

# MBT

## PLAYBOOK



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## 8.0 TO&Es

Individual vehicles, leg units and towed units do not operate alone as an unorganized mob. Instead, they form the building blocks for larger formations.

Major US and Soviet organizations (brigades, regiments, battalions, and squadrons) are provided for reference and for use in constructing scenarios. These organizations contain the military formations fielded by *MBT*'s fighting units. Note that only combat formations and the units they field are depicted. Support and administrative units and organizations are not included.

When selecting the forces for scenarios, use the formations and lower echelon formations to select the desired forces. Always keep in mind that formations are often not at full-strength; losses, breakdowns and other forms of attrition typically keep them under-strength.

### 8.1 Military Formations

All formations have a UFM (US Formation modern) or SFM (Soviet Formation modern) prefix and are numbered.

Sub-formations are indented to the right from their parent formation. All formations along the same vertical column are considered to be at the same command level even if some are larger than others. They all report to or are commanded by the same Headquarters. Some formations show alternative combinations of units. This is indicated by a unit or units followed by an 'or'. In that case, players may employ one of the possible alternative units or unit.

Reference Soviet SFM1: Soviet Tank Regiment. Its Attached Artillery Battery may field (3) 2S1s or (3) 2S3s.

Basic formations are listed by type. These formations show which and how many individual units make up a formation, e.g., (3) T-80BV, along with their Data Card IDs.

Certain individual units have Command (RHQ, BHQ, and CHQ), Recon, Engineer and/or FO prefixes. These designations empower those units with unique capabilities. The prefixes may also be combined. In those cases, the units possess multiple capabilities. Units with a Command prefix are the only actual command units within an HQ. Most HQs are composed of a number of units including the actual command units, security forces, reconnaissance units, transport units, and observers (FO). Only those units with a Command prefix may exercise *command* authority over their subordinate units.

Finally, each formation includes one or more notations that describe its use, special information, and unit substitutions.

A company (troop (US), squadron (BAOR)) is the smallest organized Formation fielded in the scenarios. This is not a restriction on employing smaller-sized forces, as the scenarios often utilize only a component of a larger formation, e.g., a single US tank company from an armored battalion. It is just more accurate, and easier to manage from a command control perspective if the formations are presented as larger organizations.

#### 8.1.1 Headquarters – HQ

Everyone is answerable to someone, and that could not be truer when it comes to military formations. Each formation or lower echelon formation has at least one HQ composed of one or more individual units.

Reference Soviet SFM1: Soviet Tank Regiment. This formation is composed of a Regimental HQ, Organic and attached artillery batteries, six sections, three platoons, and a series of Battalions and Companies. Note that each Battalion and Company has its own HQ.

In this command hierarchy, the Company HQ (CHQ) commands its specific units; the Battalion HQ (BHQ) commands its specific units, and the Brigade/Regimental HQ (RHQ) commands the entire formation.

#### 8.1.2 Ad-Hoc Formations

Formations and lower echelon formations are organized and presented in their paper or *pure* structures. In modern armies, formations rarely fight in their pure state since the tank and infantry battalions lacked standing infantry and armor forces, respectively. Typically, sub-formations are traded or cross-attached from formation to formation to create more balanced tank/infantry formations. This could take the form of tank and infantry companies exchanging a single platoon or on a larger scale, battalions exchanging entire companies.

##### 8.1.2.1 Over-Strength Formations

Over-strength formations have added one or more subordinate formations or combat units. These formations are depicted by a (+) following their name. In practice, individual units should be attached to appropriate existing sub-formations, while entire sub-formations should be attached as complete formations under the command of an appropriate HQ.

Reference Scenario 3. The Soviet Tank Company (+) is an over-strength formation.

##### 8.1.2.2 Under-Strength Formations

Under-strength formations are missing one or more of their subordinate formations or combat units. These formations are depicted by a (-) following their name. In reality, it is rare to find any combat formation that had seen any action at full strength. Losses, breakdowns and detachments typically reduce the strength of most formations. Formations should not be too under-strength unless the desire is to create a unique situation. Weak formations would normally be held out of the line, returned for refit or would be combined with other formations and reorganized to form ad-hoc formations of a more effective strength.

Reference Scenario 3. The US Armored Cavalry Troop (-) is an under-strength formation.

### 8.2 Unit Summary Charts

Two Unit Summary Charts are provided for the US and Soviet forces. These charts each list each unit's name, Data Card ID, and point values based on Unit Grade.



### 8.2.1 Individual Units

Each unit or attached crew-served weapon is listed individually. Soviet crew-served flamethrowers do not have a Data Card. They are only utilized as combat modifiers in Close Assaults and Hand-to-Hand combats. They, along with any other attached crew-served weapons are never fielded individually; they must be attached to leg units.

### 8.2.2 Point Values

The point values listed for the individual units are their values modified for Unit Grade, but unmodified for morale or function, i.e., command, recon, engineer or FO.

Each scenario (see 9.0) lists the total adjusted point values for unit grade, morale and function.

#### 8.2.2.1 Vehicle, Towed & Helicopter Point Values

These units list six point values based on Unit Grade. When selected, the cost is the point value (adjusted for morale and function, if any).

Use the adjusted point value when tallying Victory Points, if the vehicle is Knocked Out or Brewed Up (no points are awarded for track hit or bailed out vehicles). The same is true if a towed unit is eliminated or a helicopter is shot down or destroyed while landed.

#### 8.2.2.2 Leg Unit Point Values

Leg units list either two or a single point value. Squad and half-squad units are presented on the same line and list a point value for a squad followed by the half-squad unit of the same type.

Seasoned Soviet Heavy Motor Rifle squad and Heavy Motor Rifle half-squad, Data Card SM-8A, are 30 and 22 base points respectively.

Any attached crew-served weapons have their point value, based on Unit Grade, added to the point value of the leg unit fielding the attached weapon. When a leg unit is selected, the cost is its point value plus the point value of any attached weapons (*all* adjusted for morale and function).

Fielding a US Heavy Mech Infantry squad w/LAW costs 47 (30+17) base points.

If a squad-sized unit is eliminated, use the adjusted squad point value, including any attached weapons, when tallying Victory Points; no Victory Points are awarded if it is reduced to a half-squad. All eliminated half-squads and sections use the adjusted point value including any attached weapons.

Note that attached weapons are not eliminated until the entire unit is eliminated. An optional rule, Attached Weapon Loss (see 7.17) expands on this.

#### 8.2.2.3 Artillery Battery Unit Point Values

Off-map artillery batteries list a single point value. When selected, the cost is the point value adjusted for attachment level. Victory Points are awarded for knocking out an off-map artillery battery by counter-battery fire.

Counter-batteries list a single point value.

### 8.2.2.4 Fixed-Wing Aircraft Point Values

These units list a point value for *clean* aircraft. Added loads adjust the base point value. Loads are a fixed amount; they are not adjusted for Unit Grade.

Unless otherwise indicated, there is not a point limit when adding loads. Use the total point value (clean aircraft plus loads) when tallying Victory Points if the aircraft is eliminated.

## 9.0 The Scenarios

The scenarios are presented in three sections: Scenario Format, Designing Scenarios and the actual Scenarios. The Designing Scenarios section provides players with the information and framework necessary to design their own scenarios.

The Scenarios are fictional battles and are not intended to represent any specific historical situations or to characterize any actual circumstances or events.

### 9.1 Scenario Format

The information for each scenario is presented in the following format:

#### 9.1.1 Situation

This section of a scenario describes the situation or the basis for the scenario.

#### 9.1.2 Map

This section indicates the required mapboards and layout for the scenario. It also indicates the forces' mapboard edges.

#### 9.1.3 Setup

The Setup section lists the information required for preparation of play. This includes the visibility and terrain conditions. It also lists the order and placement of the forces, and any information related to the forces or Terrain.

Off map vehicles entering the mapboard must stage their entry to meet Road/Path stacking limits.

#### 9.1.4 Victory Conditions

The Victory Conditions section includes the number of turns in the scenario and also describes how to gain Victory Points in the scenario.

It outlines the different methods of scoring Victory Points and any conditions associated with each situation. It also outlines the Victory Point margin required to achieve victory.

##### 9.1.4.1 Automatic Victory

If all the ground combat units in a force have exited the mapboard or are either eliminated or immobilized (Track Hits), the other force immediately wins the scenario regardless if the scenario has not reached the turn limit and no matter the Victory Point differential.

An exception to this rule is a situation where one force is required to exit the mapboard to acquire Victory Points, e.g., Delaying Action. In this case, once the final combat unit exits

the mapboard, the Victory Points are totaled normally and the victorious force determined.

#### 9.1.4.2 Mutual Ending

If both players agree, a scenario may end at any time regardless if the scenario has not reached the turn limit or automatic victory. The Victory Points are totaled and the victorious force determined.

#### 9.1.4.3 Losses Caused

In addition to the specific Victory Conditions, players also receive Victory Points for the losses inflicted on the opposing force's combat and non-combat units. This includes vehicle Knock Out or Brew Up, leg/towed unit elimination, and aircraft and artillery unit elimination. Victory Points are not scored for the elimination of Terrain unless instructed otherwise by a scenario's Special Conditions.

When determining these Victory Points, the point value for units is adjusted for Unit Grade, function and morale. Scenarios indicate the adjusted unit point values.

#### 9.1.4.4 Required Victory Margin

If one force's total of Victory Points exceeds the other by the Required Victory Point Margin or more, they win a tactical victory; if less than the Required Victory Point Margin it is only a marginal victory. There are no draws.

#### 9.1.5 Special Conditions

The Special Conditions section outlines all of the notes, rules or situations unique to the scenario. These typically include required Optional Rules (OR), artillery pre-registered points and special fire mission, if available, and any other Optional Rules that may be employed at the players' discretion. This section also lists what game sets (*MBT*, *FRG* and/or *BAOR*) are required for play.

All notes, rules or suggestions that do not fit in any of the sections of a scenario are found in the Special Conditions Section.

#### 9.1.6 Opposing Forces

This section of a scenario lists the individual units, formation and force information for both forces. Force Grade, Formation Grade, Cohesion Point and the individual Unit Point Values (adjusted for Unit Grade, function or attachment) are points pre-calculated.

Command, FO, Recon and Engineer units are labeled for the command level or unit represented. Recon and Engineer units are labeled on the unit or immediately to the right of the unit.

Reference the Scenario Key, 2nd Combined Arms Brigade's Tank Company (+) has a single CHQ tank, a single FO section, a single BMP-3, and three 2S3s.

Certain Optional Rules limit command control aspects to units from the same section or platoon. Individually listed units, whether composed of a single or multiple units of a particular, is a section or platoon. Where a section or platoon is composed of different unit types, it is surrounded by a box.

Reference the Scenario Key, 2nd Combined Arms Brigade's Tank Company (+) includes the following sections and platoons:

- Command Platoon (CHQ tank, FO section, 1 BMP-3, 3 2S3)
- Tank Platoon (3 T-80U)
- Tank Platoon (3 T-80U, 1 equipped with a mine plow)
- Tank Platoon (3 T-80U)
- Motor Rifle Platoon (3 squads, 3 BMP-3)

Organic artillery batteries are always listed at the beginning of the force information. Attached artillery batteries are listed as part of the controlling formation. Both are labeled as to type. Artillery counters are pictured for reference purposes only.

Reference the Scenario Key, 2nd Combined Arms Brigade has a single organic medium SP artillery battery and a single attached light battery.

Since leg counters represent a number of different types, leg units are labeled for the type of unit represented. Anti-tank sections are label for equipped ATGM. Any attached crew-served weapons are listed on or immediately to the right of the units so equipped.

Reference the Scenario Key, 2nd Combined Arms Brigade's Tank Company (+) has a single motor rifle platoon of three squads, 1 heavy motor rifle squad equipped with Spigot ATGM and RPG-7V/D and 2 motor rifle squads each equipped with RPG-22.

In those scenarios that also include a Special Condition for Morale, a second set of points is included following a slash.

Reference the Scenario Key, the overall Soviet Force, Elements of 2nd Combined Arms Brigade has Veteran Force Grade and 6,987/7,631 total unit points. 6,987 is the Soviet force point total when not employing the Morale Option and 7,631 is the Soviet force point total when employing the Morale Option.

Its motor rifle company (+) has Veteran Formation Grade, Superior Morale, 24 combat units, a Cohesion Point of 15 and 2,560/2,794 total unit points.

Each of the three T-72BA tanks in the tank platoon have Veteran Unit Grade (taken from its formation) and 268/294 unit points.

When available, fixed-wing aircraft and Terrain are listed at the beginning of the force information. Helicopters may be listed at the beginning of the force formation or as part of an individual formation. If different aircraft weapon configurations or loads are available and not designated, the player may select what to employ. Helicopters and fixed-wing aircraft possess the same Unit Grade as the Force Grade unless otherwise indicated.

Reference the Scenario Key, 2nd Combined Arms Brigade has a single, Veteran Su-25 fixed-wing aircraft.

When employing the optional Morale Optional Rules, it is at

times necessary to adjust one force by adding additional units to maintain scenario balance. In those cases, the additional units are listed at the end of the force list along with the impacted formations.

In some cases, individual units within a formation may have a Unit Grade different from that listed for the formation. In those cases, utilize that specific unit grade listed immediately to the right of those units so marked.

### 9.1.7 Formation Summary

As needed, use the Formation Summary to record the information about each formation included in a scenario. List its name, Formation Grade, command unit's or units' individual identification number(s), and member units' individual identification numbers in the respective sections. It's also a good place to record member units' attached weapons or special statuses. Use the back of the Formation Summary to record any other pertinent information.

The Command Control and Cohesion Point box is used to track losses for command and morale purposes. The box is divided into two sections numbered 1-42 and 1-28, respectively.

In the section numbered 1-42, circle the number corresponding to the total number combat units (excluding recon units) in the formation. As non-recon combat units are lost, cross out the highest number on down for a quick reference as to the total number of remaining combat units.

Note that a formation fielding Recon units has its combat units total listed as two values, e.g., the Soviet Motor Rifle Company (+) in scenario 4, 20(18). This indicates 20 combat units, of which 18 are not recon units.

In the section numbered 1-28, circle the number corresponding to the formation's Numeric Cohesion Point. As combat units are lost, cross out the number starting at 1 on up for a quick reference as to its morale status.

## 9.2 Designing Scenarios

The included scenarios just scratch the surface of what can be created with the game. One of the most appealing facets of tactical games is the ability to create an endless stream of situations.

*MBT* was designed with that in mind. The following sections describe how to go about designing a scenario. Do not consider this the only approach—be creative. Combine a defensive engagement with a delaying action, make up different types of scenarios. Imagination is the only limiting factor.

### 9.2.1 Initial Setup

It is best to start with the type of the scenario, the mapboard design and any optional or special rules. Do not start with a force and then attempt to adapt a scenario around it. The type of scenario indicates the relationship of the forces and the optional and special rules may dictate the types of units that should be included in a scenario.

This section describes four basic types of scenarios: Meeting

Engagements, Defensive Engagements, Delaying Actions and Counterattacks.

### 9.2.2 Type of Scenario Force Ratios

Keep the intended number of players in mind, the required experience level and the expected time commitment when designing a scenario. In general, the more units involved, the longer each turn takes and the longer the scenario takes to play. Including more optional rules also increases the complexity of a scenario and many optional rules also require a certain amount of record keeping. Also keep in mind that having more players does not necessarily mean that a scenario plays quicker.

An experienced player can typically manage a larger force than an inexperienced player. If experienced and inexperienced players are to play in a scenario, create larger and smaller formations in a force and distribute them accordingly.

#### 9.2.2.1 Meeting Engagement

Meeting Engagements represent situations where two relatively equal forces encounter one another while both are moving on a common objective or objectives. Neither force should control the objectives at the start of the scenario; if control does exist, it should be balanced for both forces. Meeting Engagements are typically 15 - 25 turns in length.

Each force receives approximately the same number of points. Scenarios 1, 2 and 7 are Meeting Engagements.

#### 9.2.2.2 Delaying Action

Delaying Actions represent the defending force attempting to prevent the attacker from moving through its position to another position located off-map to its rear. Delaying Actions are typically 15 - 30 turns in length. The attacking force should need no more than 2/3 of the scenario length to exit.

The defending force should receive approximately 50% to 70% of the total points allowed for the attacking force. Scenarios 3, 5 and 9 are Delaying Actions.

#### 9.2.2.3 Defensive Engagement

Defensive Engagements represent the attacker attempting to oust the defender from a controlled objective. Defensive Engagements are typically 20 - 30 turns in length.

The defending force should receive approximately 50% to 70% of the total points allowed for the attacking force. Scenarios 4 and 5 are a Defensive Engagements.

#### 9.2.2.4 Counterattack

Counterattacks are a variation on Defensive Engagements. Again, the attacker is attempting to oust the defender from a controlled objective, but in this case a portion of the defending force comes to the relief of the hard-pressed *holding* group. Counterattacks are typically 20 - 30 turns in length.

The attacking force should receive approximately 70% to 85% of the total points allowed for the defending force. The defending force's total points should be split into a *holding* group of approximately 40% of the defending force's total points that starts play on the mapboard and a *relief* group of approximately

60% of the defending force's total points that enters play some time during the scenario. Scenarios 6, 8 and 10 are Counterattacks.

### 9.2.3 Point Values of Units

The Unit Summary Charts list the base point values for all units, off-map artillery batteries, and attached weapons. Terrain (which is typically fielded only by the defending force) is summarized in a table below.

The point value for combat units may increase or decrease due to Unit Grade, function, Attachment Level and morale.

The three tables below summarize these adjustments within the following limitations:

- Non-combat unit point values are never adjusted for Unit Grade, function or morale.
- Off-map artillery batteries point values are adjusted for Attachment Level only.
- Fixed-wing aircraft loads are a fixed amount; they are not adjusted for Unit Grade.
- Morale adjustments are based on the formation's morale level; individual units do not have a separate morale level.
- All adjustments are cumulative; round fractional values down.

#### Unit Grade Point Adjustments

Elite Unit Grade . . . . .	1.5 x listed point value
Veteran Unit Grade . . . . .	1.2 x listed point value
Seasoned Unit Grade . . . . .	No adjustment
Regulars Unit Grade . . . . .	0.8 x listed point value
Green Unit Grade . . . . .	0.5 x listed point value
Raw Unit Grade . . . . .	0.3 x listed point value

#### Function/Attachment Level Point Adjustments

Bgd/Reg Command Unit . . . . .	2 x listed point value
Battalion Command Unit . . . . .	1.75 x listed point value
Company Command Unit . . . . .	1.5 x listed point value
FO Unit . . . . .	2 x listed point value
Laser Designator (LD) . . . . .	1.25 x listed point value
Recon Unit . . . . .	1.5 x listed point value
Engineer Unit . . . . .	1.25 x listed point value
Attached Off-Map Battery . . . . .	1.5 x listed point value
Motorcycle Leg Unit . . . . .	+5 points

#### Morale Point Adjustments

Superb Morale . . . . .	1.4 x listed point value
Exceptional Morale . . . . .	1.3 x listed point value
Outstanding Morale . . . . .	1.2 x listed point value
Superior Morale . . . . .	1.1 x listed point value
Excellent Morale . . . . .	No adjustment

Good Morale . . . . .	0.9 x listed point value
Adequate Morale . . . . .	0.8 x listed point value
Fair Morale . . . . .	0.7 x listed point value
Poor Morale . . . . .	0.6 x listed point value

- Terrain point values are never adjusted. The listed cost is per hex of terrain.

#### Terrain Units

Block: 6 GP Defense . . . . .	10
Block : 7 GP Defense . . . . .	15
Block: 8 GP Defense . . . . .	20
Wire: 1 GP Defense . . . . .	5
Wire: 2 GP Defense . . . . .	10
Wire: 3 GP Defense . . . . .	15
Hasty Mines (either type) . . . . .	10
Deliberate Mines (either type) . . . . .	20
Improved Position . . . . .	25

### 9.2.4 Objectives

In *most* cases, scenarios should have an objective above and beyond the destruction of opposing units. Objectives typically include the capture of key terrain features such as villages, road junctions, and bridges, dominating hilltops, or advancing to or preventing the advance of opposing forces to key positions. There needs to be some major focus for the scenario. This enables the players to use a variety of plans and maneuvers to capture the objectives.

There are often multiple objectives that are each individually worth a number of VPs.

Reference Scenario 1, there is a total of 1,000 Objective VPs available; 300 VPs for each of the two bridges (2I5 and 2V7), 200 VPs for the ford (2D8), and 200 VPs for the bridge (2DD4) and ford (2CC5) combination.

The total number of Objective Victory Points, no matter how they are assigned to the individual objectives, should be as follows:

#### 9.2.4.1 Meeting Engagement

Approximately 10% to 20% of the total points for both forces should be Objective Victory Points.

#### 9.2.4.2 Delaying Action

The attacking force receives the adjusted unit point value for exiting its ground *combat* units off the designated edge of the mapboard. When employing a convoy of supply trucks or other special non-combat units, the attacker could receive a set unit point value for those specific units in a scenario designed around a convoy setting.

The defending force typically receives the adjusted unit point value for each operational attacking unit that fails to exit the mapboard (operational defined as not eliminated, knocked out



or brewed up) or a Victory Point bonus of approximately 15% of the attacking force's total point value for preventing 20% or less of the attacking force's actual combat units (or convoy trucks) from exiting the mapboard.

#### 9.2.4.3 Defensive Engagement

Approximately 25% of the total points for both forces should be Objective Victory Points. The defending force should start the scenario in control of at least 80% of the objective points.

#### 9.2.4.4 Counterattack

Approximately 25% of the total points for both forces should be Objective Victory Points. The defending force should start the scenario in control of all of the Objective Victory Points.

In this case, when the defender's *relief* group arrives it has an impact on the defending force's overall Victory Points. Most Counterattack scenarios utilize a random event, e.g., roll (100), to determine the arrival of the *relief* group. As an alternative, the defending force could plot the arrival turn before the scenario begins.

An early arrival reduces the defending force's Victory Point total, while a later arrival increases the defending force's Victory Point total. This adjustment is based on the defending force's total point value (both *holding* and *relief* groups). Note that the relief force should not arrive before turn 6 or no later than turn 16.

The defender's Victory Points are adjusted based on the following depending on the listed turn of arrival:

#### Counterattack Victory Point Adjustment

Turn of Arrival	Point Adjustment
6-7 or 8-9	- 15% of Total Defending Force
8-9 or 10-11	- 10% of Total Defending Force
10-11 or 12-13	No Adjustment
12-13 or 14-15	+10% of Total Defending Force
14-15 or 16-17	+15% of Total Defending Force
16 or 18	+20% of Total Defending Force

It is possible for the *holding* group to be totally eliminated, resulting in an automatic victory for the attacker, before the *relief* group arrives.

If the defending force's total force points equal 1,500 (600 in the holding group and 900 in the *relief* group), the adjustment for Turns 6-7 would be -225 Victory Points; for Turns 8-9 -150; for Turns 10-11 no adjustment; for Turns 12-13 +150; for Turns 14-15 +225; and for Turn 16 +300.

#### 9.2.5 Determining Victory Margin

Scenarios should have a Required Victory Point Margin stating that to win a tactical victory a force must have a minimum number of Victory Points more than the other force. Otherwise, it is just a marginal victory. This pushes players to try to win a real measurable victory as opposed to just trying to finish the scenario with just a few Victory Points more than the opposing

force. There are no draws.

This Required Victory Margin is approximately 5% of the total points for both forces.

## 10. 27 September 1987

### 10.1 Overview

Europe's worst fears are now a reality. For the third time in the century, war erupts. A global economic crisis, strangling sanctions and runaway military spending trigger major unrest across the Soviet Union. Its leaders need to fan the flames of nationalism and scapegoat Western aggression.

They see no alternative but to launch a massive invasion of Western Europe. No less than five armies surge across the border from East Germany (GDR) and Czechoslovakia into West Germany (FRG).



GSFG's 2nd Guards Tank and 3rd Combined Arms (Shock) Armies advance northeast engaging the NATO forces, while 1st Guards Tank and 8th Guards Armies drive from the East. 20th Guards Army along with the two Unified Corps are positioned in close reserve to exploit openings and repulse counteractions.

Three of CGF's five divisions advance against the US VII and West German II Corps along the Southeastern border, while holding two divisions, a tank and a motor rifle, in reserve.

All of the first wave Soviet divisions are Category A formations, with the two Unified Corps of particular high-quality, being outfitted with the very latest equipment, including T-80U tanks and BMP-3 infantry fighting vehicles. All represent a formidable force of men and machines.

Braced to hold the line against the Soviet onslaught is a coalition of West German, American, British, Dutch, Belgian, Canadian, and presumably French forces. These various forces are deployed in two army groups, NORTHAG and CENTAG, fielding five and four corps, respectively.

CENTAG falls under US control, with the command elements of US 7th Army exercising authority. The two US Corps, V and



VII, include a total of two armored divisions and two infantry divisions (mech) supported by two armored cavalry regiments. There is also a single brigade from 1st Infantry Division (Mech) in VII Corps.

The two West German Corps include a total of three panzer divisions, two panzer grenadier divisions, and a gebirgsjäger division.

Other forces of note include the 4th Canadian Mechanized Brigade Group (4 CMBG). As part of US VII Corps, the Canadians are deployed in Southwest Germany supporting the US and West German forces.

NORTHAG falls under British control, with the command elements of BAOR exercising authority. Standing forces include a very diverse mix with a single British Corps composed of three armoured divisions. The 4th Armoured Division, has only two of its three brigades deployed in West Germany.

The two West German Corps include a total of three panzer divisions and two panzer grenadier divisions.

The Dutch Corps includes only a single brigade and the Corps HQ deployed in West Germany, relying on mobilization to field the remainder of its three mechanized infantry divisions. The plan is to transfer 3rd Panzer Division from FRG I Corps to provide added support.

The Belgian Corps includes a single infantry division (mech) deployed in West Germany, again relying on mobilization to field its second infantry division (mech). The Belgian Corps also includes a small light infantry battalion from Luxembourg.

IV German Corps officially falls under the command of NATO's AFNORTH (nominally Norway, Denmark, West Germany northwest of Hamburg, and the adjacent sea territory). However, given the path of Soviet advance, IV German Corps is placed under NORTHAG authority to facilitate command and control. Slated to reinforce AFNORTH is the US XVIII Airborne Corps, with 82nd Airborne Division, 101st Airborne Division (Air Assault), 10th Mountain Division (Light), and 24th Infantry Division (Mech).

Other NORTHAG forces include a single brigade from US 2nd Armored Division as part of US III Corps.

Last, but not least, are the French. While no longer officially a NATO member nation, it is understood that the French will come to NATO's aid in the event of an invasion by the Warsaw Pact. The backbone of this commitment includes three armored divisions from I and II French Corps deployed in West Germany.

Now, you are now in command. Can NATO succeed or will the sheer magnitude of Soviet forces overwhelm them? Only you can determine the outcome.

## 10.2 Soviet OB

### 10.2.1 Group of Soviet Forces Germany (GSFG)

1st Unified Corps

2nd Unified Corps

#### 1st Guards Tank Army

9th Tank Division

11th Guards Tank Division

20th Guards Motor Rifle Division

#### 2nd Guards Tank Army

16th Guards Tank Division

21st Guards Tank Division

94th Guards Motor Rifle Division

207th Motor Rifle Division

#### 3rd Combined Arms (Shock) Army

7th Guards Tank Division

10th Guards Tank Division

12th Guards Tank Division

47th Guards Tank Division

#### 8th Guards Army

27th Guards Motor Rifle Division

39th Guards Motor Rifle Division

57th Guards Motor Rifle Division

79th Guards Tank Division

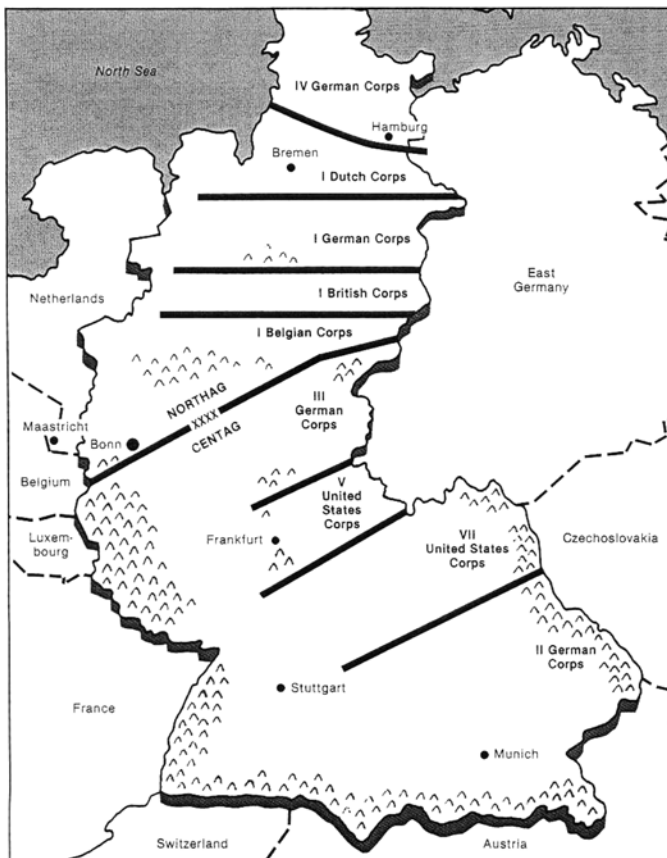
#### 20th Guards Army

25th Tank Division

32nd Guards Tank Division

35th Motor Rifle Division

90th Guards Tank Division



### 10.2.2 Central Group of Forces (CGF)

15th Guards Tank Division  
 18th Guards Motor Rifle Division  
 30th Guards Motor Rifle Division  
 31st Tank Division  
 48th Motor Rifle Division

Note that by the late 1980s, Soviet army and divisional honorific titles, e.g., Guards, and Orders of Lenin or Su-  
 vorov, were merely holdovers from an earlier time. Specifically, the Guards title does not characterize a superior formation or any qualitative or quantitative advantage over non-Guards units. Also note that Soviet Armies are comparable in size to NATO Corps.

## 10.3 NATO OB

### 10.3.1 NATO CENTAG (US 7th Army)

French 3ème Division Blindée  
 French 5ème Division Blindée

#### US V Corps

3rd Armored Division  
 8th Infantry Division (Mech)  
 11th Armored Cavalry Regiment

#### US VII Corps

1st Armored Division  
 (1 Brigade) 1st Infantry Division (Mech)  
 2nd Armored Cavalry Regiment  
 3rd Infantry Division (Mech)  
 4th Canadian Mechanized Brigade Group

#### FRG II Corps

1st Gebirgsjäger Division  
 4th Panzer Grenadier Division  
 10th Panzer Division

#### FRG III Corps

2nd Panzer Grenadier Division  
 5th Panzer Division  
 12th Panzer Division

### 10.3.2 NATO NORTHAG (BAOR)

French 1er Division Blindée  
 (1 Brigade) US 2nd Armored Division

#### British I Corps

1st Armoured Division  
 3rd Armoured Division  
 (2 Brigades) 4th Armoured Division

#### FRG I Corps

1st Panzer Division  
 3rd Panzer Division  
 7th Panzer Division  
 11th Panzer Grenadier Division

#### FRG IV Corps

6th Panzer Grenadier Division  
 Danish Forces

#### Dutch I Corps

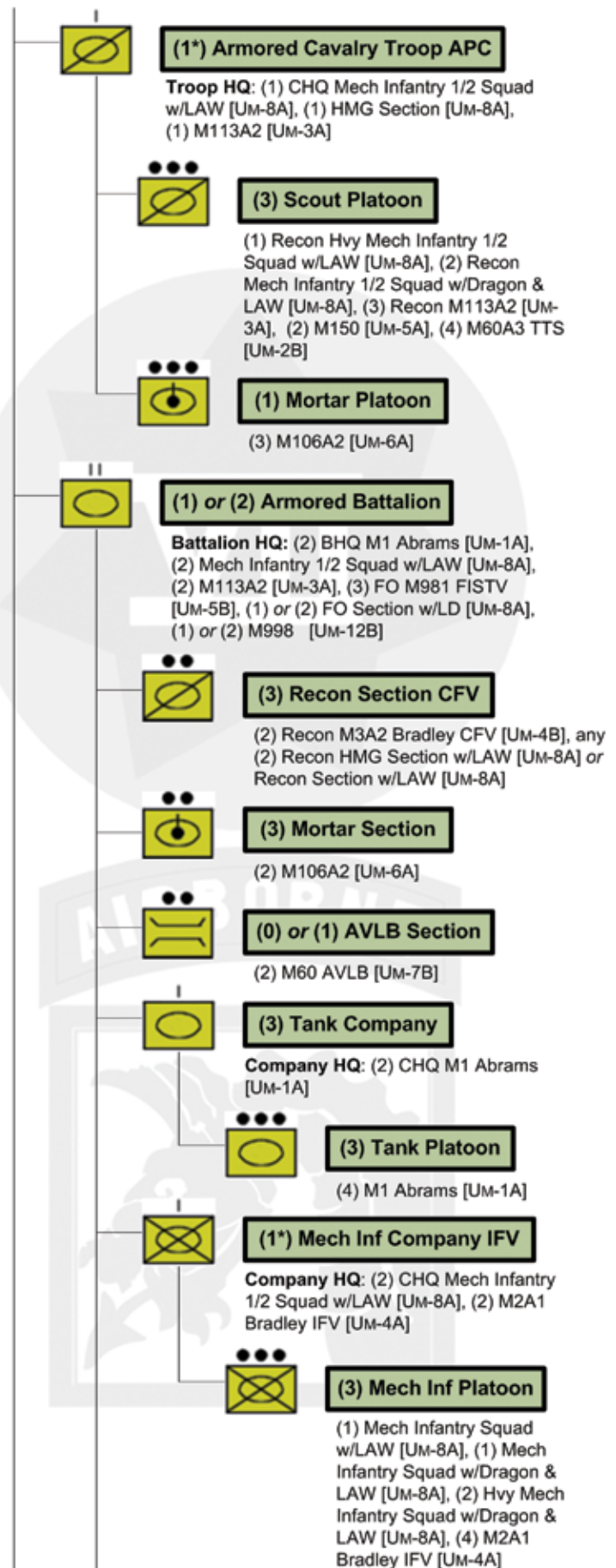
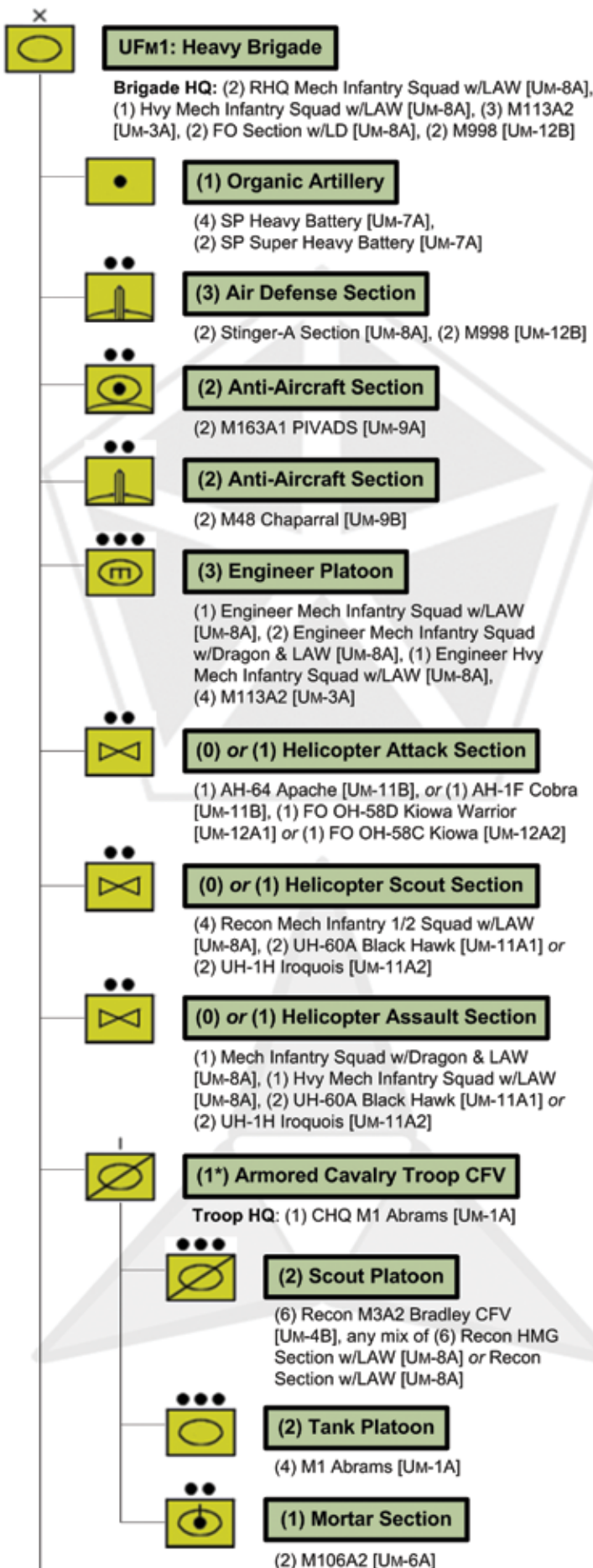
(1 Brigade) 4th Infantry Division (Mech)

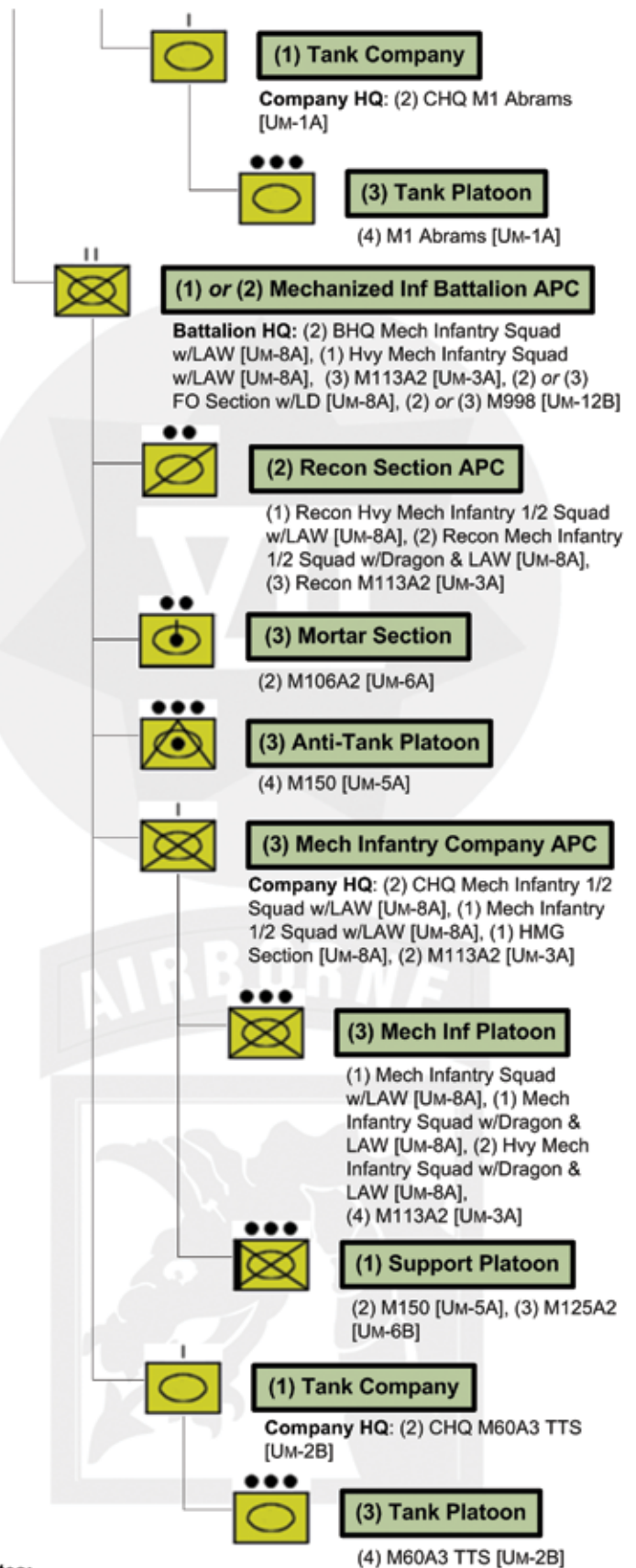
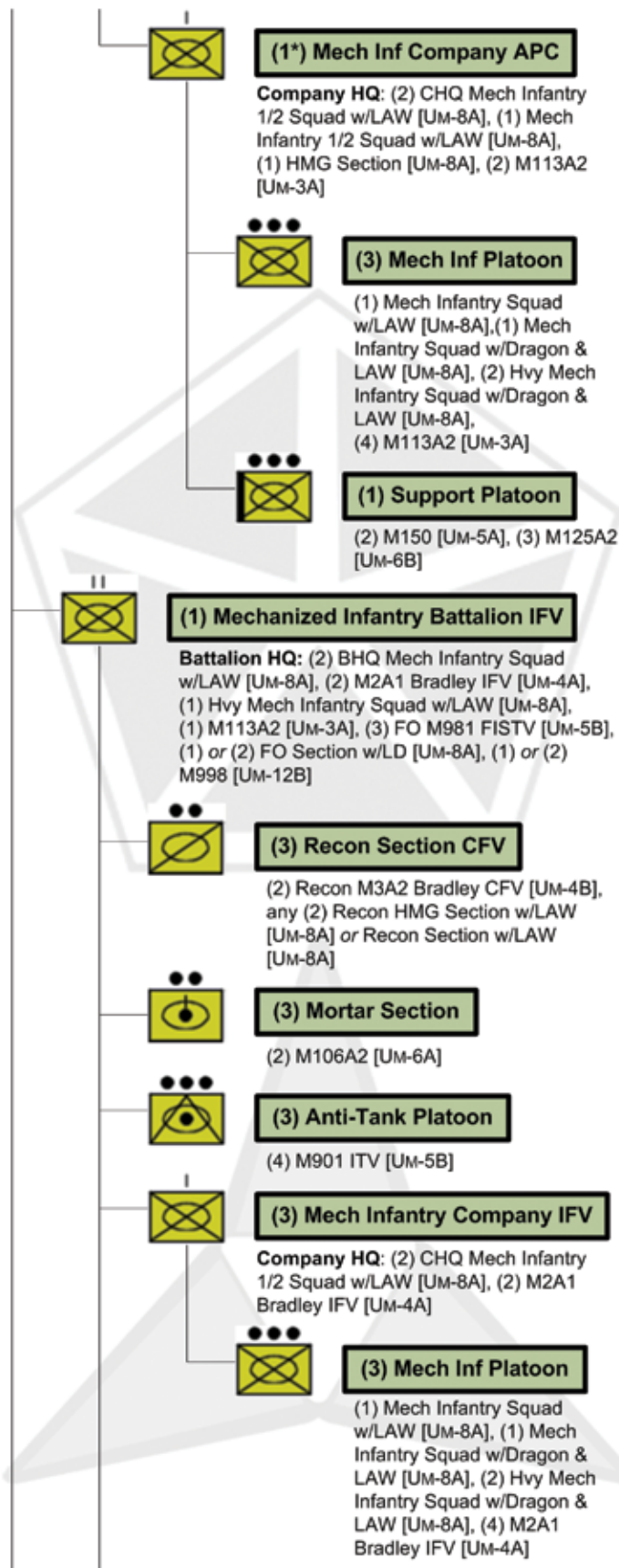
#### Belgian I Corps

16th Infantry Division (Mech)  
 Luxemburg Light Infantry Battalion

The forces listed here are only part of the units available to NATO and the Soviets. Just the divisions and other notable units are listed. Each Army and corps fielded any number of independent and support combat units.

Both the NATO and Soviet forces listed are a snapshot of those standing units before reinforcement or the addition of any other forces.



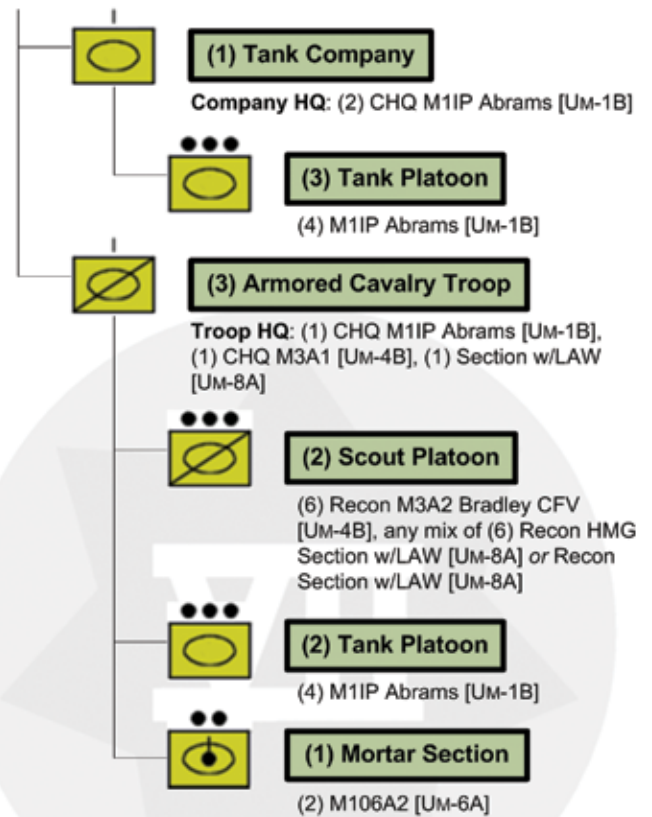
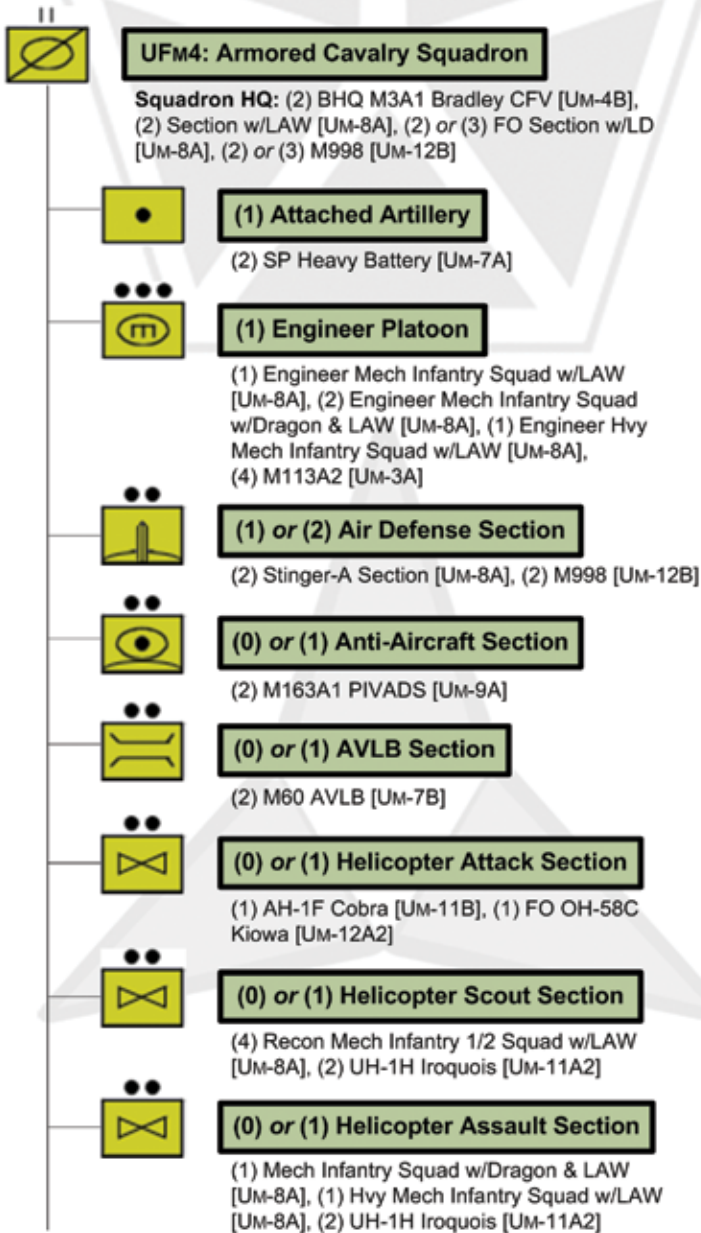
**Notes:**

- Armored divisions field three heavy brigades with a total of six armored and four mechanized Infantry (IFV or APC) battalions.
- Mechanized infantry divisions field three heavy brigades with a total of five armored and five mechanized Infantry (IFV or APC) battalions.
- Heavy brigades in armored or mechanized infantry divisions field one or two armored battalions, one mechanized infantry battalion IFV, and one or two mechanized infantry battalions APC for a total of three to four battalions.

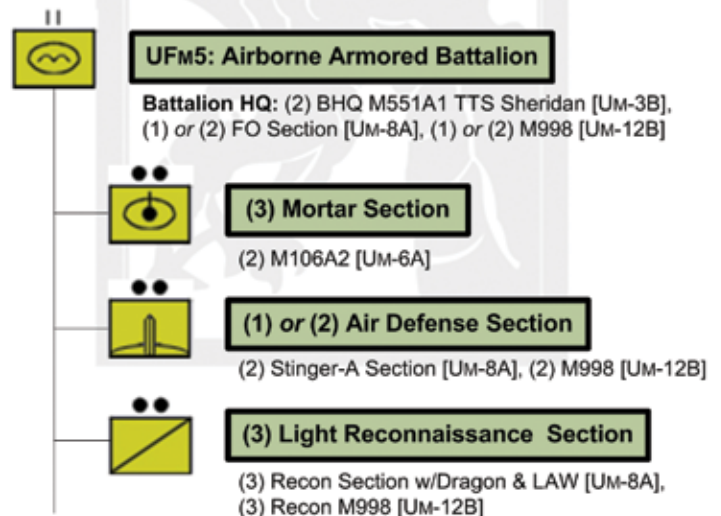


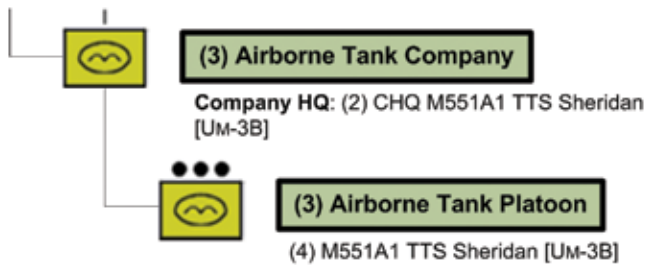
**Notes, continued:**

- A single troop from the divisional armored cavalry squadron is typically allocated to the heavy brigades. APC equipped armored cavalry troops are typically fielded in brigades equipped with M60A3 TTS or M1 Abrams tanks.
- Armored battalions field three tank companies along with a mech infantry company (IFV or APC) for a total of four company-sized formations.
- Mech infantry APC companies are typically fielded in battalions equipped with M60A3 TTS or M1 Abrams tanks.
- The M60A3 TTS [UM-2B], M1IP Abrams [UM-1B] or M1A1 Abrams [UM-2A] may substitute for the M1 Abrams [UM-1A]. All tank companies field the same tank-type.
- The brigade HQ FO sections are typically allocated to the battalions HQs.
- The battalion HQ FO M981 FISTV [UM-5B] and FO sections [UM-8A] are typically allocated to the company HQs.
- The recon, mortar, engineer, air-defense, and if attached, the anti-aircraft and helicopter sections are typically allocated to the battalions.
- AT4 [UM-8B] may substitute for LAW [UM-8B] in limited numbers.
- Stinger-C [UM-8B] may substitute for Stinger-A [UM-8B] in very limited numbers.

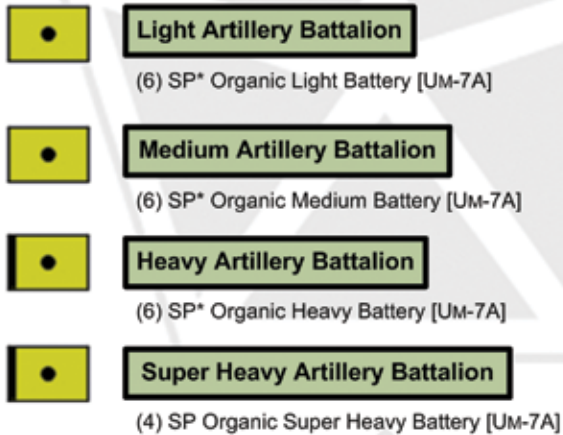
**Notes:**

- The 2nd and 11th Armored Cavalry Regiments (ACR) each field three armored cavalry squadrons.
- The tank company functions as a stand-alone formation since the armored cavalry troops each field integral tank platoons.
- The M1 Abrams [UM-1A], M1A1 Abrams [UM-2A] or M60A3 TTS [UM-2B] may substitute for the M1IP Abrams [UM-1B].
- The squadron HQ FO sections [UM-8A] are typically allocated to the tank company and armored cavalry squadrons.
- The air-defense, engineer, and if attached, the anti-aircraft and helicopter sections are typically allocated to the tank company and armored cavalry troops.
- AT4 [UM-8B] may substitute for LAW [UM-8B] in limited numbers.
- Stinger-C [UM-8B] may substitute for Stinger-A [UM-8B] in very limited numbers.



**Notes:**

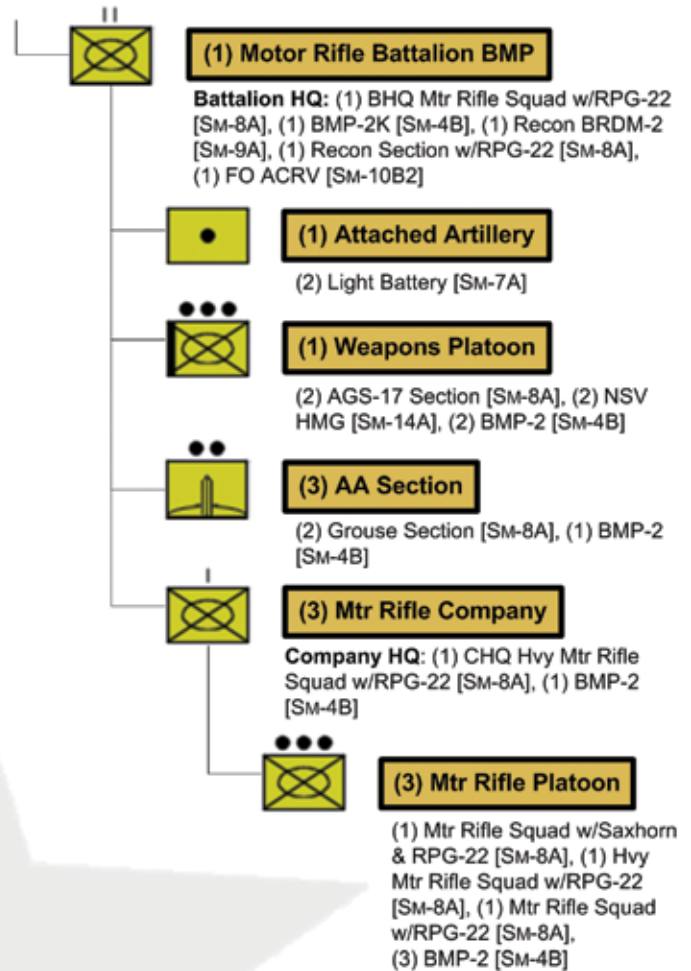
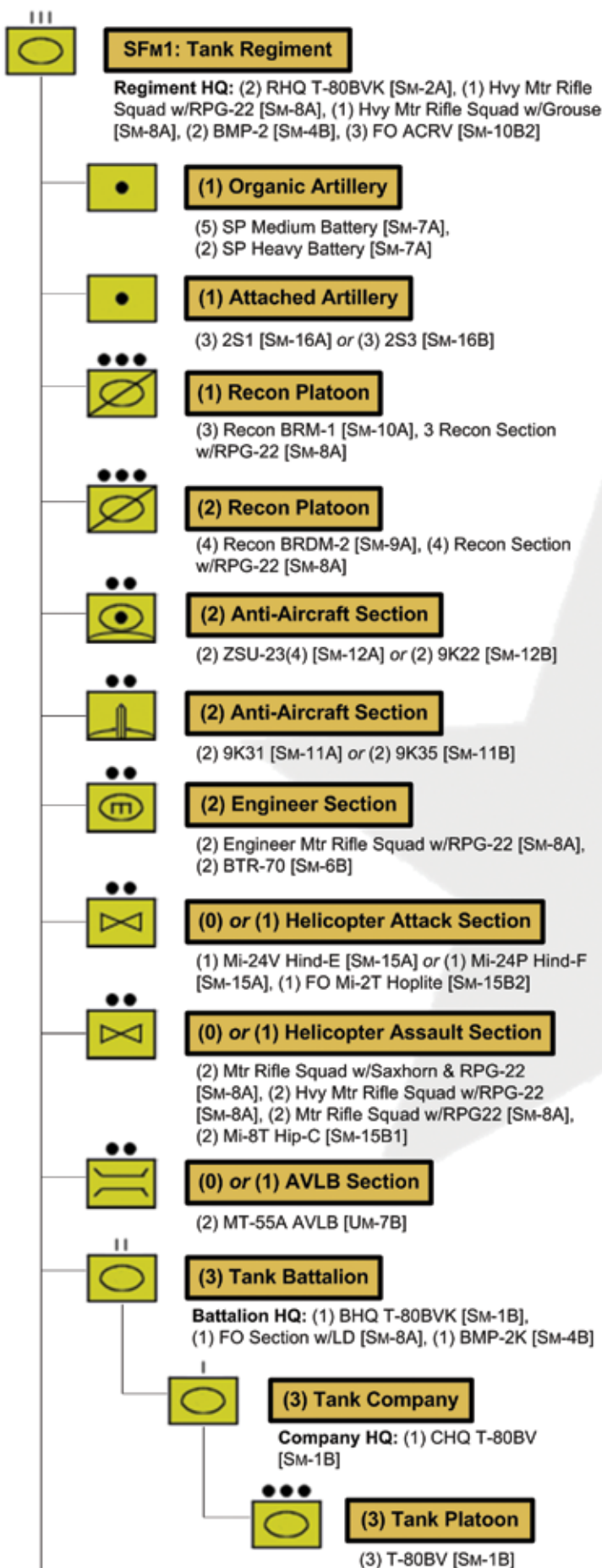
- The 82nd Airborne Division fields a single airborne armored battalion.
- The battalion HQ FO sections [UM-8A] are typically allocated to the airborne tank companies.
- The mortar, air-defense and light reconnaissance sections are typically allocated to the airborne tank companies.
- AT4 [UM-8B] may substitute for LAW [UM-8B] in limited numbers.
- Stinger-C [UM-8B] may substitute for Stinger-A [UM-8B] in very limited numbers.

**Notes:**

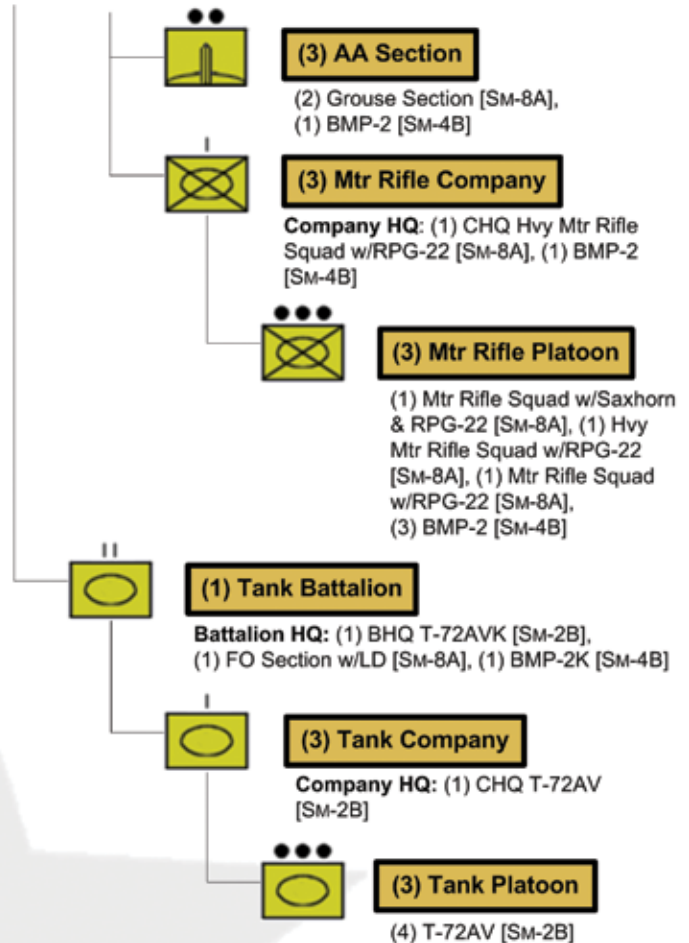
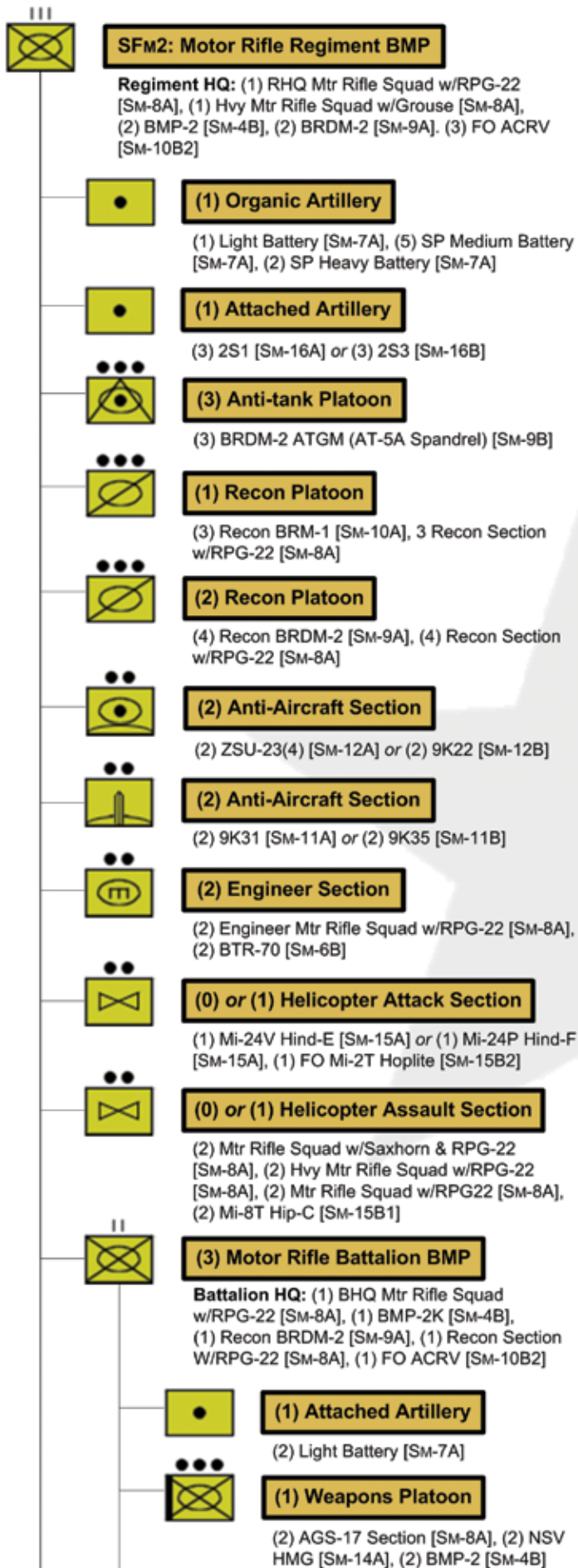
- All fielded as assets in heavy brigades, armored cavalry squadrons, and the airborne armored battalion. SP\* (self-propelled) batteries also fielded as towed batteries.





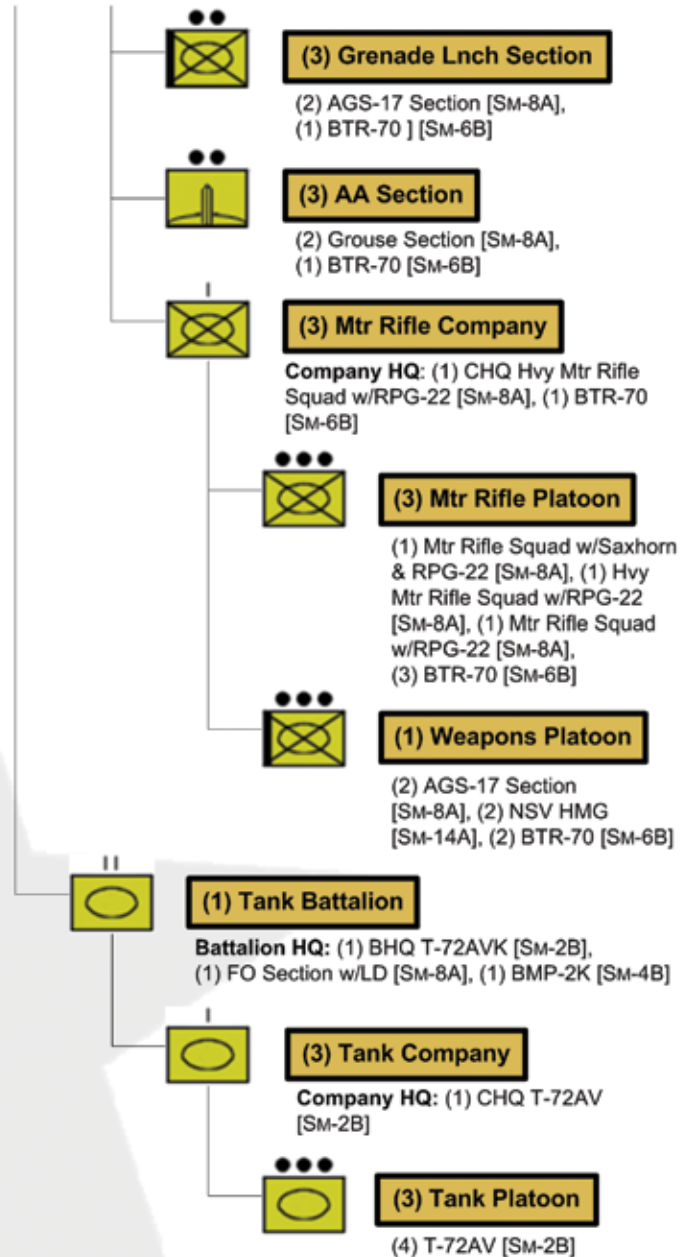
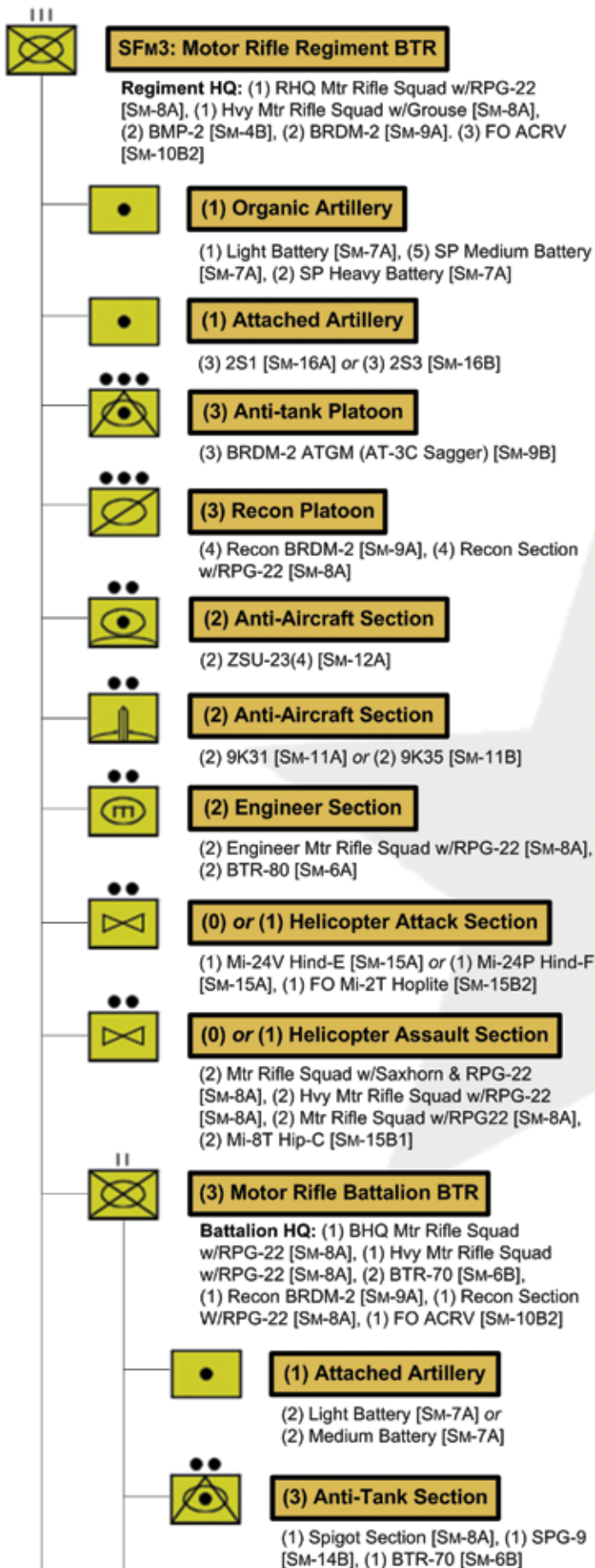
**Notes:**

- Tank divisions field three tank regiments. Category A Tank Regiments field BMP-type motor rifle battalions. Category B and C Tank Regiments replace the BMP-2 [SM-4B] with the MT-LB [SM-10B1].
- Motor rifle divisions field a single tank regiment. In motor rifle divisions, the motor rifle battalion BMP is not fielded as part of the tank regiment.
- Category B and C tank divisions typically field towed guns in their organic artillery batteries.
- The T-72BA [SM-2A], T-72AV [SM-2B], or T-64BV [SM-3A] may substitute for the T-80BV [SM-1B] including Command 'K' models. The T-72BA is found only in Category A Divisions. All tank battalions field the same tank-type.
- The T-80U [SM-1A] may substitute for the T-80BV [SM-1B] in limited numbers including Command 'K' models. The T-80U is found only in Category A Divisions. All tank battalions field the same tank-type.
- Some Category B and C Tank Divisions may field T-62MV [SM-3B] or T-55M [SM-4A] tanks.
- The BMP-1 [SM-5A] may substitute for the BMP-2 [SM-4B] including Command 'K' models.
- The BMP-3 [SM-5B] may substitute for the BMP-2 [SM-4B] in very limited numbers including Command 'K' models.
- The BTR-80 [SM-6A] may substitute for the BTR-70 [SM-6B] in limited numbers.
- The regiment HQ FO ACRVs [SM-10B2] are typically allocated to the battalion HQs.
- The recon, anti-aircraft, engineer sections and platoons and, if attached, the helicopter sections are typically allocated to the four battalions. The BRM-1 [SM-10A] vehicles are individually allocated.
- The Spigot [SM-8B] may substitute for the Saxhorn [SM-8B].
- The RPG-7V/D [SM-8B] may substitute for the RPG-22 [SM-8B].

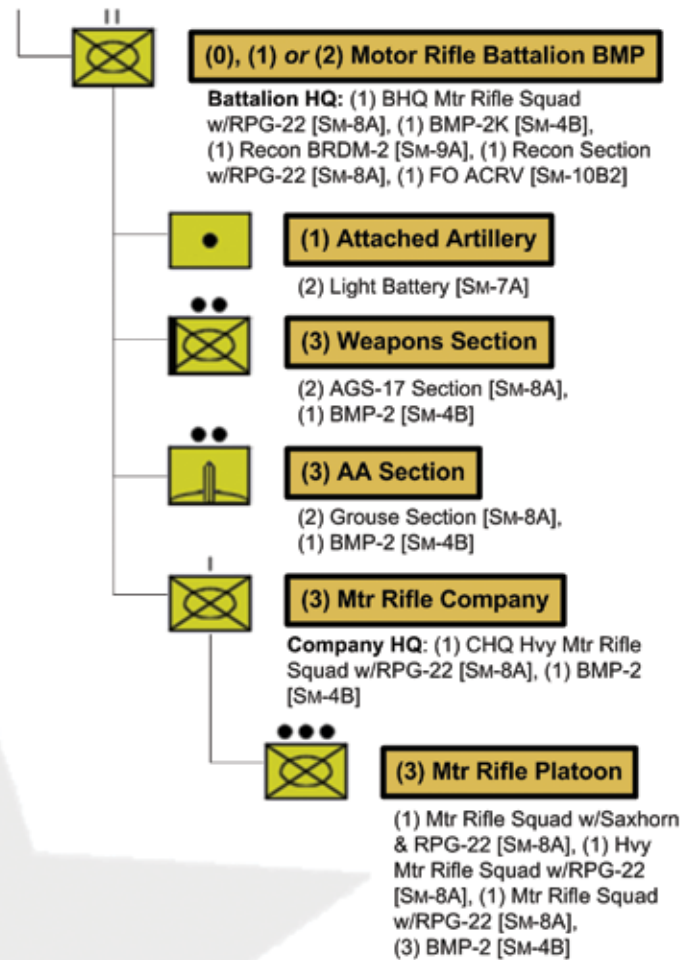
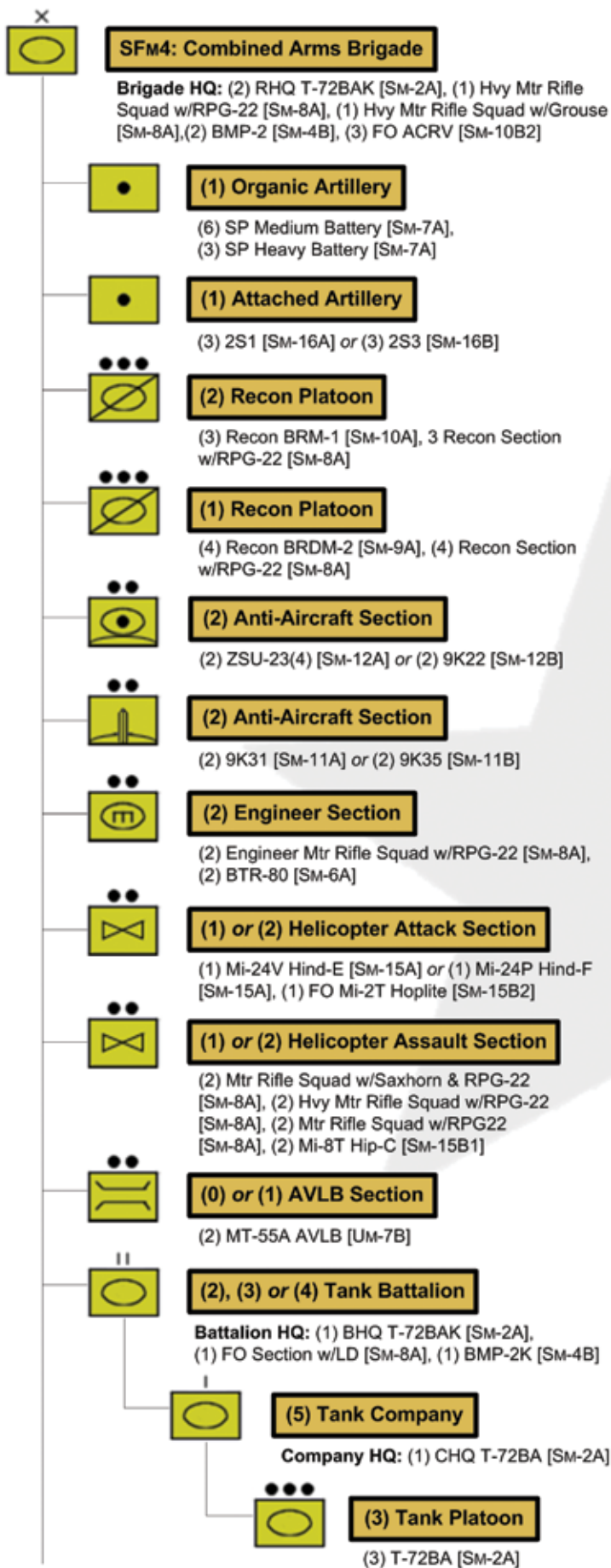
**Notes:**

- Motor rifle divisions field a single motor rifle regiment BMP. Some Category A Motor Rifle Divisions may field two BMP-type regiments.
- Tank divisions field a single motor rifle regiment BMP. The MT-LB [SM-10B1] is fielded in Category B and C divisions.
- Category B and C motor rifle divisions typically field towed guns in their organic artillery batteries.
- The T-64BV [SM-3A] or T-80BV [SM-1B] may substitute for the T-72AV [SM-2B] including Command 'K' models.
- Some Category B and C Tank Divisions may field T-62MV [SM-3B] or T-55M [SM-4A] tanks including Command 'K' models.
- The BMP-1 [SM-5A] may substitute for the BMP-2 [SM-4B] including Command 'K' models.
- The BMP-3 [SM-5B] may substitute for the BMP-2 [SM-4B] in very limited numbers including Command 'K' models.
- The regiment HQ FO ACRVs [SM-10B2] are typically allocated to the battalion HQs.
- The recon, anti-aircraft, engineer sections and platoons and, if attached, the helicopter sections are typically allocated to the four battalions. The BRM-1 [SM-10A] vehicles are individually allocated.
- The Spigot [SM-8B] may substitute for the Saxhorn [SM-8B].
- The RPG-7V/D [SM-8B] may substitute for the RPG-22 [SM-8B].

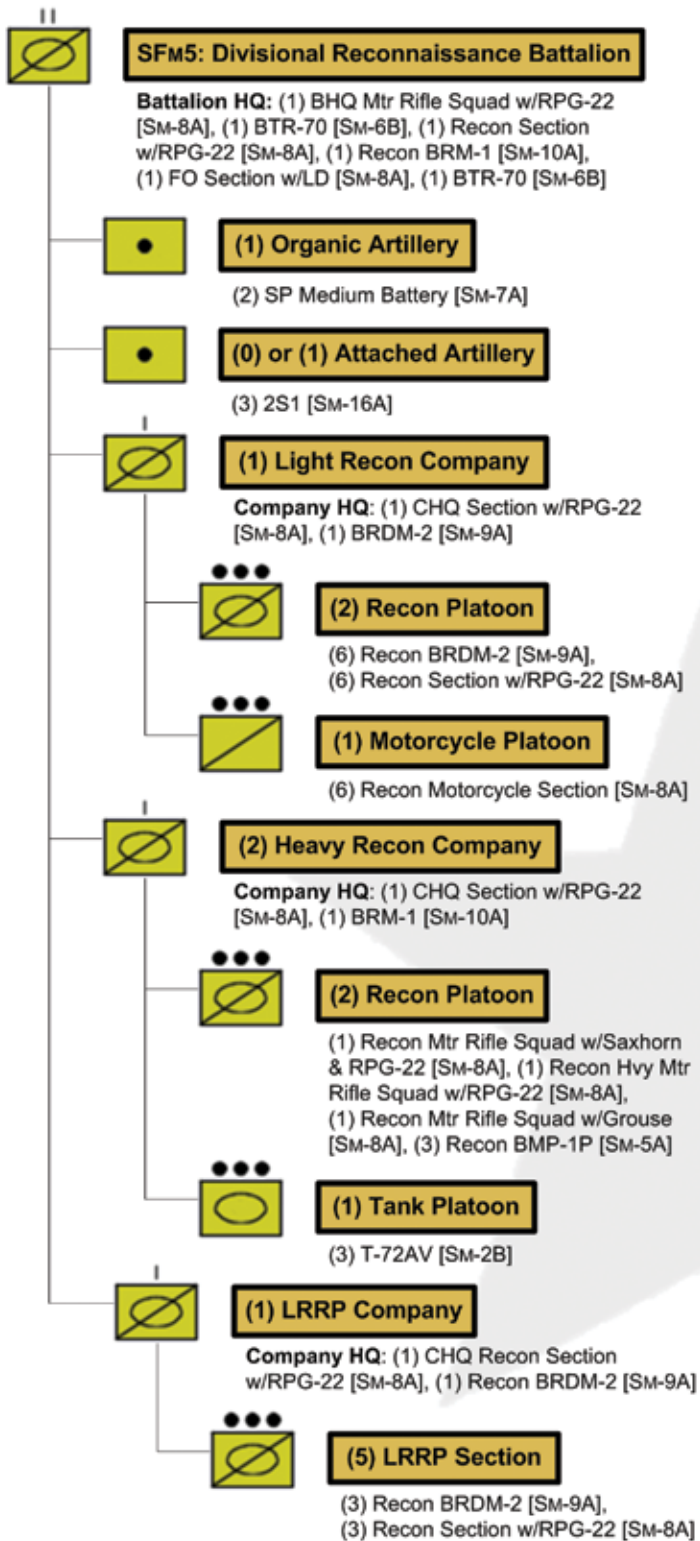


**Notes:**

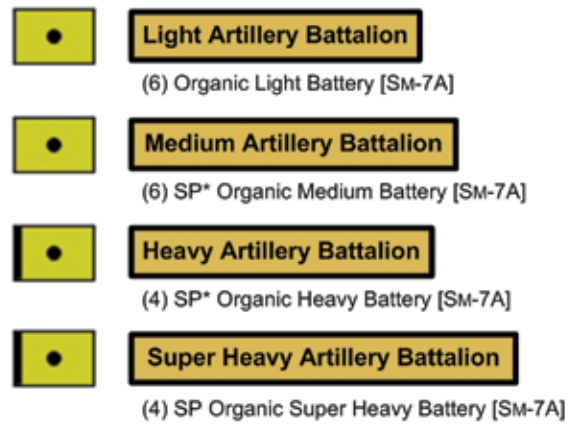
- Motor rifle divisions field two motor rifle regiments BTR. Some Category A Motor Rifle Divisions may field only one BTR-type regiment, instead fielding two BMP-type regiments.
- Category B and C motor rifle divisions typically field towed guns in their organic artillery batteries.
- The T-64BV [SM-3A] or T-80BV [SM-1B] may substitute for the T-72AV [SM-2B] including Command 'K' models.
- Some Category B and C Tank Divisions may field T-62MV [SM-3B] or T-55M [SM-4A] tanks including Command 'K' models.
- The BTR-80 [SM-6A] may substitute for the BTR-70 [SM-6B] in limited numbers.
- The regiment HQ FO ACRVs [SM-10B2] are typically allocated to the battalion HQs.
- The anti-tank, recon, anti-aircraft, engineer sections and platoons and, if attached, the helicopter sections are typically allocated to the four battalions.
- The Spigot [SM-8B] may substitute for the AT-7 Saxhorn [SM-8B].
- The RPG-7V/D [SM-8B] may substitute for the RPG-22 [SM-8B].

**Notes:**

- Unified corps field three combined arms brigades with a total of nine tank and three motor rifle battalions.
- The T-80BV [SM-1B] may substitute for the T-72BA [SM-2A] including Command 'K' models.
- The T-80U [SM-1A] may substitute for the T-72BA [SM-2A] in limited numbers including Command 'K' models.
- The BMP-3 [SM-5B] may substitute for the BMP-2 [SM-4B] in very limited numbers including Command 'K' models.
- The brigade HQ FO ACRVs [SM-10B2] are typically allocated to the battalion HQs.
- The recon, anti-aircraft, engineer sections and platoons and the helicopter sections are typically allocated to the four battalions. The BRM-1 [SM-10A] vehicles are individually allocated.
- The Spigot [SM-8B] may substitute for the Saxhorn [SM-8B].
- The RPG-7V/D [SM-8B] may substitute for the RPG-22 [SM-8B].

**Notes:**

- Tank and motor rifle divisions and unified corps each field a single divisional reconnaissance battalion.
- The LRRP (long-range reconnaissance patrol) company is tasked to penetrate behind opposing lines and is of exceptionally high quality.
- The T-64BV [SM-3A], T-80BV [SM-1B], or T-72BA [SM-2A] may substitute for the T-72AV [SM-2B].
- The BTR-80 [SM-6A] may substitute for the BTR-70 [SM-6B] in limited numbers.
- The Spigot [SM-8B] may substitute for the Saxhorn [SM-8B].
- The RPG-7V/D [SM-8B] may substitute for the RPG-22 [SM-8B].

**Notes:**

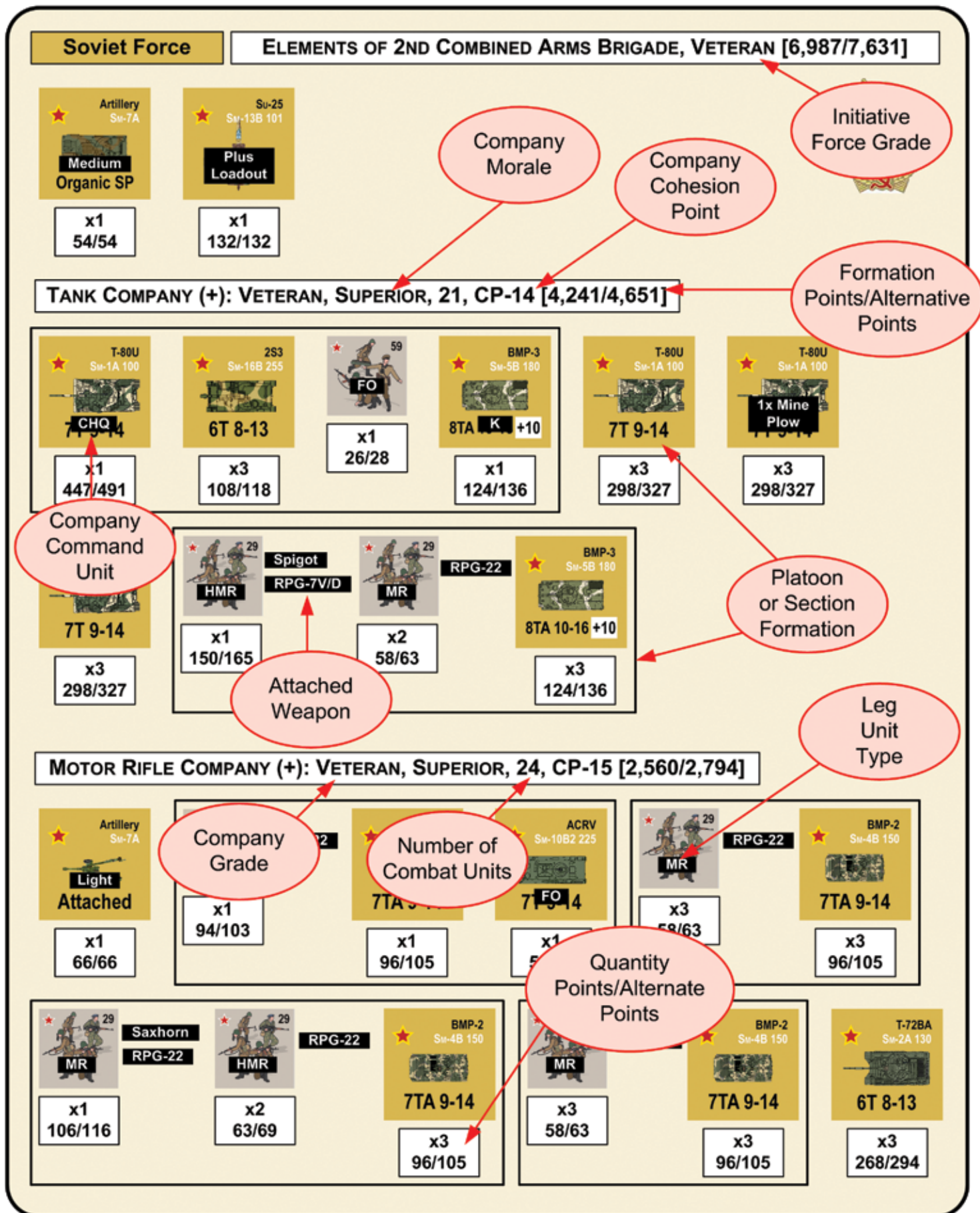
- All fielded as assets in tank and motor rifle divisions and unified corps. SP\* (self-propelled) batteries also fielded as towed batteries.



US UNIT SUMMARY CHART							
Unit	Card	Elite	Veteran	Seasoned	Regulars	Green	Raw
Artillery, Counter Battery	UM-7A	---	---	50	---	---	---
Artillery, Heavy Battery	UM-7A	---	---	83	---	---	---
Artillery, Light Battery	UM-7A	---	---	40	---	---	---
Artillery, Medium Battery	UM-7A	---	---	54	---	---	---
Artillery, Super Heavy Battery	UM-7A	---	---	98	---	---	---
CSW, AT4 HHATW	UM-8B	55	44	37	29	18	11
CSW, Dragon ATGM	UM-8B	81	64	54	43	27	16
CSW, HMG	UM-8B	22	18	15	12	7	4
CSW, LAW HHATW	UM-8B	25	20	17	13	8	5
CSW, Stinger-A MANPADS	UM-8B	24	19	16	12	8	4
CSW, Stinger-C MANPADS	UM-8B	30	24	20	16	10	6
Fixed-wing, A-10A Thunderbolt II	UM-10B	261	208	174	139	87	52
Fixed-wing, F-16C Fighting Falcon	UM-10A	171	136	114	91	57	34
Helicopter, AH-1F Cobra	UM-11B	285	228	190	152	95	57
Helicopter, AH-64A Apache	UM-11B	315	252	210	168	105	63
Helicopter, OH-58C Kiowa	UM-12A2	100	80	67	53	33	20
Helicopter, OH-58D Kiowa Warrior	UM-12A1	250	200	167	133	83	50
Helicopter, UH-1H Iroquois (MMG)	UM-11A2	132	105	88	70	44	26
Helicopter, UH-1H Iroquois (M134)	UM-11A2	142	114	95	76	47	28
Helicopter, UH-60A Black Hawk (MMG)	UM-11A1	169	135	113	90	56	33
Helicopter, UH-60A Black Hawk (M134)	UM-11A1	180	144	120	96	60	36
Leg, Heavy Mech Infantry Squad/Half-squad	UM-8A	45/33	36/26	30/22	24/17	15/11	9/6
Leg, Mech Infantry Squad/Half-squad	UM-8A	39/28	31/22	26/19	20/15	13/9	7/5
Leg, Section	UM-8A	16	13	11	8	5	3
M1 Abrams	UM-1A	346	277	231	184	115	69
M1IP Abrams	UM-1B	354	283	236	188	118	70
M1A1 Abrams	UM-2A	379	303	253	202	126	75
M2A1 Bradley IFV	UM-4A	166	133	111	88	55	33
M3A1 Bradley CFV	UM-4B	157	126	105	84	52	31
M48 Chaparral	UM-9B	54	43	36	28	18	10
M60 AVLB	UM-7B	---	---	70	---	---	---
M60A3 TTS	UM-2B	241	193	161	128	80	48
M106A2	UM-6A	79	63	53	42	26	15
M113A2	UM-3A	70	56	47	37	23	14
M125A2	UM-6B	75	60	50	40	25	15
M150	UM-5A	103	82	69	55	34	20
M163A1 PIVADS	UM-9A	63	50	42	33	21	12
M551A1 Sheridan TTS	UM-3B	163	130	109	87	54	32
M901A1 ITV	UM-5B	129	103	86	68	43	25
M981 FISTV	UM-5B	48	38	32	25	16	9
M998 HMG	UM-12B	37	30	25	20	12	7
M998 Mk.19	UM-12B	34	27	23	18	11	6
M998 MMG	UM-12B	19	15	13	10	6	3



SOVIET UNIT SUMMARY CHART							
Unit	Card	Elite	Veteran	Seasoned	Regulars	Green	Raw
2S1	SM-16A	120	96	80	64	40	24
2S3	SM-16B	135	108	90	72	45	27
9K22 Tunguska	UM-12B	118	94	79	63	39	23
9K31	SM-11A	19	15	13	10	6	3
9K35	SM-11B	42	33	28	22	14	8
ACRV	SM-10B2	36	28	24	19	12	7
Artillery, Counter Battery	SM-7A	---	---	50	---	---	---
Artillery, Heavy Battery	SM-7A	---	---	83	---	---	---
Artillery, Light Battery	SM-7A	---	---	44	---	---	---
Artillery, Medium Battery	SM-7A	---	---	54	---	---	---
Artillery, Super Heavy Battery	SM-7A	---	---	98	---	---	---
BMP-1P	SM-5A	99	79	66	52	33	19
BMP-2	SM-4B	120	96	80	64	40	24
BMP-3	SM-5B	156	124	104	83	52	31
BRDM ATGM Sagger	SM-9B	58	46	39	31	19	11
BRDM ATGM Spandrel	SM-9B	66	52	44	35	22	13
BRDM-2	SM-9A	61	49	41	32	20	12
BRM-1	SM-10A	99	79	66	52	33	19
BTR-70	SM-6B	78	62	52	41	26	15
BTR-80	SM-6A	87	69	58	46	29	17
CSW, AGS-17 GrnLnchr	SM-8B	15	12	10	8	5	3
CSW, Flamethrower	SM-8B	30	24	20	16	10	6
CSW, Grouse MANPADS	SM-8B	22	18	15	12	7	4
CSW, RPG-7V/D HHATW	SM-8B	64	51	43	34	21	12
CSW, RPG-22 HHATW	SM-8B	34	27	23	18	11	6
CSW, Saxhorn ATGM	SM-8B	60	48	40	32	20	12
CSW, Spigot ATGM	SM-8B	79	63	53	42	26	15
Fixed-wing, MiG-27K Flogger-J	SM-13A	168	134	112	89	56	33
Fixed-wing, Su-25 Frogfoot	SM-13B	165	132	110	88	55	33
Helicopter, Mi-2T Hoplite	SM-15B2	138	110	92	73	46	27
Helicopter, Mi-8T Hip-C	SM-15B1	183	146	122	97	61	36
Helicopter, Mi-8TB Hip-C	SM-15B1	259	207	173	138	86	51
Helicopter, Mi-24V Hind-E	SM-15A	252	201	168	134	84	50
Helicopter, Mi-24P Hind-F	SM-15A	280	224	187	149	93	56
Leg, Heavy Motor Rifle Squad/Half-squad	SM-8A	45/33	36/26	30/22	24/17	15/11	9/6
Leg, Motor Rifle Squad/Half-squad	SM-8A	39/28	31/22	26/19	20/15	13/9	7/5
Leg, Section	SM-8A	16	13	11	8	5	3
MT-55A AVLB	SM-7B	---	---	76	---	---	---
MT-LB	SM-10B1	45	36	30	24	15	9
NSV HMG	SM-14A	27	21	18	14	9	5
SPG-9 ATG	SM-14B	66	52	44	35	22	13
T-55M	SM-4A	241	193	161	128	80	48
T-62MV	SM-3B	241	193	161	128	80	48
T-64BV	SM-3A	304	243	203	162	101	60
T-72AV	SM-2B	276	220	184	147	92	55
T-72BA	SM-2A	331	265	221	176	110	66
T-80BV	SM-1B	307	246	205	164	102	61
T-80U	SM-1A	369	295	246	196	123	73
ZSU-23-4 Shilka	SM-12A	70	56	47	37	23	14





**Scenario 1****First Clash Pt. 1: Czech Western Border, 27 September 1987****Situation**

The Soviet 48th Motor Rifle Division leads the Soviet surge across border against the US VII Corps. Of the Central Front's five divisions, the 48th Motorized Rifle Division and the 15th Guards Tank Division are advancing along a narrow corridor to wedge the US forces away and back from NATO's FRG II Corps to the south.

This scenario is designed for play after reviewing just the Basic Rules. It is a vehicle only situation, just right for players to practice vehicle actions.

Advanced and Optional Game Rules are also included to maintain a consistent scenario format and to enable players to also utilize those rules with just vehicles.

**Map**

Utilize maps 2, 4 &amp; 7

**SPECIAL CONDITIONS**

When determining the Initiative, no Force Grade modifiers apply.

The Stream is impassable except at the Bridges or Ford hexes.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, utilize the listed point information.

If the Hidden Unit Rules (7.2) are in effect, each Force may deploy a maximum of 4 Hidden Unit Markers.

If the Command Span Rules (7.43) are in effect, all CHQs have a Command Span of 10 hexes.

Requires MBT

**SETUP**

Conditions	Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the lower result (reroll ties) must setup first anywhere along either mapboard edge no more than 3 hexes from the edge.
	The other force sets up second in the area not selected above no more than 3 hexes from the edge.
	Neither force controls the bridges nor ford objectives at the start of the scenario.

**VICTORY CONDITIONS**

Length	15 turns
300 VPs	To the force that controls each of the 2 Bridge hexes, 2I5 and 2V7. To control a Bridge hex, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
200 VPs	To the force that controls Ford hex 2D8. To control the Ford hex, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
200 VPs	To the force that controls Bridge hex 2DD4 and Ford hex 2CC5. To control a Bridge or Ford hex, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For knock out or brew up.
255 VPs	Required victory margin.



**US Force****ELEMENTS OF 1ST INFANTRY DIVISION (MECH), SEASONED [2,575]****TANK COMPANY (+): SEASONED, EXCELLENT, 15, CP-9 [2,575]**

x2  
241



x4  
161



x3  
161



x3  
161



x3  
161

**Soviet Force****ELEMENTS OF 210TH MOTOR RIFLE REGIMENT, SEASONED [2,484]****TANK COMPANY: SEASONED, EXCELLENT, 13, CP-8 [2,484]**

x1  
276



x4  
184



x4  
184



x4  
184



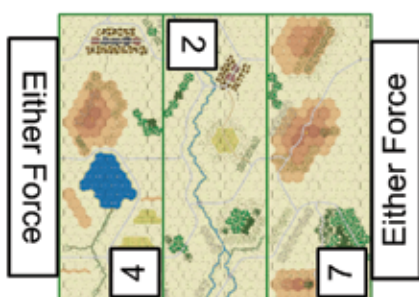
**Scenario 2****First Clash Pt. 2: Czech Western Border, 27 September 1987****Situation**

The Soviet 48th Motor Rifle Division leads the Soviet surge across border against the US VII Corps. Of the Central Front's five divisions, the 48th Motorized Rifle Division and the 15th Guards Tank Division are advancing along a narrow corridor to wedge the US forces away and back from NATO's FRG II Corps to the south.

This variation on Scenario 1 is designed for play after reviewing the Advanced Rules. It adds ATGMs, and leg and towed units to the original situation.

**Map**

Utilize maps 2, 4 &amp; 7

**SPECIAL CONDITIONS**

When determining the Initiative, no Force Grade modifiers apply.

The Stream is impassable except at the Bridges or Ford hexes. Amphibious vehicles (7.34) may traverse.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, utilize the listed point information.

If the Hidden Unit Rules (7.2) are in effect, each Force may deploy a maximum of 4 Hidden Unit Markers.

If the Command Span Rules (7.43) are in effect, US CHQs have a Command Span of 10 hexes; the Soviet CHQ has a Command Span of 8 hexes.

Requires MBT

**SETUP**

Conditions	Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the lower result (reroll ties) must setup first anywhere along either mapboard edge no more than 3 hexes from the edge.
	The other force sets up second in the area not selected above no more than 3 hexes from the edge.
	Neither force controls the bridges nor ford objectives at the start of the scenario.

**VICTORY CONDITIONS**

Length	15 turns
375 VPs	To the force that controls each of the 2 Bridge hexes, 2I5 and 2V7. To control a Bridge hex, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
250 VPs	To the force that controls Ford hex 2D8. To control the Ford hex, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
250 VPs	To the force that controls Bridge hex 2DD4 and Ford hex 2CC5. To control a Bridge or Ford hex, a force must occupy or be the last to occupy it for a full turn. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
310 VPs	Required victory margin.



## US Force

## ELEMENTS OF 1ST INFANTRY DIVISION (MECH), SEASONED [3,135]

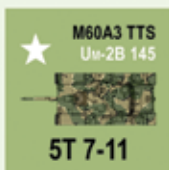
## TANK COMPANY (+): SEASONED, EXCELLENT, 25, CP-15 [3,135]



x2  
241



x4  
161



x3  
161



x3  
161



x3  
161



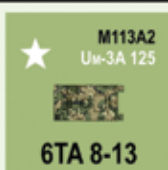
x1  
43



x1  
97



x2  
47



x4  
47

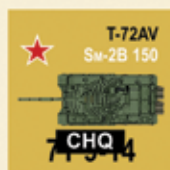


x2  
69

## Soviet Force

## ELEMENTS OF 210TH MOTOR RIFLE REGIMENT, SEASONED [3,082]

## TANK COMPANY (+): SEASONED, EXCELLENT, 25, CP-15 [3,082]



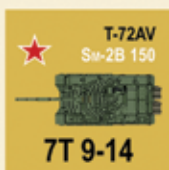
x1  
276



x4  
184



x4  
184



x4  
184



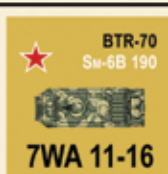
x1  
89



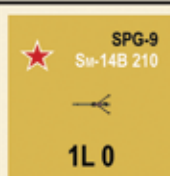
x1  
49



x1  
53



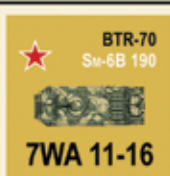
x3  
52



x1  
44



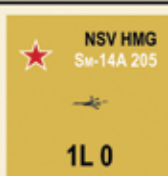
x1  
64



x1  
52



x1  
21



x1  
18



x1  
52