

Europa 1947

Original design: Piero Falotti
Mod by: Silvain Domen aka Silvanski
Version 3.1 for TOAW 3.2.29.27

::PBEM::
::Allied PO/Axis PO::

Date: January 1, 1947
Location: Europe
Map scale: 20 KM/hex
Time scale: 300 Half-week turns
Unit scale: Armies down to Btn
MRPB: 3

January 1, 1947

The Allies are set to attempt the liberation of a Nazi-occupied Europe which stretches from the Atlantic to the edge of the Urals.

Be patient when playing vs the PO. This is a monster scenario with over a 1000 units per side.

Thanks to:

- Piero for letting me mess with his brainchild (awesome concept!)
- TPOO for fixing the French partisan bugs from the original version and pointing out other bugs.
- Veers for compiling the 'Supply Point Per Region' list in the briefing and playtesting.
- Monkeys Brain aka Von Conrad, Karri and others for their suggestions.

Before you start !!!
Place the EQP file
in your Graphics folder

The huge number of units in this scenario is a hot potato and micro management hell. Some hate it while others will gladly use anything they can lay their hands (or cursor) on, even if it's just to dig trenches.

I will attempt a trimmed down version someday, but decided this one to be played with basically the same OOB Piero put in place. The OOB is an expanded version of the Gotterdammerung scenario by Thomas Kolley and Bill Wilson. Units and formations were renamed where necessary. The EQP file was modified by myself.

Have fun, and for the Axis: guard them beaches!!!

Silvanski, June 2008

Notes on this mod:

v3.1

- Various minor adjustments and corrections implemented during and after playtesting v3.0 in order to balance the scenario.
- MRPB set at 3
- Slightly adjusted the weather pattern.
- Included some projects or prototypes of piston engine aircraft which didn't make it on time for WW2, because there was no need for them anymore and also it was the dawn of the jet age. I didn't get tempted to include exotic stuff like flying wings or Triebflugels. Check out the artist renderings in this file for some models included.

V3.0 (play test version)

- MRPB set at 4
- Revision of all forces, formations and units characteristics (either in eqp, supply distribution, replacement priority, proficiency etc)
- Allied reinforcement instead of on-map activation.
- Reinforcement zone Pacific/Far East. Simplified North American zone for PO purposes.
- Soviet unit equipment starting levels set much lower.
- All Axis units start ready for orders and in defensive deployments.
- Many reinforcements/withdrawals occur by location occupation events.
- Replacement and supply increase events for Allies less likely to happen.
- Some alterations and corrections in timing and amount of eqp transition.

v2.2

- Added disband events for the Panzerlager units.
- Added command groups to HQ's.
- Several reinforcements are now event driven.

v2.1

- Changed the Hrvatska occupation formation in Serbia into a proper (collaborating) Serbian formation.
- Polish and Tito partisan reinforcements are more event driven.

v2

- Addition of Portuguese surrender event
- Addition of disband unit events
- Changed color of KONR units to avoid confusion with UPA
- Map correction near Astrakhan
- Added supply points for islands controlled by Kdt Agaeis
- PO's set "aggressive"

v1

- Scenario specific eqp file added
- Map clean up, corrected some place names
- Adjusted OOB and TOE's
- Set reconstitution "fixed"
- Adjusted replacement rates and priorities
- Added surrender and withdrawal events
- Expanded economic objectives. (locations which will affect Axis supply/replacements if lost)
Total loss remains the same as in the original scenario.
- Added some supply points
- Minor PO adjustments on both sides

Timeline:

***1939 – 1941** : similar to the historic timeline

***September 1941** : Axis forces don't turn south and seize Moscow. Finland declares itself neutral.

***December 1941** : Japanese raid Pearl Harbor. The Axis do not declare war on the USA

***Spring/summer 1942** : Axis forces capture Stalingrad and the Caucasian oil fields.

Spain joins the Axis but does not take Gibraltar. Turkey signs a treaty with the Axis.

***August 1943** : The Axis abandon North Africa to reinforce Russia but repel a British assault on Sicily.

***Late 1943**: An armistice is signed between the British and the Axis who now control Europe from beyond Moscow all the way to the Atlantic.

***1943 – 1946** : Nazi puppet regimes installed all over Europe.

Weapons technology race. Both Germany, Britain and the USA develop jet aircraft, but no country manages to come up with a working nuclear bomb

***Spring/Summer 1946** : Allied forces invade and defeat Japan.

More and more evidence of Nazi atrocities in Europe and Russia slips to the Western press.

Tension grows as under Free French pressure the USA and Britain build up a United Nations coalition to wage a crusade against "Nazi barbarism" .

Special Events :

Many aspects of this scenario such as reinforcements, withdrawals, surrender, adjustment of supply and replacement levels etc are handled by Allied occupation of cities marked in CAPITALS, not necessary VP locations

I'm not gonna give too many spoilers ... wanna keep things exciting for first time players.

-No sudden death victory (maybe I'll come up with an idea for that later... capturing Berlin to end the scenario sounds daft as there are so many theaters in this scenario)

In case of a successful Allied campaign, general wear down of the Axis warmachine -loss of supply and replacements- should suffice to negotiate ending the scenario.

-MRPB set at 3

-No shock effects, no adverse supply drops due to weather (all armies are prepared)

-Axis production and supply will decrease when they lose certain locations.

-The Allies have a 50% chance to gain some increase in supply and replacement rates when they capture certain locations.

-Partisans and guerillas on both sides will appear and disappear by occupation event

-Axis partner states and puppet regimes surrender *after* their capital city is captured by the Allies. Loyalty of an Axis partner/puppet is measured by the turn range of its surrender.

-Italian Fascist units have a different surrender event than the regular Italian army. CSIR units never surrender but won't reconstitute...

-Reconstitution usually in the unit's home country...Partisans, Ost Brigades, Volksgrenadier, Volkssturm and CSIR units do not reconstitute. The British Malta and Gibraltar formations and the Cyprus garrison won't reconstitute. The non-British units in the 21st Corps don't reconstitute.

-Airborne troops will not reconstitute. Prevents accidental recombining of already eliminated sub-units.

-Several foreign SS volunteer units will disband on variable turn range after their country's capital or an other significant city has been captured by the Allies, their equipment being redistributed in the Axis inventory.

This is a measure put in place by the SS in order to avoid reprisals against collaborators. It means that although the Axis retain the equipment it can cause gaps in their frontlines.

-The four Panzerlager units act as on-map equipment depots and will be disbanded by events. They start without Panthers assigned, but the longer the Axis can hold out the more tanks will be dumped in the pool when these units disband.

-Replacement priority varies per country and/or type of unit. Expect minor countries to have a lower priority. Elite units will have higher priority.

-India may declare itself independent somewhere during the scenario, it may not...

-Nukes were considered but not included. Let's keep it a clean fight ;-)

Limited set of house rules:

-Manual disbanding of units is an absolute no-no! There are events in place to disband many units.

-No destruction of bridges in hexes where they don't cross a river.

-Direct air attacks in and out of the Pacific/Far East and American reinforcements areas is not allowed.

Direct air attacks and long range artillery fire across the English Channel is permitted.

-No Axis invasion of England and the USA. It's pointless ... there are no VP's to be contested there, and no Axis supply points available.

-Units from the North American reinforcement area may only be ferried to a friendly port.
No direct amphibious assaults are allowed from that reinforcement area

-For the rest anything goes I should say, but use some common sense and realism.
I'm sure you're not gonna use Turkish troops to reinforce Norway aye ;-)

AXIS countries

Germany:

In 1947 Nazi Germany is more than ever under total Nazi rule to the delight of the victorious masses of people. Its willpower will be hard to break!

Germany's industrial output has gained considerably, not just by Speer's genius...but by plundering Russia. Germany now has natural resources undreamed of 10 years before: iron, coal, copper, oil ...

The German armed forces are more and more National Socialist in spirit, with the SS leading the modernization of the Wehrmacht.

Armored, mechanized and motorized units are very widespread and tough to match.

The Panther is the backbone of the Wehrmacht anno 1947. Produced in outrageously high numbers all through the enlarged Reich it's become the standard tank. In 1948 an improved version will come into production.

There are several other models including the Maus, the successful Pz IV-H (which will only be produced for another year) and the modernized Pz III version P. New Jagdpanzer variants are scheduled for production.

There is an improved guided variant of the A-4 in use, as well as a new short-range SSM and even a real SAM. These weapons, when used well, can deliver devastating results.

The permanent tension in the East kept the German forces on high readiness and proficiency. On the new eastern frontier Hitler's huge defensive line is starting to take shape. In the style of Hadrian's Wall -and built with slave labor- it is being manned by garrisons of highly paid and well trained volunteers, but it's only partially finished. The Waffen SS has been training for guerrilla warfare and has "G" units ready to pop up behind Soviet lines if these launch an offensive. Many divisions have been converted to reserve Volksgrenadier divisions which appear in several waves and have to be built up. They'll free up units for frontline duty. A large amount of lower quality reserve units and Volksturm will appear in case the Heimat comes under threat.

The Luftwaffe is much stronger than it ever was. With a strong force of airborne divisions and the new heliborne troops to vertically envelop the enemy and a large jet fighter force it claims to be invincible. In truth it was never tested by the US 8th Air force, only by Bomber command. When Berlin comes under threat two SS Luftwaffe Gruppen will appear, they are initially composed of various aircraft, war booty and older training aircraft.

The Kriegsmarine is still small compared to the US or British Fleets but can put up a strong fight. The Graf Zeppelin carrier has finally been completed and there are a couple of U-boat units. Hitler still has plans. Conquest of Kuwait can hamper Allied supply...

Italy:

In 1947, Italy is still under the rule of the Duce. The king has been retired and the politics of the nation have been radicalized to the discontent of much of the people. The large army has been modernized with the aid of German equipment, but morale is fragile and it's unknown how long the regular army will keep resisting. Quality of Italian units is very mixed. New equipment includes German jets, an aircraft carrier and the M18/45 tank, which is nothing more or less than a license built version of the Pz IV-H. The CSIR is still in Russia and now a virtually autonomous force in the Italian Army. Several fascist units have been established... they have sworn to fight on till the bitter end in case of an Allied invasion... but will they?

France, Belgium, the Netherlands:

Cannon fodder? These guys have been trained to hold the line for a couple of weeks. Not too bad a supply network but replacements are hard to come by ... The National Socialist governments in these countries are puppets of the Nazis and their armed forces' morale will be quite doubtful. The quality of their forces is only average due to lack of training but their coastlines have been fortified. The French have a decent amount of local equipment but their factories have been converted to produce for the Germans, so replacements of French built equipment will be practically nihil.

Spain:

Spain formally joined the Axis after the defeat of the Soviets. Tangiers was occupied but Franco didn't want trouble with the British and left Gibraltar untouched...an act he'll regret... Even with a modernized army, Spain is not strong. The long coastline is hard to defend and Franco will have to rely on speedy German -or Italian- intervention in case of an Allied invasion.

Rumania, Hungary, Latvia, Estonia, Lithuania, Croatia, Serbia, Bulgaria, Slovakia :

All Axis partners or puppet states with forces of different size and quality, limited co-operation amongst each other and in many cases lower replacement levels. Loyalty to the Axis pact is shaky... Hungary may prove to be the most loyal ally Hitler has...

Rumania has units in the Kuban and Caucasus but its reserves will only come available when Portugal joins the Allied camp. (Turn 6 to 12)
Then there's the Vlasov Army.. can be useful in anti-partisan operations ...but will switch sides once again (by event of course)

Turkey and Syria:

Turkey was pressured to join the Axis and will try to seize defensive positions in Northern Iraq and Palestine. Troublesome coastline to defend however and replacement level not good. The higher proficiency cavalry units can be useful
In Syria a fragile puppet regime is in power. The nearby SS volunteer units and the Turkish will have to assist.

Partisans:

I already mentioned the SS guerrilla units. UPA units will appear in the Ukraine as the Allies/Soviets advance.
There are the Cetniks in the Balkan and Iraqi rebels in the Middle East.
Note that these units do not reconstitute except for the Iraqi Rebels.

ALLIED countries

USA:

The USA has powerful forces, good output of equipment and high mobility, but some logistical issues. The majority of its units has to be ferried in from North America and the Pacific.
Rangers are mostly present from the start... ideal for recon raids.
The Yanks have the equipment to match the Luftwaffe and Kriegsmarine – USAF jet aircraft and the trustworthy US Navy- but fall somewhat behind in experience. Full co-operation with De Gaulle's units. Reinforcements will appear in waves from January till June 1947 and equipment upgrades are scheduled.
Copied versions of German missiles will come in use in 1948.

Free French:

De Gaulle, still disgusted with the British for their pull-out in 1940, demanded and will get action in 1947. He managed to unite all expats and exiles, and lobby the US to finally attack mainland Europe.
The result is a large Free French force, well equipped and trained by the US Army. Co-operation with the British will be limited and replacement priority is lower than US units.
Some units will be withdrawn once Paris is liberated. Reinforcements arrive in March 1947

Commonwealth:

The remains of the British Empire are quite strong with well trained manpower and decent equipment, but the ability to refit their units is rather limited due to insufficient production of local equipment.
Co-operation with the US and Free France is limited.
India is a troublesome factor. There is a chance that the country will declare its independence and abandon the war effort. With several well trained units in the line this has the potential of creating gaps in certain sectors.
There are practically no combat ready British units in the UK to start with, except for the ever present RAF and Royal Navy... no fear as the Germans can't invade (house rule)
Reinforcements from Jan till June 1947. This includes overseas units. (CAN AUS NZL SAF)

Portugal:

Will join the Allies at some stage (somewhere from turn 6 till 12), providing ports on the mainland for US troops to disembark. Weak army can't hold out long on its own. Limited co-operation with other Allies

Soviet Union:

Largely debilitated after the Axis invasion, it took the Red Army several years to recover, reflected in lower proficiency and a rather limited ability to distribute supply compared with the other major Allies.

Stalin was killed as the army took temporary control of what was left of the country...

Zhukov heads the military but there's still a strong Communist doctrine, and the NKVD is everywhere.

Production of homegrown equipment is not as impressive as would have been possible if they had been able to evacuate more of their industry.

A large airforce but no jet aircraft and only a small naval force

Many partisan units will appear behind Axis lines by event. These won't be reconstituted.

Other Allies:

Various occupied countries as well as minor allies either field small independent formations or have

units incorporated in the Allied or Soviet OOB. Several appear on fixed turns, others by events. Some will be withdrawn by event.

In Yugoslavia, besides fielding many partisan units, Tito also has a regular force in the making.

Partisans: "G" units:

Many partisan units appear behind Axis lines by events triggered by the Allied advance...

Several of them will also be withdrawn as the Allies close in on Germany.

-French appear in May 1947 and by events

-Spanish appear from Jan 1947 on

-Norwegian appear in June 1947

-Greek appear in February 1947 and by events

-Yugoslav, Czech, Slovak and Polish: appearance triggered by events in the east

-Russian partisans: some already available, others appear by events triggered by progress made on the Eastern front

-The Italian partisans will appear in case of a successful Sicilian campaign by the Allies

The vast majority of VP's is located in Axis territory.

Valued Objectives

5,141 (LISBOA), Value:10.
15,157 (Tangiers), Value:10.
17,155 (Gibraltar), Value:10.
28,138 (MADRID), Value:10.
31,103 (Brest), Value:5.
36,126 (S.Sebastian), Value:5.
41,120 (Bordeaux), Value:10.
42,98 (Cherbourg), Value:5.
46,147 (Ibiza), Value:5.
47,99 (Le Havre), Value:5.
51,136 (Barcelona), Value:5.
51,145 (Palma), Value:5.
54,93 (Calais), Value:5.
54,102 (PARIS), Value:25.
62,89 (Rotterdam), Value:5.
62,92 (Antwerpen), Value:5.
62,94 (BRUSSEL), Value:5.
64,87 (Amsterdam), Value:5.
64,128 (Marseille), Value:5.
68,99 (Luxembourg), Value:5.
68,103 (Nancy), Value:5.
71,91 (Dortmund), Value:25.
72,121 (Torino), Value:5.
76,98 (FRANKFURT), Value:10.
77,105 (Stuttgart), Value:10.
77,119 (Milano), Value:5.
77,124 (Genova), Value:5.
78,146 (Cagliari), Value:5.
79,83 (Hamburg), Value:10.
81,40 (Trondheim), Value:5.
81,57 (OSLO), Value:10.
84,110 (Innsbruck), Value:5.
85,107 (Munchen), Value:10.
85,114 (BOLZANO), Value:5.
85,123 (Bologna), Value:5.
86,73 (Kobenhaven), Value:10.
89,119 (Venezia), Value:5.
90,78 (Peenemünde), Value:5.
90,87 (BERLIN), Value:50.
90,134 (ROMA), Value:25.
91,94 (Dresden), Value:10.
93,83 (Stettin), Value:10.
94,17 (Narvik), Value:5.
94,97 (PRAG), Value:10.
95,151 (PALERMO), Value:5.
97,139 (Napoli), Value:5.
98,85 (HERMAN GORING STADT), Value:5.
100,160 (Malta), Value:10.
101,105 (Wien), Value:10.
101,116 (ZAGREB), Value:5.
103,150 (Messina), Value:5.
104,77 (Danzig), Value:10.
105,105 (BRATISLAVA), Value:5.

107,95 (HINDENBURG), Value:10.
109,139 (Taranto), Value:5.
110,75 (Konigsberg), Value:10.
110,107 (BUDAPEST), Value:25.
111,124 (Sarajevo), Value:5.
113,87 (WARSCHAU), Value:25.
118,53 (TALLIN), Value:5.
118,64 (RIGA), Value:5.
118,118 (BEOGRAD), Value:10.
118,133 (TIRANA), Value:5.
125,74 (VILNIUS), Value:5.
130,126 (SOFIA), Value:10.
131,49 (ST.PETERSBURG), Value:10.
131,135 (Thessaloniki), Value:5.
132,75 (Minsk), Value:10.
137,146 (ATHINAI), Value:10.
138,114 (PLOESTI), Value:5.
140,116 (BUCHAREST), Value:10.
143,69 (Smolensk), Value:5.
145,156 (Erakleion), Value:5.
146,87 (KIEV), Value:10.
147,123 (Burgas), Value:5.
149,116 (Costanza), Value:5.
151,143 (Smirna), Value:5.
152,104 (Odessa), Value:5.
154,128 (ISTANBUL), Value:10.
157,60 (MOSKVA), Value:25.
164,91 (DNEPROPETROVSK), Value:5.
165,84 (Kharkov), Value:5.
165,110 (Sevastopol), Value:5.
166,145 (Antalya), Value:5.
170,130 (Ankara), Value:5.
171,74 (Voronezh), Value:5.
179,150 (Nicosia), Value:10.
180,104 (Novorossiysk), Value:5.
182,91 (ROSTOV), Value:5.
183,120 (Samsun), Value:5.
183,171 (Suez), Value:10.
189,153 (Beyrouth), Value:5.
193,80 (Sieg-Stadt), Value:10.
199,113 (Batumi), Value:5.
209,102 (Grozny), Value:5.
211,86 (ASTRAKHAN), Value:5.
228,104 (BAKU), Value:5.
244,148 (KUWAIT), Value:10.

Axis Supply Points:

Axis units: 95,151 (PALERMO).
Axis units: 97,139 (Napoli).
Axis units: 90,134 (ROMA).
Axis units: 77,119 (Milano).
Axis units: 72,121 (Torino).
Axis units: 89,119 (Venezia).
Axis units: 137,146 (ATHINAI).
Axis units: 117,134 (Durazzo).
Axis units: 145,156 (Erakleion).
Axis units: 130,126 (SOFIA).
Axis units: 156,149. (Rhodos)
Axis units: 151,143 (Smirna).
Axis units: 101,116 (ZAGREB).
Axis units: 101,105 (Wien).
Axis units: 94,97 (Prag).
Axis units: 90,87 (BERLIN).
Axis units: 79,83 (Hamburg).
Axis units: 71,91 (Dortmund).
Axis units: 76,98 (FRANKFURT).
Axis units: 77,105 (Stuttgart).
Axis units: 85,107 (Munchen).
Axis units: 81,57 (OSLO).
Axis units: 64,87 (Amsterdam).
Axis units: 62,92 (Antwerpen).
Axis units: 54,102 (PARIS).
Axis units: 28,138 (MADRID).
Axis units: 51,136 (Barcelona).
Axis units: 157,60 (MOSKVA).
Axis units: 131,49 (ST.PETERSBURG).
Axis units: 152,104 (Odessa).
Axis units: 138,114 (PLOESTI).
Axis units: 182,91 (ROSTOV).
Axis units: 103,150 (Messina).
Axis units: 79,131 (Bastia).
Axis units: 26,160 (Melilla).
Axis units: 51,145 (Palma).
Axis units: 46,147 (Ibiza).
Axis units: 78,146 (Cagliari).
Axis units: 85,5 (Svalbard).
Axis units: 137,143. (Evvoia Island)
Axis units: 141,137. (Limnos Island)

Allied Supply Points:

Greece:

Allied units: 137,146 (ATHINA).

Allied units: 131,135 (Thessaloniki).

Italy/Sicily/Sardinia/Corsica:

Allied units: 99,155 (Gela).

Allied units: 112,138 (Brindisi).

Allied units: 77,124 (Genova).

Allied units: 89,119 (Venezia).

Allied units: 79,131 (Bastia).

Medi:

Allied units: 100,160 (Malta).

Allied units: 179,150 (Nicosia, CYPRUS).

Balkans:

Allied units: 108,123 (Central Yugoslavia).

Allied units: 147,123 (Burgas, Bulgaria).

Northwest Europe:

Allied units: 47,99 (Le Havre).

Allied units: 42,98 (Cherbourg).

Allied units: 64,128 (Marseille).

Allied units: 54,102 (PARIS).

Allied units: 62,89 (Rotterdam).

Allied units: 62,92 (Antwerpen).

Allied units: 79,83 (Hamburg).

Ireland/UK:

Allied units: 48,90 (London).

Allied units: 32,74 (Belfast).

Allied units: 42,56 (Scapa Flow).

Allied units: 48,51 (Lerwich).

Allied units: 38.99 (Channel Islands)

Allied Units: 43.95 (Isle Of Wight)

Norway:

Allied units: 81,40 (Trondheim).

Allied units: 81,57 (OSLO).

Turkey/Middle East:

Allied units: 166,145 (Antalya).

Middle East:

Allied units: 189,153 (Beyrouth).

Allied units: 244,148 (KUWAIT).

Iberian Peninsula:

Allied units: 28,138 (MADRID).

Allied units: 5,141 (LISBOA).

Allied units: 17,155 (Gibraltar).

Russia:

Allied units: 229,53 (Orsk).

Allied units: 222,31 (Chelyabinsk).

Allied units: 214,27 (Sverdlovsk).

Allied units: 182,91 (ROSTOV).

Allied units: 157,60 (MOSKVA).

Allied units: 131,49 (ST.PETERSBURG).

Allied units: 123,10 (Murmansk).

Allied units: 145,22 (Arkhangelsk).

North Africa-Egypt:

Allied units: 5,165 (Casablanca).

Allied units: 183,171 (Suez).

Americas:

Allied units: 18,50 (USA).

Allied units: 10,58 (Panama).

Allied units: 12,56 (Guantanamo).

Other overseas:

Allied units: 219,165 (PACIFIC AND FAR EAST).

Allied units: 3,176 (Equatorial Africa).

Allied units: 0,175 (Dakar).

A few abbreviations:

Wkr – Wehrkreis (defense area)

Kdt – Kommandantur

Kdo – Kommando

Vstu – Volkssturm

Abt – Abteilung

Vbd – Verband

UPA – Ukrainian liberation army

HuSch – Helicopter

Brdb – Brandenburgers