

Europa 1947

Original design: Piero Falotti
TOAW Redux v5.6 by Silvanski
for TOAW 3.4
::PBEM::
::Allied PO/Axis PO::
Date: January 1, 1947
Location: Europe
Map scale: 25 KM/hex
Time scale: 175 weekly turns
Unit scale: Armies down to Btn
Unit colors: nationalities are given in the unit descriptions
MRPB: 4
Entrenchment Rate: 75% of the default

When playing vs the PO it is advised not to toggle to Hotseat, as it may mess up orders for PO formations 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.
- Eric DK, Veers, Monkeys Brain aka Von Conrad, Karri, Shunwick, Cesteman, L'zard, Jeff Norton and others for their suggestions.
- Doug Hensley for advice on the econo-strategic aspects

Before you start !!!
Make sure 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!!!

Some of the equipment used in this scenario can be found in my gallery on Gamesquad.
<http://forums.gamesquad.com/album.php?albumid=8>

Silvanski, July 2012

Notes on this mod:

v5.7

- Lowered entrenchment rate
- MRPB 4
- Added or corrected supply points
- Increased Allied formation supply

v5.2 to 5.6

- Adapted for use with 3.4
- On-map graphics indicating resource locations
- Reduced value supply points for Axis
- All units start "veteran"... further adjustments to proficiency rating.

v5.1

- Replaced winter supply loss with shock

v5

- Added the heavy Allied T28 and Tortoise tanks, extra Allied units
- Minor tweaks to proficiency, supply etc

v4

- Revised supply, replacements and reinforcement events, scenario scaled to 25 KM/hex, weekly turns
- Revised eqp database. Introduced the Soviet Infantry Squad aka "mixed infantry squad", with values between a rifle and heavy rifle squad and some AT capability. On the Allied side you'll find these exclusively in Red Army units and in limited numbers in Yugoslav units.
- Introduced Soviet jets. No more helicopters, SSM's and cross-channel arty
- Some map corrections, and unit deployment
- Various tweaks under the hood, like weather patterns, optimized for PO play etc

v3.2

- Pull-out of India will no longer affect Ghurkas
- The PO wasn't handling the USAF too well. USAF units initially in the N.American reinforcement area will now appear as reinforcements in Britain early in the scenario.
- Various minor fixes

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 the link for some models included.

v3.0

- 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-December 1941 : During the invasion of Russia the Axis forces don't turn south and seize Moscow.
- *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. The Soviets, badly beaten, agree to an armistice but the conditions stipulate for its army to pull back 100's of Km's to the east. An Axis colonial bufferzone is to be established. After the end of hostilities Finland declares itself neutral and forms closer ties with Sweden. 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 their eastern front 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 fail to produce 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 (note: ALL Axis and both sides' partisan reinforcements enter by events rather than turns), withdrawals, surrender, adjustment of supply and replacement levels etc are handled by Allied occupation of cities either in CAPITALS or marked with oilrigs, refineries or factories... Note that it doesn't have to be a VP location
- No sudden death victory (maybe I'll come up with an idea for that later... capturing Berlin alone 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, replacements and minor Axis partners should suffice to negotiate ending the scenario.
 - MRPB set at 3
 - Both sides start with 75% winter shock effects on turn 1, to be lifted on turn 11... During the next winters each side will suffer a 75% shock, both for the same duration, but not necessarily starting at the same time.

- Axis production and supply will decrease when they lose certain locations and/or partner countries, with partial recovery of some supply thanks to an increase in synthetic oil production.
- The Allies have a 50% chance to see increase in supply and replacement rates when they capture certain locations.
- Partisans and guerillas on both sides will appear and disappear by event.
- Axis partner states and puppet regimes surrender after their capital is captured by the Allies. Expected loyalty of an Axis partner/puppet is measured by the turn range of its surrender once its capital is lost.
- Italian Fascist units have a different surrender event than the regular Italian army. Units of the CSIR formation do not surrender but won't reconstitute...
- Reconstitution usually in the unit's home country... Volksgrenadier, Volkssturm and CSIR units do not reconstitute. The British Malta and Gibraltar formations and the Cyprus garrison won't reconstitute.
- Several 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.
- Replacement priority varies per country and/or type of unit. Expect minor countries to have a lower priority. Elite units will have a higher priority. The Allies will receive extra equipment at random during the course of the scenario. This will be announced in the news.
- 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/withdraw 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 are not allowed.
- Direct air attacks in and out of Britain and North Africa are permitted.
- No Axis invasion of England and the USA. ... there are no VP's to be contested there, and no Axis supply points available.
- For the rest anything goes I should say, but use some common sense and realism.
- When playing vs the Axis PO you might opt not to move anything on turn 1, just end your turn and let the Axis PO deploy its reserves and strafe your airfields and units. This may make things more interesting.

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 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 a SAM in use.

The permanent tension in the East kept the German forces on high readiness and proficiency. On the new eastern frontier Hitler's buffer 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. This means that the Wehrmacht deemed it necessary to keep a massive force present.

The Waffen SS has been training for guerrilla warfare and has units ready to pop up behind Soviet lines in case they launch an offensive.

Many divisions have been converted to reserve Volksgrenadier divisions which will appear in several waves but only as manpower cadres with no equipment or transport available yet. They'll have to be kept in reserve until they receive sufficient hardware. Several lower quality reserve units and Volkssturm 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 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 an SS Luftwaffe gruppe will appear, initially composed of various aircraft, war booty and older training aircraft.

The Kriegsmarine is small compared to the US and British Fleets but should be able to put up a good fight.

The Graf Zeppelin carrier has finally been completed.(note that naval units are abstracted in their

composition, i.e. a single carrier in a unit should evaporate too easy... consider it a "toughness" factor) Although Hitler has completely abandoned the idea of invading Britain, he still has plans. Conquest of the Gulf states to deprive the Allies of valuable 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. Resistance to the regime is growing. 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.

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 SAM's 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 expatriates 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 put on the sideline after the Axis invasion, the Soviets are back -with a vengeance. Stalin is still in power, Zhukov heads the military and the NKVD is everywhere. Production of homegrown equipment has been complemented with some L/L from the USA. A large airforce with some jet aircraft to be added but only a small naval force. Many partisan units will appear behind Axis lines by event.

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 of these 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:

Partisans 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.

A few abbreviations:

Wkr – Wehrkreis (defense area)

Kdt – Kommandantur

Kdo – Kommando

Vstu – Volkssturm

Abt – Abteilung

Vbd – Verband

UPA – Ukrainian liberation army

Brdb – Brandenburgers

A few last words:

Ant units still present...TOAW 3.4 fixed the ant attack problem.

Why so many reinforcements by event?

This is not a historical scenario... Both players, especially the Axis, will have to fight with what they've got...

For the Axis player it's a trade-off dilemma... either hold ground and receive fewer reinforcements or pull back and count on what Der Fuhrer orders to mobilize but risk losing economic objectives... This concept was devised in order to provide more (nasty) surprises in play vs either side's PO

No invasion of Britain allowed?

No... this would make an already huge scenario even more complex...Be happy with the starting situation...

Nazi-Germany has reached its zenith. The only thing still on Der Fuhrer's mind is a possible conquest of the Gulf states, thereby depriving the Allies of valuable resources.