov 1942

Designer – Inaki Harrizabalagatar

Start May 12, 1942

Soviet vs. OKH

689 regiment sized units

30 half-day turns

5km/hex 48x57 map of Soviet Union

This covers the ill-fated Soviet spring offensive and the German counterattack that bagged almost a quarter-million Soviets – clearing the path for the Axis summer offensive.

Sevastopol 1942

Designer – Daniel McBride

Start June 7, 1942

Soviet vs. German

194 regiment sized units

30 full-day turns

2.5km/hex 30x26 map of the Crimea

This covers Manstein's successful assault on Sevastopol in 1942.

TOAW 3 – SCENARIO DESCRIPTIONS

Wintergewitter 1942

Designer – Pelle Holmen

Start December 11, 1942

Soviets vs. Axis

1246 regiment/division sized units

41 full-day turns

5km/hex 95x60 map of Soviet Union

This simulates Germany's desperate rescue operation to save the 6th army at Stalingrad in December 42.

Stalingrad to Kharkov 1942-1943

Designer – Brian Topp

Start November 11, 1942

OKW/OKH vs. Stavka

924 regiment/division sized units

34 half-week turns

10km/hex 124x70 map of Soviet Union

This starts with the Soviet Operation “Uranus”, which pocketed the German Sixth Army at Stalingrad, and continues through Manstein’s “backhand blow” at Kharkov.

Frozen Steppes 1942-1943

Designer – Jarek Flis

Start November 19, 1942

Axis vs. Soviet Union

317 division/corps/army sized units

38 half-week turns

50km/hex 40x42 map of Soviet Union

This covers the Eastern Front’s campaign over the winter of 42/43, from “Operation Uranus” to the third battle of Kharkov.

Clash of Armor - Kursk 1943

Designer – Marc Custer

Start July 5, 1943

OKW/OKH vs. Stavka

1293 division sized units

50 full-day turns

10km/hex 45x61 map of Soviet Union

This models the German offensive to pocket the Kursk salient – the greatest armored clash in history.

TOAW 3 – SCENARIO DESCRIPTIONS

Kursk 1943

Designer – Tim McBride and Wild Bill Wilder, revised by Tim McBride

Start July 5, 1943

Soviet Union vs. Deutschland

736 regiment/brigade sized units

20 half-day turns

5km/hex 23x60 map of Soviet Union

This models the German offensive to pocket the Kursk salient. This version has been revised by one of the authors from the Classic TOAW version still included in that folder.

Karelian Isthmus 1944

Designer – Sakari Lahti

Start June 9, 1944

Soviet Army vs. Finnish Army

714 battalion sized units

35 full-day turns

2.5km/hex 66x67 map of the Karelian Isthmus, Finland

The Soviet 1944 summer offensive to retake the Karelian Isthmus and knock Finland out of the war. The Finns barely managed to halt the Soviets and thus gained a negotiated peace.

Petsamo-Kirkenes 1944

Designer – Pelle Holmen

Start October 7, 1944

14th Army vs. XIX Korps

314 battalion/regiment sized units

30 full-day turns

2.5km/hex 83x57 map of west of Murmansk

This covers the Soviet autumn 1944 offensive in the Arctic.

Hungarian Campaign 1944

Designer – Trey Marshall

Start October 6, 1944

Russia vs. Germany

379 division sized units

61 half-week turns

10km/hex 101x46 map of Eastern Europe

This covers the Hungarian campaign in 1944. Note that there are both PBEM and German PO versions.

TOAW 3 – SCENARIO DESCRIPTIONS

- **World War II Asia**

Burma Campaign 1942-1945

Designer – Sam Mudd

Start January 15, 1942

Allied CBI vs. Japanese

355 regiment/division sized units

166 full-week turns

20km/hex 90x162 map of Burma

This covers the entire Burma campaign.

Imphal-Kohima 1944

Designer – Sam Mudd

Start March 5, 1944

Allied vs. Japanese

356 battalion/regiment sized units

45 half-week turns

10km/hex 60x70 map of Eastern India & Northern Burma

This covers the Japanese Invasion of India in 1944.

Inkangahtawng 1944

Designer – Sam Mudd

Start March 15, 1944

Allied vs. Japanese

74 battalion sized units

17 full-day turns

2.5km/hex 32x42 map of Northern Burma

This covers the operations of “Merrill's Marauders” in Burma in 1944.

Okinawa 1945

Designer – Bob Cross

Start April 1, 1945

Americans vs. Japanese

732 battalion sized units

Max of 135 full-day turns

2.5km/hex 300x300 map of Ryukyu Islands

This covers the American amphibious invasion of Okinawa. All four US service arms, including most of the USN, plus the British Pacific Fleet, take on fanatical Japanese defenders and hordes of kamikazes.

TOAW 3 – SCENARIO DESCRIPTIONS

Tarakan 1945

Designer – Nick Dowling

Start May 1, 1945

Australia vs. Japan

91 company sized units

40 full-day turns

2.5km/hex 26x20 map of Tarakan Island

This covers the costly and needless Australian amphibious invasion of Tarakan.

• World War II Misc.

Fall Grun 1938 [hypothetical]

Designer – Peter Daniel

Start September 15, 1938

German vs. Czech

494 regiment sized units

20 half-week turns

10km/hex 49x38 map of Czechoslovakia

This hypothetical scenario models what would have happened if Britain and France had called Hitler's bluff and stood by their promises to the Czech republic.

Europe Aflame 1939-1945

Designer – Ulver Nielsen & Mark Stevens

Start July 1, 1939

Axis vs. Allies

2289 corps sized units

350 full-week turns

25km/hex 162x149 map of the ETO

This monster design simulates the entire Second World War in the ETO.

Fall Weiss 1939

Designer – Barbarossa

Start September 1, 1939

Germany-Soviet vs. Poland

1663 regiment sized units

40 full-day turns

10km/hex 102x90 map of Poland

This monster design simulates the German invasion of Poland in 1939.

TOAW 3 – SCENARIO DESCRIPTIONS

Weserubung 1940

Designer – Erik Nygaard

Start April 6, 1940

German vs. Allies

1055 company/battalion sized units

62 full-day turns

5km/hex 230x300 map of Denmark & Norway

This monster design covers the German invasions of Denmark and Norway. Together they formed the first land, sea and air-campaign in World War II.

Yugoslavia 1941 - 1945

Designer – Igor Rzaunek

Start April 6, 1941

Axis vs. Allied

2325 battalion/regiment sized units

425 half-week turns

5km/hex 141x139 map of Yugoslavia

This monster design covers the entire Yugoslavian campaign in World War II.

Germany 1945 – Last Stand

Designer – Bob Cross

Start December 16, 1944

Germans vs. Allies

685 Corps/Army sized units

Max of 35 whole-week turns

50km/hex 32x40 map of Central Europe

This is a beer-and-pretzel scale treatment of the finale of World War II in the ETO. This is the “Last Stand” variant in which the sides are the Germans vs. the Allies. The game continues until both Berlin has been captured and the Adolf Hitler unit has been destroyed, with the German player trying to hold on for as long and as costly as possible.

Germany 1945 - Race to Berlin

Designer – Bob Cross

Start December 16, 1944

Soviets vs. Western Allies

732 Corps/Army sized units

Max of 35 whole-week turns

50km/hex 42x40 map of Central Europe

This is the “Race to Berlin” version, in which the sides are the Soviets vs. the Western Allies. The Western Allied player controls the East Front Germans while the Soviet player controls the West Front Germans and the first to their respective Berlin (the map is split into western and eastern halves) wins.

TOAW 3 – SCENARIO DESCRIPTIONS

- **NATO vs. Warsaw Pact**

The Next War 1979 – Tension [hypothetical]

Designer – Bob Cross

Start June 22, 1979

Warsaw Pact vs. NATO

1115 brigade/division sized units

17-34 half-week turns

14km/hex 82x100 map of Central Europe

This covers a hypothetical Warsaw Pact vs. NATO battle in Central Europe in 1979. It assumes the Warsaw Pact will mobilize for a few turns before starting. So it starts with a cease-fire in place, which may last up to 17 turns. When the war begins is up to the Warsaw Pact player.

Red Thunder 1988 [hypothetical]

Designer – Erik Rutins

Start June 21, 1988

U. S. S. R. vs. N. A. T. O.

990 regiment/brigade sized units

60 half-day turns

25km/hex 60x53 map of Central Europe

This is another NATO/Warsaw Pact hypothetical. This one is a tribute to Norm Koger's "Red Lightning".

Global Conflict 1988 [hypothetical]

Designer – Haris Riris

Start October 7, 1988

USSR vs. USA

3298 brigade/division sized units

60 full-day turns

20km/hex 300x197 map of Europe, Middle East, & Far East

This is a monster treatment of a hypothetical worldwide NATO vs. Warsaw Pact conflict.

Operation Jutland 1989 [hypothetical]

Designer – Tim McBride

Start May 8, 1989

NATO vs. Warsaw Pact

569 battalion/brigade sized units

53 full-day turns

10km/hex 53x44 map of Denmark

This covers a hypothetical NATO liberation of a Soviet occupied Denmark.

TOAW 3 – SCENARIO DESCRIPTIONS

Germany 1990 – North German Plain [hypothetical]

Designer – Trey Marshall

Start May 9, 1990

Warsaw Pact vs. NATO

254 battalion/regiment sized units

28 six-hour turns

5km/hex 73x57 map of Germany

This is the first of three in a series covering different sections of a hypothetical Warsaw Pact – NATO conflict. This version covers the North German Plain section.

Germany 1990 - British Army of the Rhine [hypothetical]

Designer – Trey Marshall

Start May 9, 1990

Warsaw Pact vs. NATO

280 battalion/regiment sized units

28 six-hour turns

5km/hex 73x57 map of Germany

This is the second of three in a series covering different sections of a hypothetical Warsaw Pact – NATO conflict. This version covers the BAOR section.

Germany 1990 – Southern Germany [hypothetical]

Designer – Trey Marshall

Start May 9, 1990

Warsaw Pact vs. NATO

241 battalion/regiment sized units

28 six-hour turns

5km/hex 72x57 map of Germany

This is the third of three in a series covering different sections of a hypothetical Warsaw Pact – NATO conflict. This version covers the Southern Germany section.

Highway to Helsinki 1990 [hypothetical]

Designer – Jari Mikkonen

Start June 24, 1990

Finnish Army vs. Soviet Army

435 battalion sized units

23 half-day turns

2.5km/hex 94x52 map of Southern Finland

This covers a hypothetical Soviet thrust towards the Finnish capital city.

TOAW 3 – SCENARIO DESCRIPTIONS

Karelian Pine 1990 [hypothetical]

Designer – Jari Mikkonen

Start June 25, 1990

Finnish Army vs. Soviet Army

98 battalion sized units

15 half-day turns

2.5km/hex 59x58 map of Eastern Finland

This covers a hypothetical Soviet offensive in Eastern Finland.

Nordic Light II 1992 [hypothetical]

Designer – Jari Mikkonen

Start September 4, 1992

NATO/Nordic vs. Russia

968 regiment/brigade sized units

13 half-week turns

15km/hex 102x140 map of Scandinavia

This covers a hypothetical Russian invasion of Finland and Sweden in the autumn of 1992.

• **Middle East**

Six Days of War 1967

Designer – Al Sandrik

Start June 5, 1967

Israeli Defense vs. Arab Forces

205 brigade sized units

12 half-day turns

10km/hex 44x55 map of Israel

This simulates the Arab-Israeli Six-Day war of 1967.

West Bank 1967

Designer – Al Sandrik

Start June 5, 1967

Israel vs. Jordan/Arabs

240 company/battalion sized units

10 six-hour turns

2.5km/hex 51x27 map of Israel

This covers the West Bank part of the Six-Day war.

TOAW 3 – SCENARIO DESCRIPTIONS

On the Banks of the Suez 1973

Designer – Al Sandrik

Start October 6, 1973

Israeli Defense vs. Egyptian Army

555 company/battalion/brigade sized units

48 half-day turns

2.5km/hex 52x52 map of Eastern Egypt

This simulates the 1973 “Yom Kippur” war in which Egypt breached the Israeli Sinai Canal defenses but then was defeated by the Israeli counteroffensive at Chinese Farm.

Yom Kippur - Golan Heights 1973

Designer – Al Sandrik

Start October 6, 1973

IDF vs. Syrian Army

407 company/battalion sized units

72 six-hour turns

5km/hex 40x38 map of Golan Heights

This models the Golan Heights part of the “Yom Kippur” war.

Chinese Farm 1973

Designer – Al Sandrik

Start October 15, 1973

Israel vs. Egypt

418 company/battalion sized units

25 six-hour turns

2.5km/hex 38x32 map of Eastern Egypt

This simulates the successful Israeli counteroffensive at Chinese Farm in the 1973 “Yom Kippur” war.

Lebanon 1982

Designer – Peter Szabo

Start June 6, 1982

Israeli vs. Arab

349 battalion sized units

16 half-day turns

2.5km/hex 75x71 map of Lebanon

This simulates the Israeli invasion of Lebanon in 1982

TOAW 3 – SCENARIO DESCRIPTIONS

The Christmas War 2001 [hypothetical]

Designer – Al Sandrik

Start December 15, 2001

Israel vs. Arab League

840 battalions/brigade sized units

60 six-hour turns

5km/hex 58x67 map of Israel

This models a hypothetical Arab-Israeli war in 2001.

Saddam's Final Gamble 2003

Designer – Don Maddox

Start March 18, 2003

US-led Coalition vs. Iraq

1375 company sized units

52 half-day turns

2.5km/hex 206x250 map of Iraq

This is a monster simulation of Operation Iraqi Freedom.

October Surprise 2004 [hypothetical]

Designer – Piero Falotti

Start October 10, 2004

US-led Coalition vs. Iran/Insurgency

2033 company/battalion sized units

19 six-hour turns

2.5km/hex 241x250 map of Iraq

This monster simulates a hypothetical entry of Iran into the Iraq conflict.

Next War in Jerusalem 2005 [hypothetical]

Designer – Brian Topp

Start October 15, 2005

Israel vs. Syria & allies

430 battalion/brigade sized units

30 half-day turns

5km/hex 58x68 map of Israel

This models a hypothetical surprise attack on Israel by Syria, Jordan, Lebanon and Iraq in October 2005.

TOAW 3 – SCENARIO DESCRIPTIONS

Israel's Next War 2006 [hypothetical]

Designer – Piero Falotti

Start October 7, 2006

Israel vs. Palestine/UN

3064 company/battalion sized units

101 half-day turns

2.5km/hex 245x263 map of Israel

This monster models a hypothetical future Arab-Israeli war in 2006.

• **Modern Asia**

Indochina 1951 - 1954

Designer – Joao Lima

Start January 13, 1951

Viet Minh vs. CEFEO

739 battalion/regiment/brigade sized units

118 full-week turns

10km/hex 120x175 map of French Indochina

This covers the war that the French fought against the Viet Minh, in what is now Vietnam.

TOAW 3 – SCENARIO DESCRIPTIONS

Campaign for South Vietnam 1965-1975

Designer – Curt Chambers

Start January 1, 1965

Allied vs. NLF

2068 battalion/regiment sized units

132 one-month* turns

5km/hex 143x180 map of Vietnam

This models the entire Vietnam War.

*Displayed via a unit on the on-map calendar. The game's turn system is ignored.

Boonie Rats 1965-1972

Designer – Steve Overton

Start March 8, 1965

Free World Force vs. Communist Force

1576 battalion sized units

90 one-month* turns

10km/hex 61x88 map of South Vietnam

This models the entire Vietnam War.

*Displayed in the News Report panel. The game's turn system is ignored.

Vietnam 1965-1975

Designer – Jason Mallette

Start May 1, 1965

US/ARVN vs. NLF/NVA

625 battalion/regiment sized units

540 full-week turns

10km/hex 100x100 map of South Vietnam

This simulates the entire Vietnam War using full-week turns.

Korea 2005 [hypothetical]

Designer – Piero Falotti

Start June 1, 2005

DPRNK vs. ROK/USA

3023 battalion/regiment sized units

90 full-day turns

15km/hex 94x113 map of Korea

This is a monster simulation of a hypothetical Korean War in 2005.

TOAW 3 – SCENARIO DESCRIPTIONS

Taipei 2015 [hypothetical]

Designer – Piero Falotti

Start February 19, 2015

ROC – Taiwan vs. PRC – China

344 battalion sized units

13 six-hour turns

2.5km/hex 50x26 map of Northern Taipei

This models the hypothetical PRC invasion of Taiwan, Part I: Taipei.

Kinmen and Matzu Islands 2015 [hypothetical]

Designer – Piero Falotti

Start February 20, 2015

ROC – Taiwan vs. PRC - China

137 battalion/regiment sized units

11 six-hour turns

2.5km/hex 38x42 map of the islands of Kinmen and Matzu

This models the hypothetical PRC invasion of Taiwan, Part II: Kinmen and Matzu Islands.

• **Modern Misc.**

Walvis Bay 1991 [hypothetical]

Designer – Nick Dowling

Start November 1, 1991

South Africa vs. Namibia/Cuba

110 company sized units

28 half-day turns

2.5km/hex 23x29 map of Walvis Bay, South Africa

This scenario considers a hypothetical situation where a breakdown in the negotiations for Walvis Bay resulted in the Namibian government deciding to take the enclave by force.

First Chechen War 1995 - 1996

Designer – Alex Logon

Start January 3, 1995

Federal Forces vs. Chechnya

340 platoon/company/battalion sized units

60 full-week turns

2.5km/hex 71x66 map of Chechnya

This models the First Chechen War.

TOAW 3 – SCENARIO DESCRIPTIONS

Ecuador 1995 [hypothetical]

Designer – Grant Whitley

Start February 1, 1995

Peruvian vs. Ecuadorian

234 battalion sized units

33 full-day turns

15km/hex 52x64 map of Ecuador

This scenario is an historical/hypothetical hybrid of the conflict between Ecuador and Peru in 1995. The operations in the jungle theater are historical, and have been recreated as faithfully as possible. However, this scenario also covers a hypothetical Peruvian offensive along the western coastal border, which nearly occurred.

Zimbabwe 2003 [hypothetical]

Designer – Nick Dowling

Start November 11, 2003

South Africa/UN vs. Zimbabwe

215 battalion sized units

28 half-day turns

15km/hex 42x50 map of Zimbabwe

This considers a hypothetical invasion of Zimbabwe by South Africa in an attempt to cause the downfall of Mugabe.

Operation Lion de mer 2004 [hypothetical]

Designer – Jean-Luc Betin

Start April 1, 2004

European Army vs. The Coalition

1047 battalion sized units

40 full-day turns

10km/hex 100x123 map of Britain

This scenario depicts a hypothetical conflict between a US/UK coalition and some European Union members.

TOAW 3 – SCENARIO DESCRIPTIONS

The Second Battle for France 2004 [hypothetical]

Designer – Jean-Luc Betin

Start June 3, 2004

European Army vs. US/UK Forces

1221 battalion sized units

40 full-day turns

10km/hex 82x55 map of Northern France

This scenario depicts a hypothetical conflict between a US/UK coalition against France and other European Allies.

Aegean 2004 [hypothetical]

Designer – Haris Riris

Start July 26, 2004

Greece vs. Turkey

276 division sized units

24 full-day turns

10km/hex 115x70 map of Greece and Turkey

This scenario simulates a hypothetical crisis in the summer of 2004 in the Aegean. Greece and Turkey go to war over disputes in the Aegean and Cyprus.

• **Hypothetical Studies**

Revisionist War 1937 [abstract]

Designer – Rhino Bones

Start October 6, 1937

Imperialists vs. Leftists

1834 brigade sized units

104 half-week turns

15km/hex 300x200 map of a fictional continent

Two fictional forces (Imperialists armed with French period equipment, Leftists armed with Italian and Soviet period equipment) vie for control of a fictional continent. Elaborate event schemes are intended to randomize the scenario parameters at startup for maximum fog-of-war.

Blitzkrieg 1950 [abstract]

Designer – Curt Chambers

Start April 1, 1950

Great Blue vs. Big Red

416 division sized units

max of 500 full-week turns

25km/hex 89x44 map of a fictional continent

Two fictional forces (Great Blue armed with US period equipment, Big Red armed with Soviet period equipment) vie for control of a fictional continent.

TOAW 3 – SCENARIO DESCRIPTIONS

- **Tutorial**

Anonymous Heroics [abstract]

Designer – James A. Mathews

Start June 1, 1943

Red vs. Grey

100 regiment/brigade sized units

10 full-day turns

5km/hex 20x20 map of a fictional battlefield

Two fictional forces (Red armed with Soviet period equipment, Grey also armed with Soviet period equipment) vie for control of a fictional battlefield. The scenario is notable in that the forces, their deployments, and the ground they hold are identical.

Red PO version is in this folder, PBEM version is in the Hypothetical Studies folder.